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

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

```ml
val x = 34
y = x + 1
val z = if y then 34 else x < 4
val q = if y > 0 then 0
val a = -5
val w = 0
val fun = 34
val v = x / w
val fourteen = 7 - 7
val 0cse341 = true
```