

3 and

x;;

let x = 3 in x + y;;

let x = 1
and y = x + 2
in x + y;;

let x = 1 in
let y = x + 2 in
x + y;;

let f x y = x * y * z;;

let f x =
let g y z = x * y * z in
g (h x) z;

4 and

let func a b c =
if a <= b && a <= c then
(b * b) + (c * c)

else if b <= a && b <= c then
(a * a) + (c * c)

else
(a * a) + (b * b)