(* Dan Grossman, CSE341, Programming Languages *)
(* Section 1: Some Errors *)

(* This program has several errors in it so we can try to debug them. *)

val x = 34
val y = x + 1
val z = if y > 0 then false else x < 4
(* This is still bad style, equivalent with: not (y > 0) andalso x < 4 *)
val q = if y > 0 then 0 else 42
val a = ~5
val w = 0
val funny = 34
val v = x div (w + 1)
val fourteen = 7 + 7
(* Can’t have val bindings start with numbers *)
val cse341 = true