val x = 34;
(* static environment: x→int *)
(* dynamic environment: x→34 *)

val y = 17;
(* static environment: y→int, x→int *)
(* dynamic environment: y→17, x→34 *)

val z = (x + y) + (y + 2);
(* static environment: z→int, y→int, x→int *)
(* dynamic environment: z→70, y→17, x→34 *)

val q = x+1;
(* static environment: q→int, z→int, y→int, x→int *)
(* dynamic environment: q→71, z→70, y→17, x→34 *)

val abs_of_z = if z < 0 then 0 - z else z;
(* static environment: abs_of_z→int, q→int, z→int, y→int, x→int *)
(* dynamic environment: abs_of_z→70, q→71, z→70, y→17, x→34 *)

val abs_of_z_simpler = abs z;