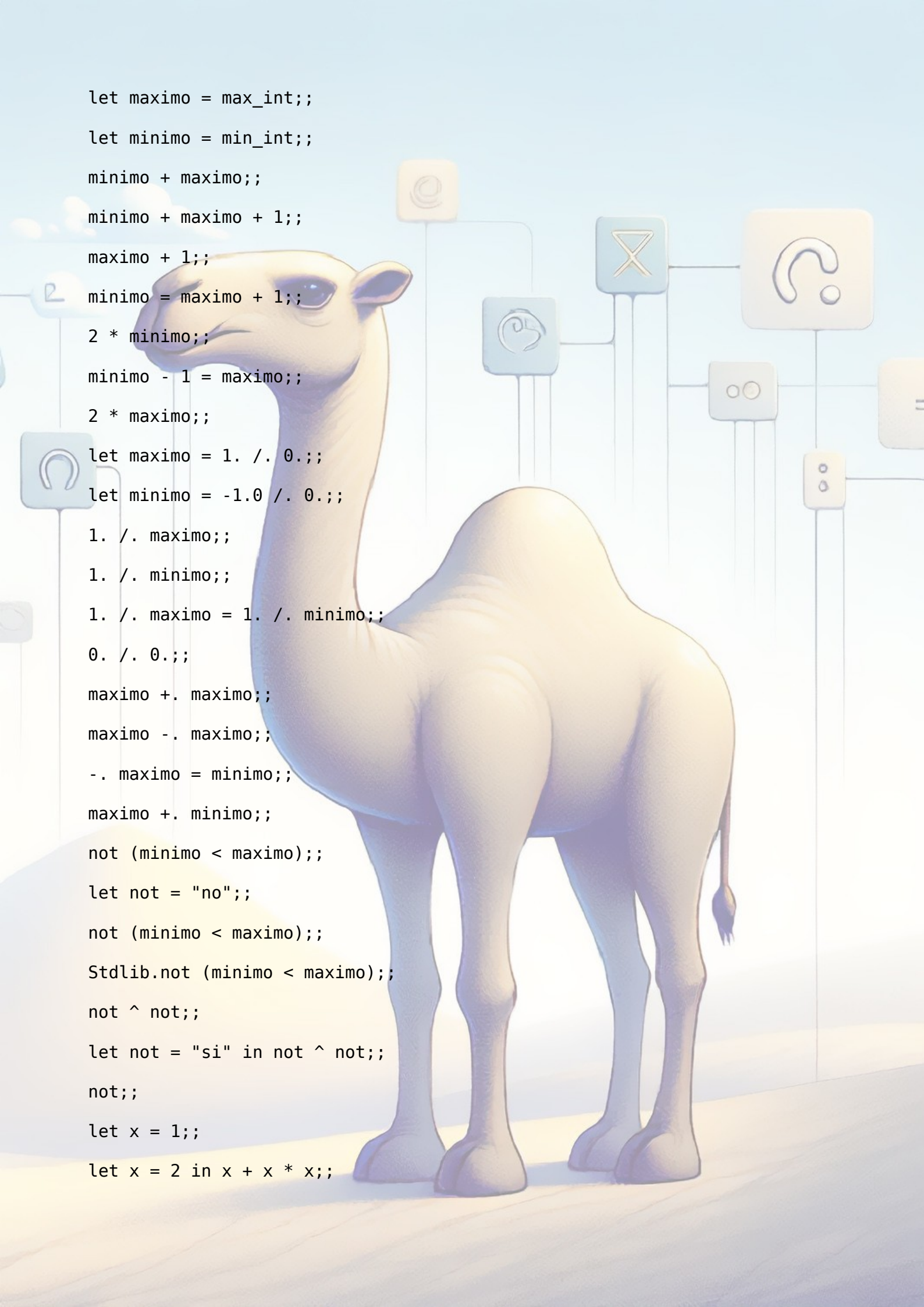
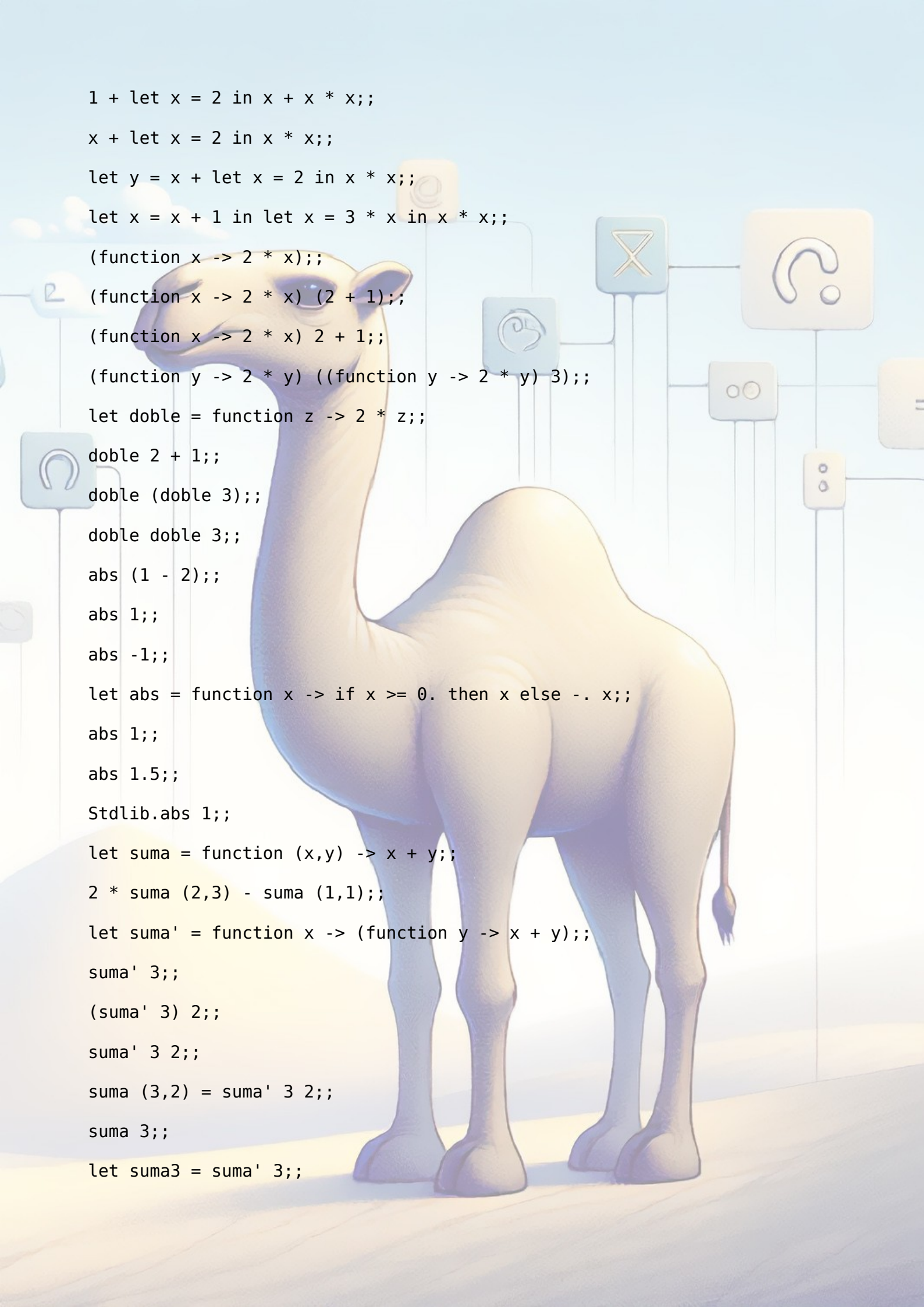


```
let maximo = max_int;;
let minimo = min_int;;
minimo + maximo;;
minimo + maximo + 1;;
maximo + 1;;
minimo = maximo + 1;;
2 * minimo;;
minimo - 1 = maximo;;
2 * maximo;;
let maximo = 1. /. 0.;;
let minimo = -1.0 /. 0.;;
1. /. maximo;;
1. /. minimo;;
1. /. maximo = 1. /. minimo;;
0. /. 0.;;
maximo +. maximo;;
maximo -. maximo;;
-. maximo = minimo;;
maximo +. minimo;;
not (minimo < maximo);;
let not = "no";;
not (minimo < maximo);;
Stdlib.not (minimo < maximo);;
not ^ not;;
let not = "si" in not ^ not;;
not;;
let x = 1;;
let x = 2 in x + x * x;;
```



```
1 + let x = 2 in x + x * x;;

x + let x = 2 in x * x;;

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

let x = x + 1 in let x = 3 * x in x * x;;

(function x -> 2 * x);;

(function x -> 2 * x) (2 + 1);;

(function x -> 2 * x) 2 + 1;;

(function y -> 2 * y) ((function y -> 2 * y) 3);;

let doble = function z -> 2 * z;;

doble 2 + 1;;

doble (doble 3);;

doble doble 3;;

abs (1 - 2);;

abs 1;;

abs -1;;

let abs = function x -> if x >= 0. then x else -. x;;

abs 1;;

abs 1.5;;

Stdlib.abs 1;;

let suma = function (x,y) -> x + y;;

2 * suma (2,3) - suma (1,1);;

let suma' = function x -> (function y -> x + y);;

suma' 3;;

(suma' 3) 2;;

suma' 3 2;;

suma (3,2) = suma' 3 2;;

suma 3;;

let suma3 = suma' 3;;
```

```
suma3 10;;

suma3 2 + 1;;

suma3 (suma3 10);;

suma3 suma3 10;;
```