UFR-IMAG Université Joseph Fourier Programming Language and Compiler Design,
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Additional exercise on typing

Exercise 1

We consider the following program (in the While language extended with a command 'write' as we already saw once before):

```
\begin{array}{ll} \text{begin} & \text{var } x := 2; \\ & \text{var } y := 1; \\ & \text{proc } p \text{ is } x := x + y; \\ & \text{begin } \text{var } y := true; \\ & \text{call } p; \\ & \text{write } x; \\ & \text{end;} \end{array}
```

- 1. According to the static semantics for variables and procedures, what does this program write ?
- 2. Is this program well-typed in the static semantics type system?
- 3. According to the dynamic semantics for variables and procedures, what happens with this program?
- 4. Is this program well-typed in the dynamic semantics type system? We deduce from this that the fact that the program is well-typed in the static type system does not matter when we want to execute it with a dynamic semantics!
- 5. Propose a modification of this program which is well-typed in the dynamic semantics type system, and which displays a boolean.

Remark: if you master the static-dynamic semantics, you can try to exhibit a program which is well-typed in the dynamic type system but not in the static-dynamic type system. You can use a second procedure q.