

```
enum parity
    even, odd, undef

parity_add(a: parity, b: parity)
    if a is undef  $\vee$  b is undef
        return undef
    if a is even: return b
    if b is even: return a
    return even # odd + odd
```

```
lifter_add(x: ?, y: ?)
    if x is int  $\wedge$  y is int
        return add(x, y)
    if x is int
        x : a_int  $\leftarrow$  lift(x)
    else # y is int
        y : a_int  $\leftarrow$  lift(y)
    return a_add(x, y)
```