

Binders and Adaptable Functions

LessThan

int one

int two

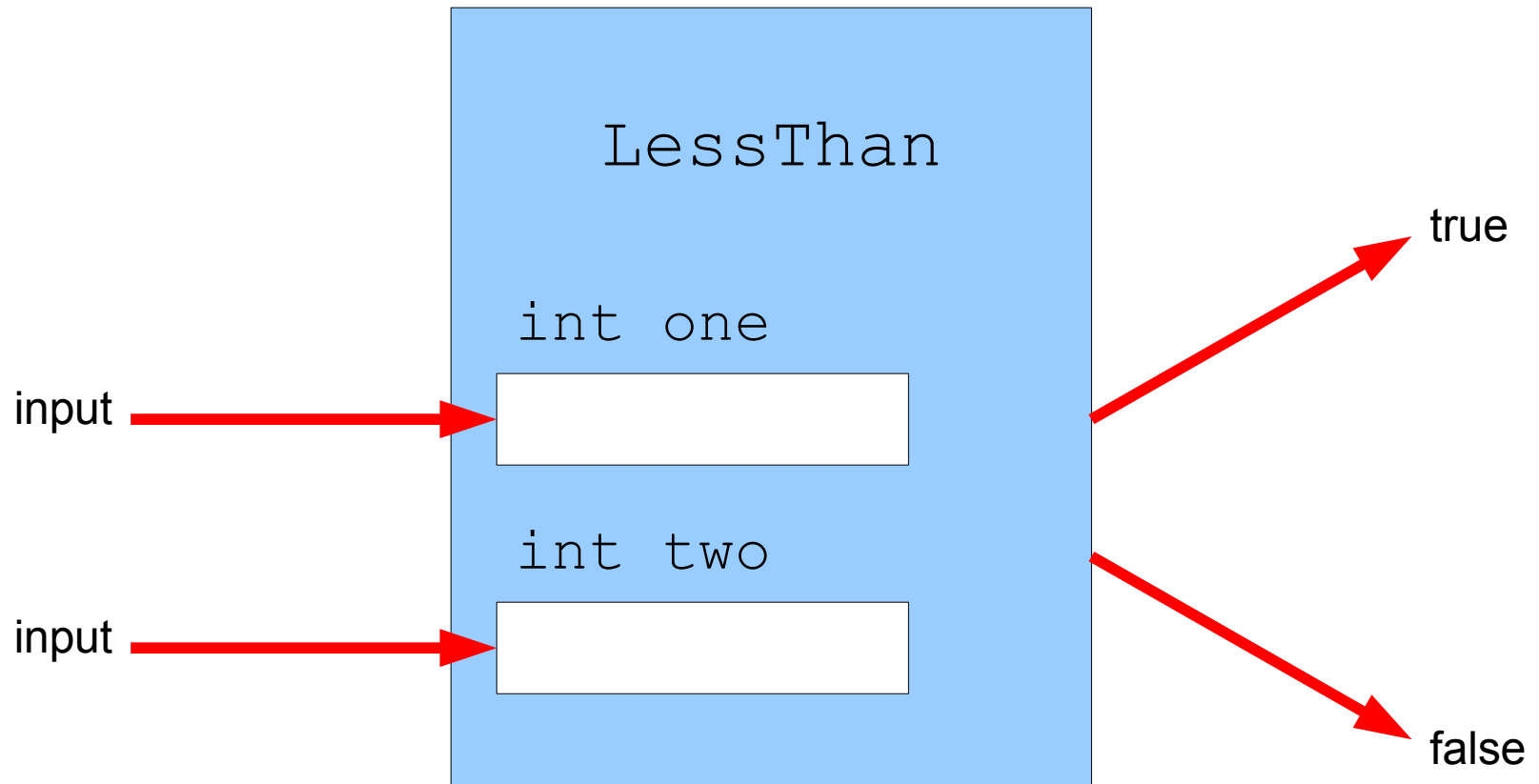
LessThan

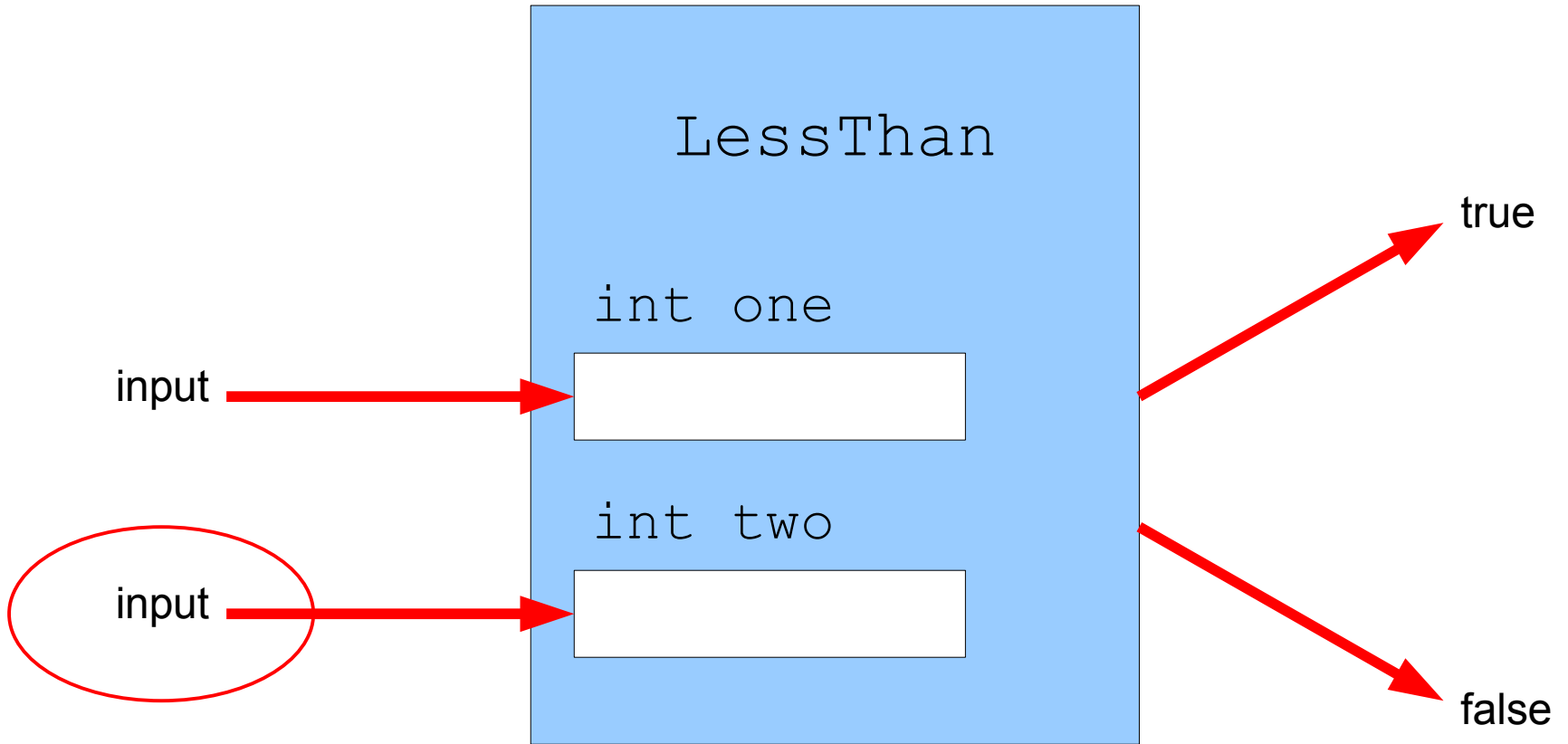
int one

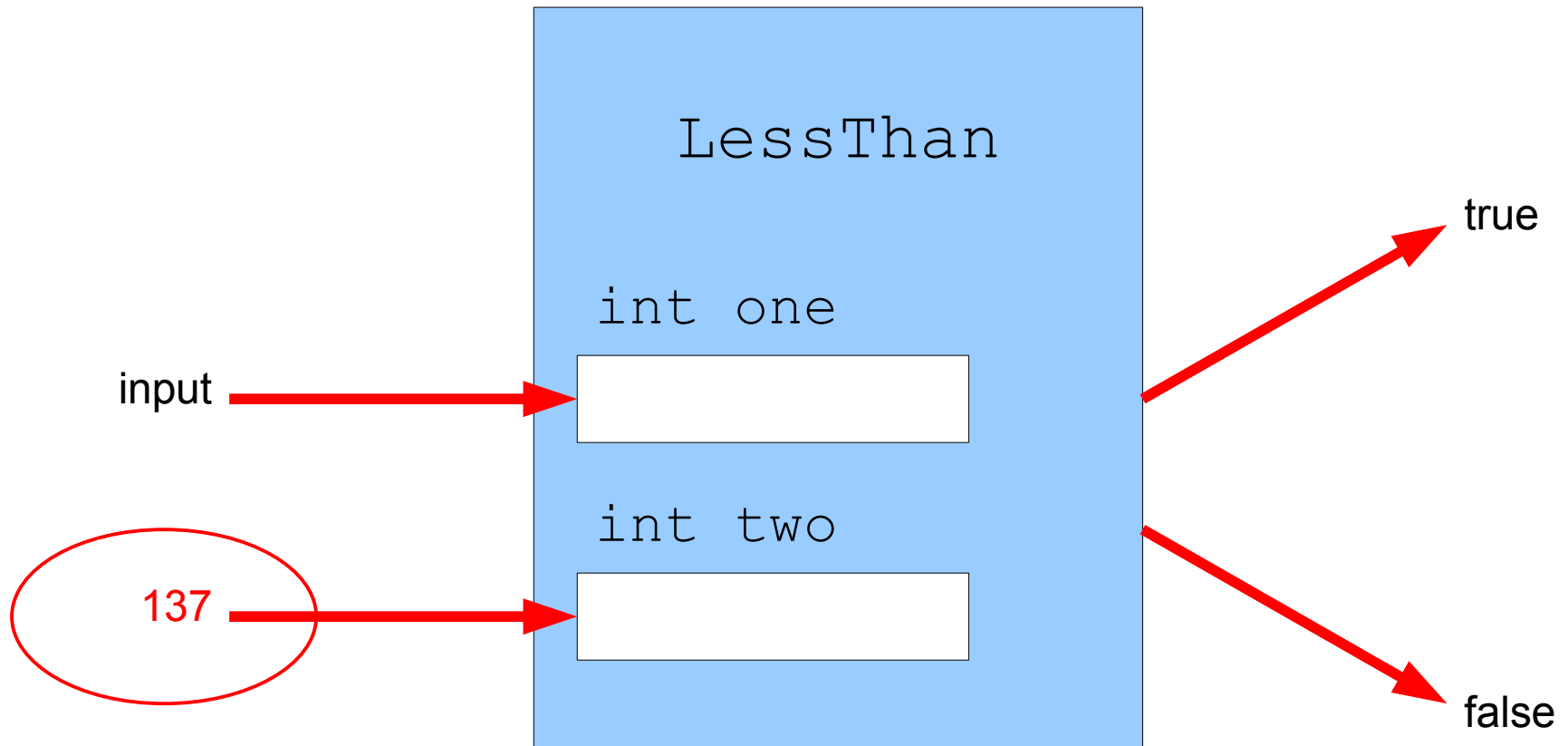
input

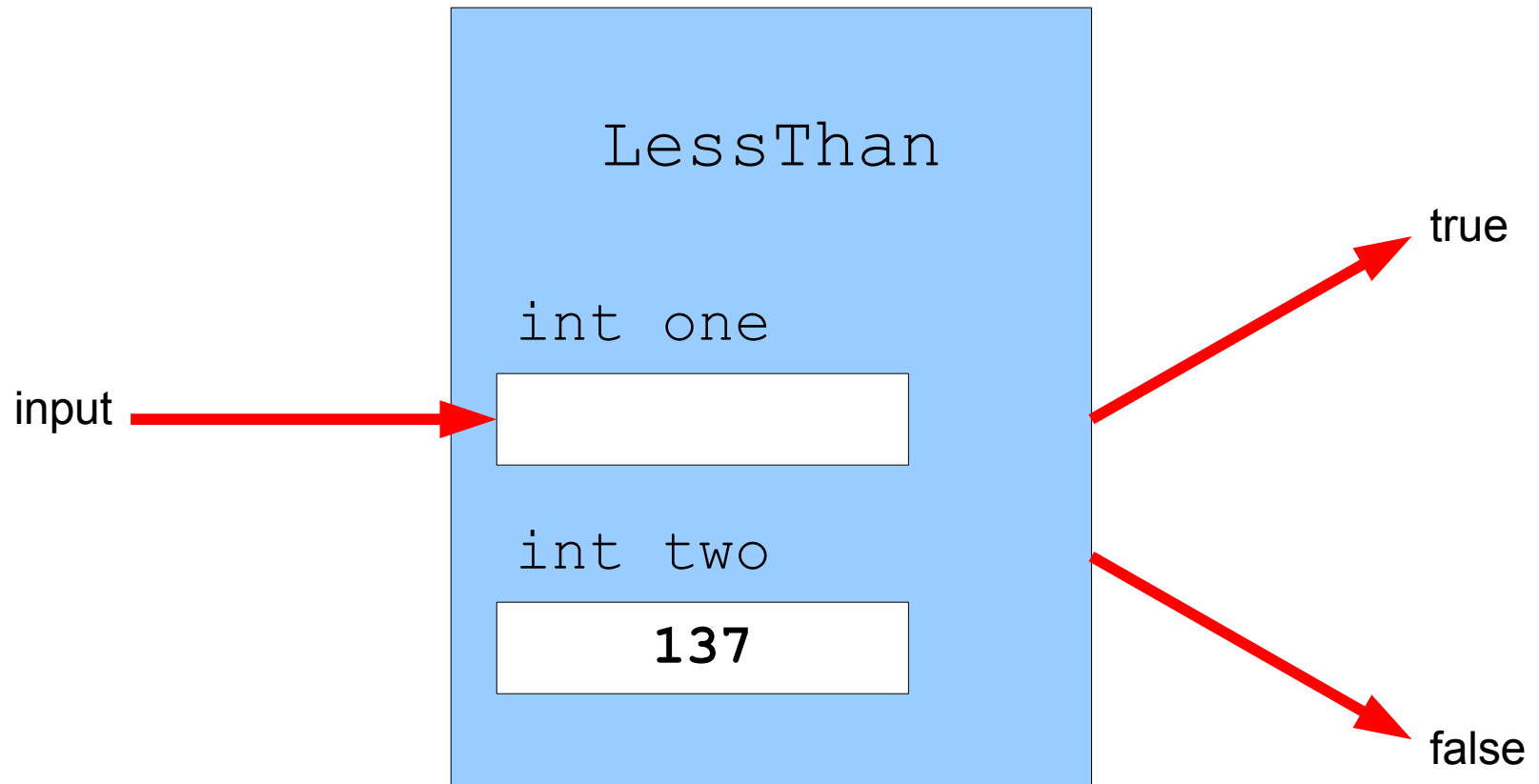
int two

input









How can we implement this?

Parameter-locking Object

Parameter-locking Object

int value

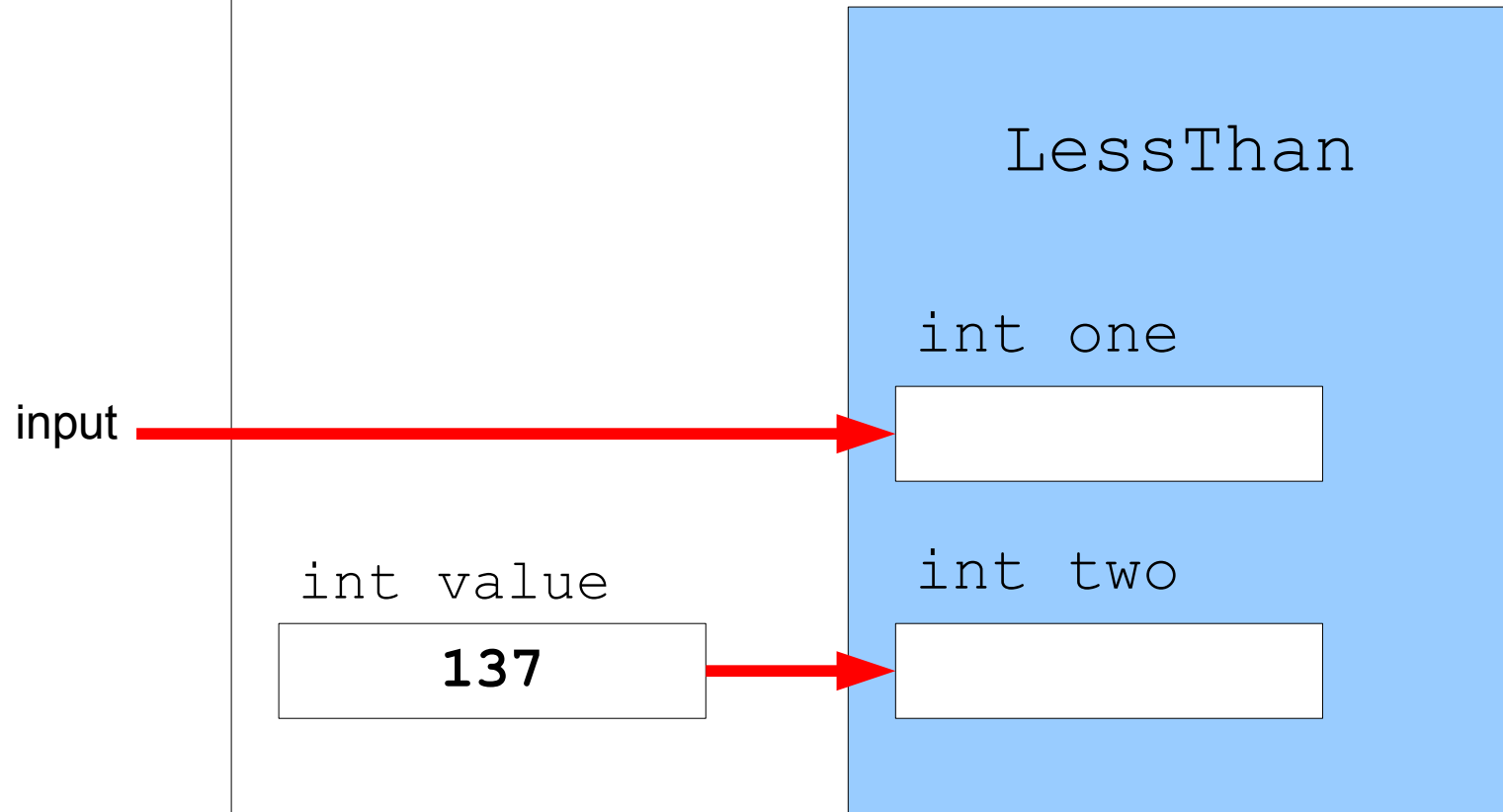
137

LessThan

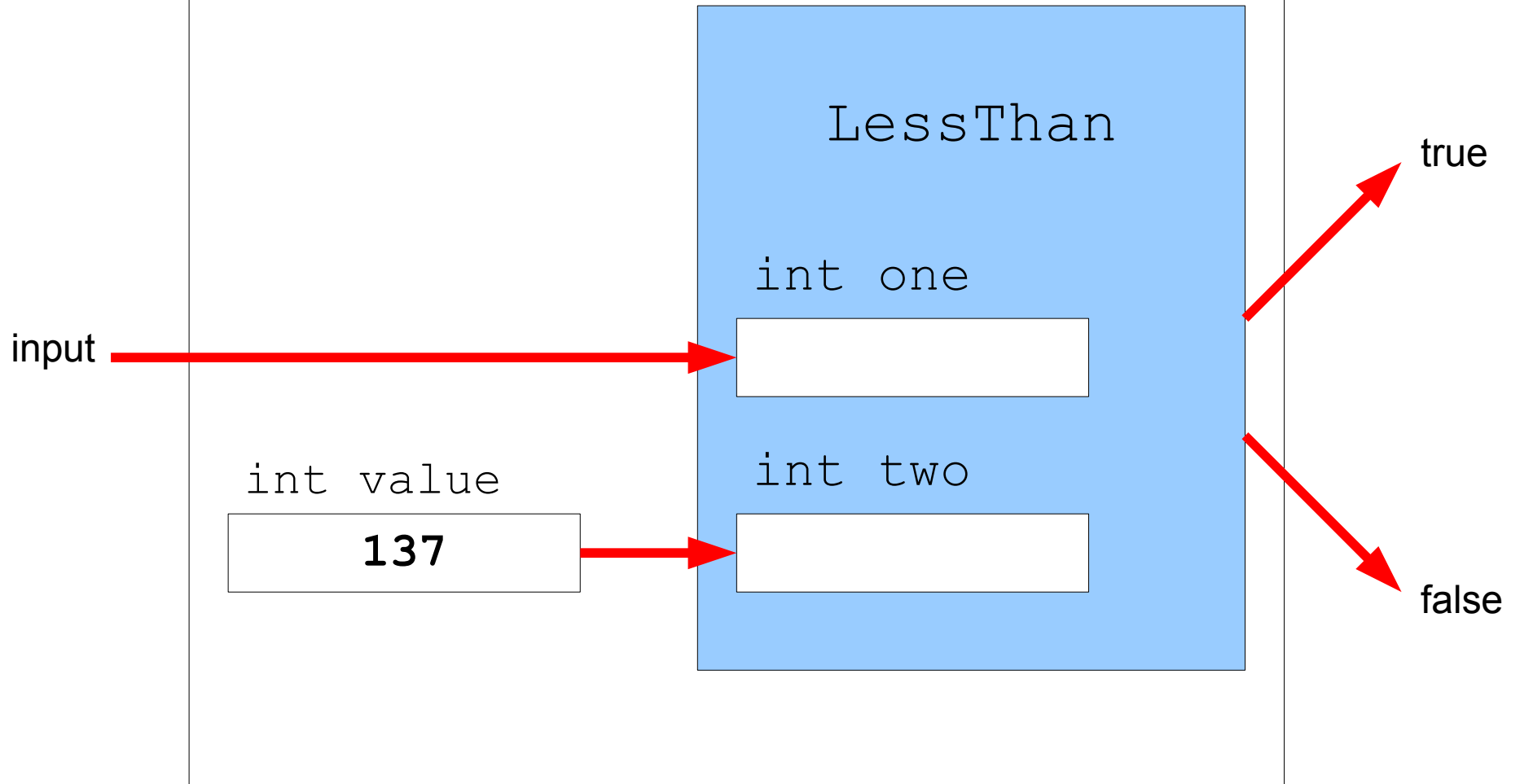
int one

int two

Parameter-locking Object

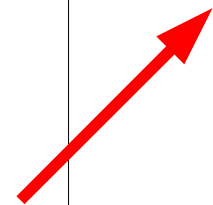


Parameter-locking Object

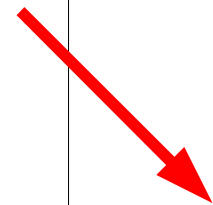


Parameter-locking Object

input



true



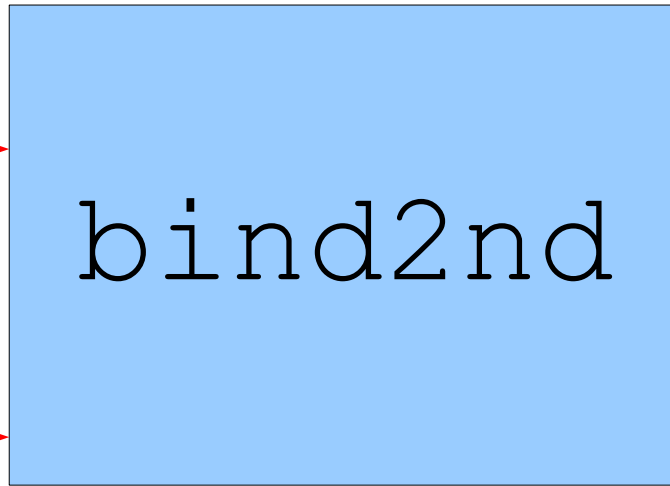
false

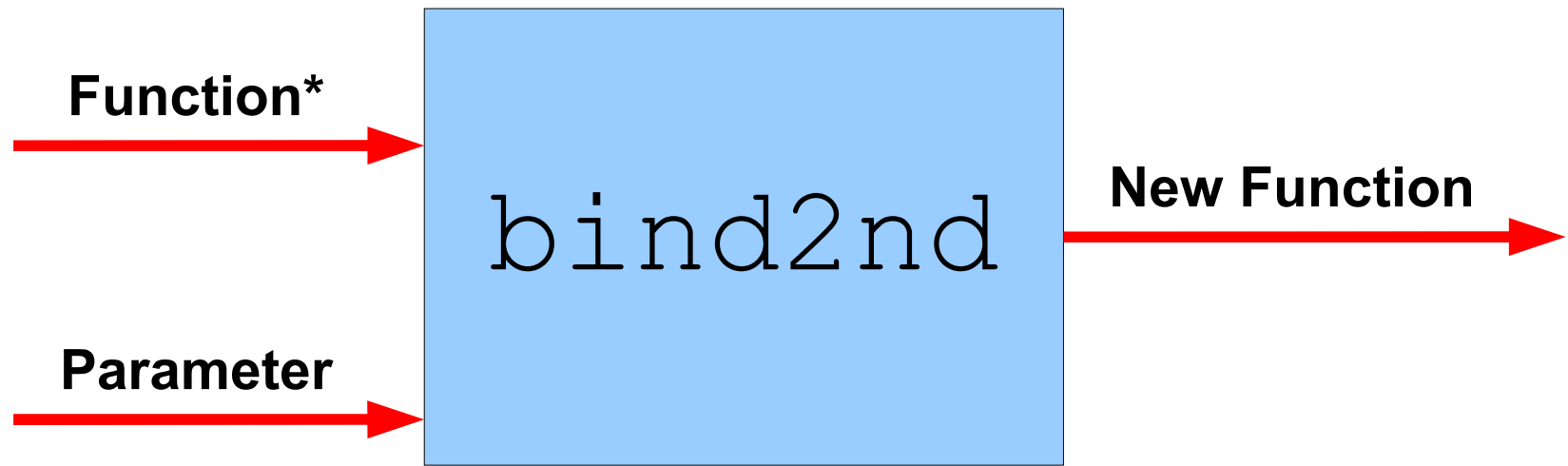
`bind2nd`

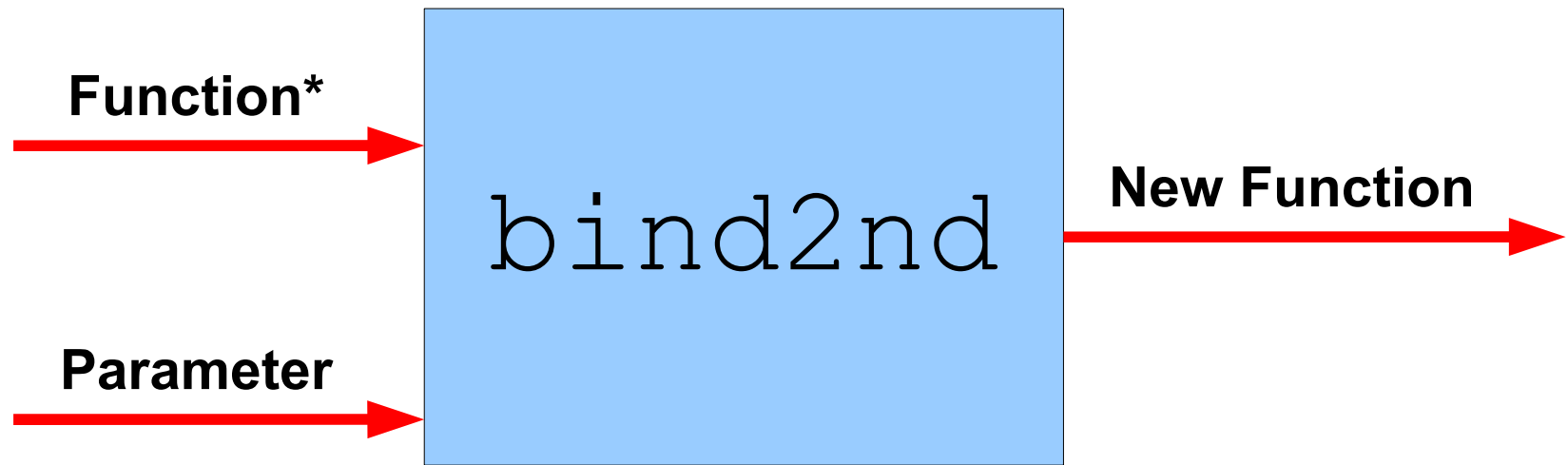
Function*



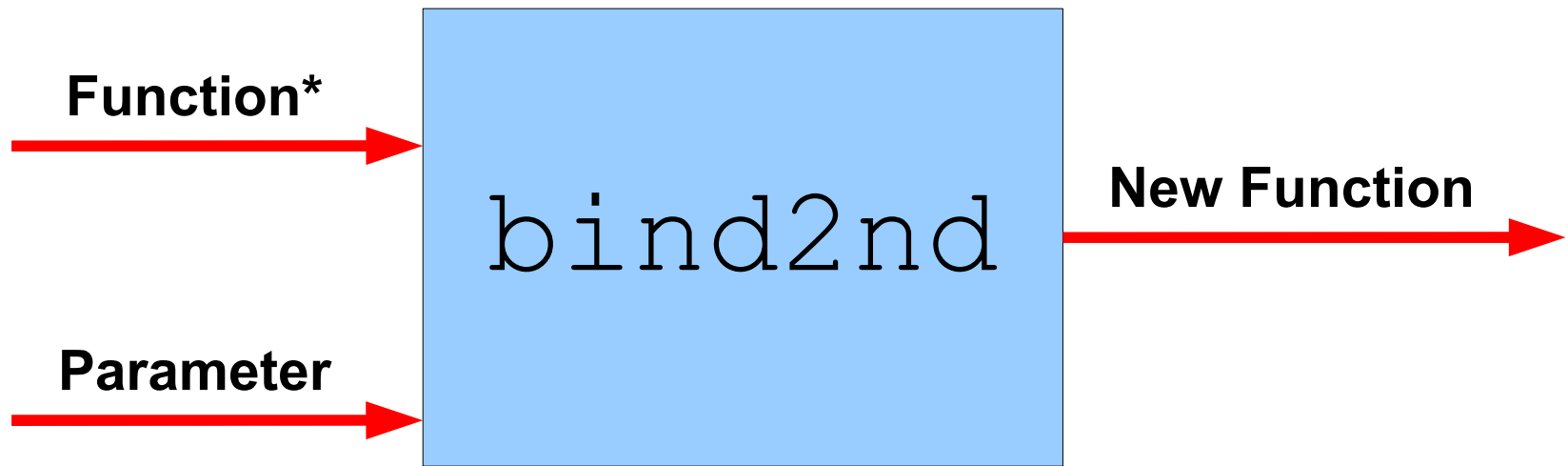
Parameter





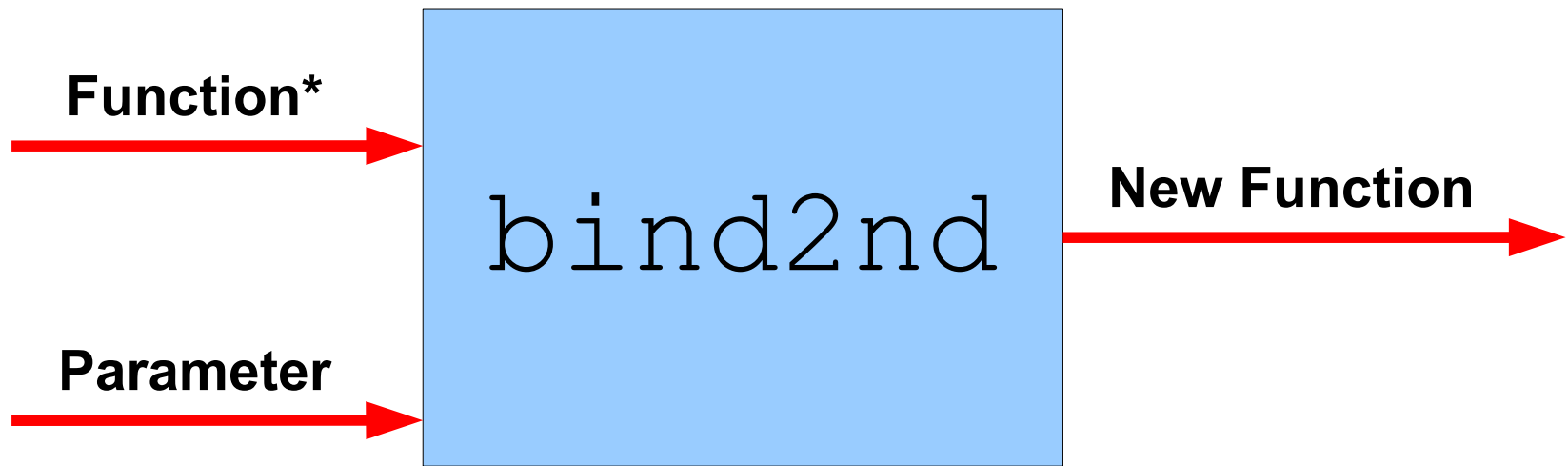


* Must be an “adaptable function”



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