

44

(a)

 $l \notin \text{dom } \sigma$ $\langle e, \rho\{x_1 \mapsto l\}, \sigma\{l \mapsto \text{unspecified}\} \rangle \Downarrow \langle v, \sigma' \rangle$ $\langle \text{VAL}(x, e), \rho, \sigma \rangle \rightarrow \langle \rho\{x_1 \mapsto l\}, \sigma'\{l \mapsto v\} \rangle$

(b) code {
 (val x 3)
 (define y (lambda (x) (* x x)))
 (val x 4)
 (y)

if in old version $(y) = 16$, because it will use the same location, only change value to 4, $(y) = 16$

if in new version $(y) = 9$, because second val x will create a location, But what x in y is still in the old location, so $(y) = 9$

for new version

(c) I prefer old version. Because if we change val x value, we actually want a new value in the function y, but the function still use, the old location.