

```

signature ABSYN =
sig
  structure Source : SOURCE
  datatype ident = IDENT of string * int * int
  type var = ident
  type tyvar = ident
  datatype longid = LONGID of ident option * ident
  datatype lit =
    | CCONlit of char
    | ICONlit of int
    | RCONlit of real
    | SCONlit of string
  datatype ty =
    | VARty of tyvar
    | CONSTy of ty list * longid
    | TUPLEty of ty list
    | RELty of ty list * ty list
  datatype pat =
    | WILDpat
    | LITpat of lit
    | CONpat of longid
    | STRUCTpat of longid option * pat list
    | BINDpat of var * pat
    | IDENTpat of ident * pat ref
  datatype exp =
    | LITexp of lit
    | CONexp of longid
    | VARexp of longid
    | STRUCTexp of longid option * exp list
    | IDENTexp of longid * exp ref
  datatype goal =
    | CALLgoal of longid * exp list * pat list
    | EQUALgoal of var * exp
    | LETgoal of pat * exp
    | NOTgoal of goal
    | ANDgoal of goal * goal
  datatype result =
    | RETURN of exp list
    | FAIL
  datatype clause =
    | CLAUSE1 of goal option * ident * pat list * result
    | CLAUSE2 of clause * clause
  datatype conbind =
    | CONcb of ident
    | CTORcb of ident * ty list
  datatype datbind =
    | DATBIND of tyvar list * ident * conbind list
  datatype typbind =
    | TYPBIND of tyvar list * ident * ty
  datatype relbind =
    | RELBIND of ident * ty option * clause

  datatype spec =
    | WITHspec of string * interface ref
    | ABSTYPEspec of bool * tyvar list * ident
    | TYPESpec of typbind list
    | DATAspec of datbind list * typbind list
    | VALspec of ident * ty
    | RELspec of ident * ty

  and interface =
    | INTERFACE of {modid: ident,
                  specs: spec list,
                  source: Source.source}

  datatype dec =
    | WITHdec of string * interface ref
    | TYPEdec of typbind list
    | DATAdec of datbind list * typbind list
    | VALdec of ident * exp
    | RELdec of relbind list

  datatype module = MODULE of interface * dec list

  structure IdentDict : ORD_DICT where type Key.ord_key = ident
  val makeIdent : string * int * int -> ident
  val rmlIdent : string -> ident
  val identName : ident -> string
  val identEqual : ident * ident -> bool
  val litEqual : lit * lit -> bool
  val litString : lit -> string
  val dummyInterface : interface

end (* signature ABSYN *)

```