Misprints in
Programming Language Design and
Implementation
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This will list significant errors in the text only, but you are welcome to send even minor corrections to torbenm@di.ku.dk.

page 109: In line 4, replace “The second printf command will print 2” by “The second printf command will print 1”. A clearer formulation of the entire paragraph can read

The above uses C-style syntax, but similar code can be written in most block-structured languages. If static scoping is used, the first printf command will print 0, since the assignment inside f affects the global variable declared in the first line. The second printf command will print 1, since only the globally declared x (that was updated in f) is visible. If dynamic scoping is used, the first printf command will print 1, because the declaration of x in main inside the block just prior to the call to f overrides the global declaration, so f will update the variable declared in this block. When this block is exited, the global variable is restored, so the second printf command will print 2. C, like most ALGOL-derived languages, uses static scoping, so the results would be 0 and 1. Some scripting languages (like Perl and Bash) as well as some extended forms of BASIC that include procedure declarations use dynamic scoping.

page 125: In Fig. 5.11, change the line

datatype intIntClosure = G of () | H of ((), int)

1
to

datatype intIntClosure = G of unit | H of (unit, int)

It can be helpful to add the following to the end of Sect. 5.5.1:
unit is the type that has only one value, which is ().

**page 207:** Point 3 in the unification algorithm should read:

3. If $t$ is a bound type variable $A$, find the type $u$ to which $A$ is bound and unify $s$ and $u$.

**page 288, 291, and 292:** In Figs. 11.6, 11.8, and 11.9, replace
if $x$ then $s_1$ else $s_2$
by
if $X$ then $S_1$ else $S_2$. 