fun even x = (print "in even "; if x=0 then true else odd (x-1))
and odd x = (print "in odd "; if x=0 then false else even (x-1))

val a1 = odd 7
val _ = print 

(* does not change behavior of odd -- which is too bad *)
fun even x = (x mod 2) = 0
val a2 = odd 7
val _ = print 

(* does not change behavior of odd -- which is good *)
fun even x = false
val a3 = odd 7
val _ = print 