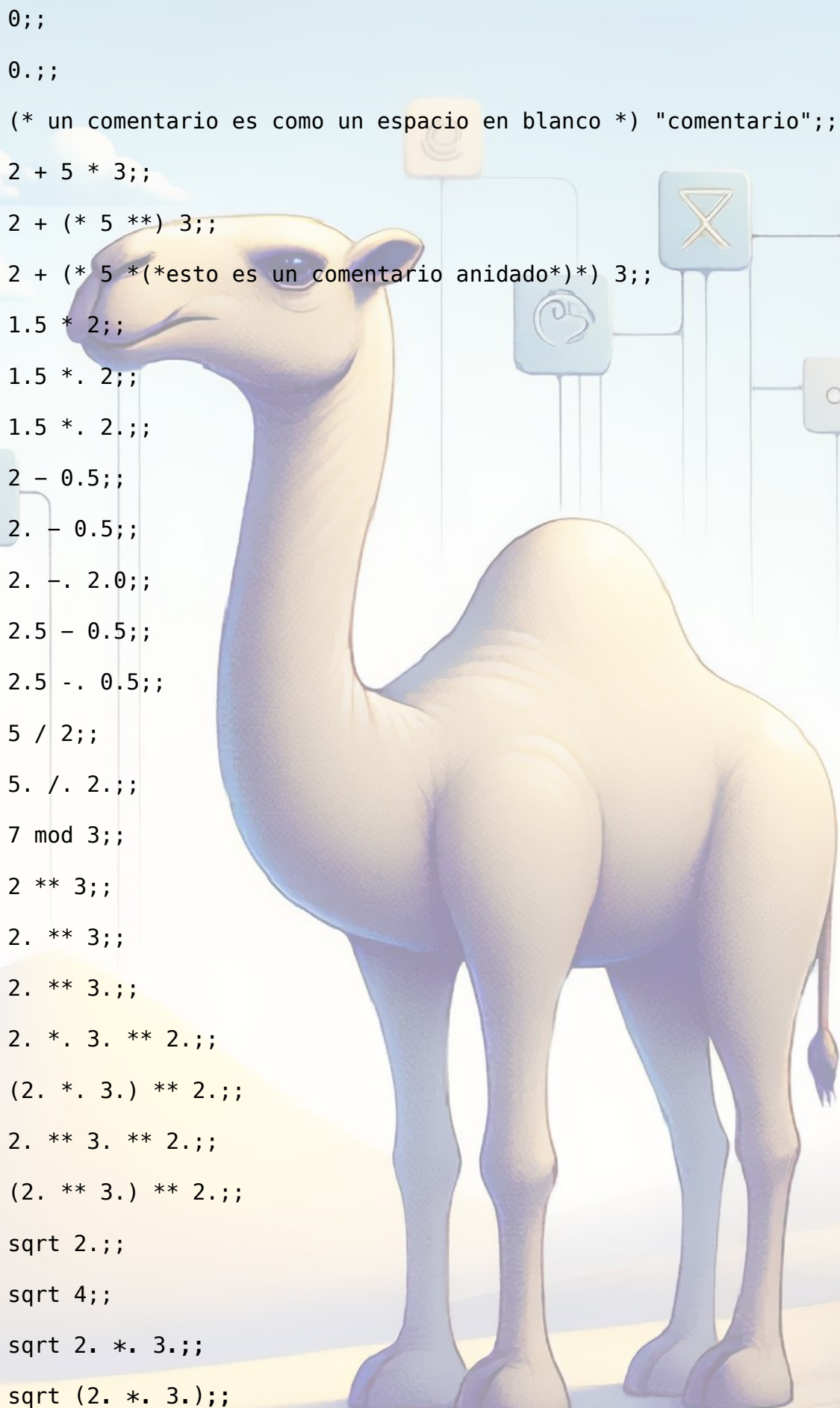
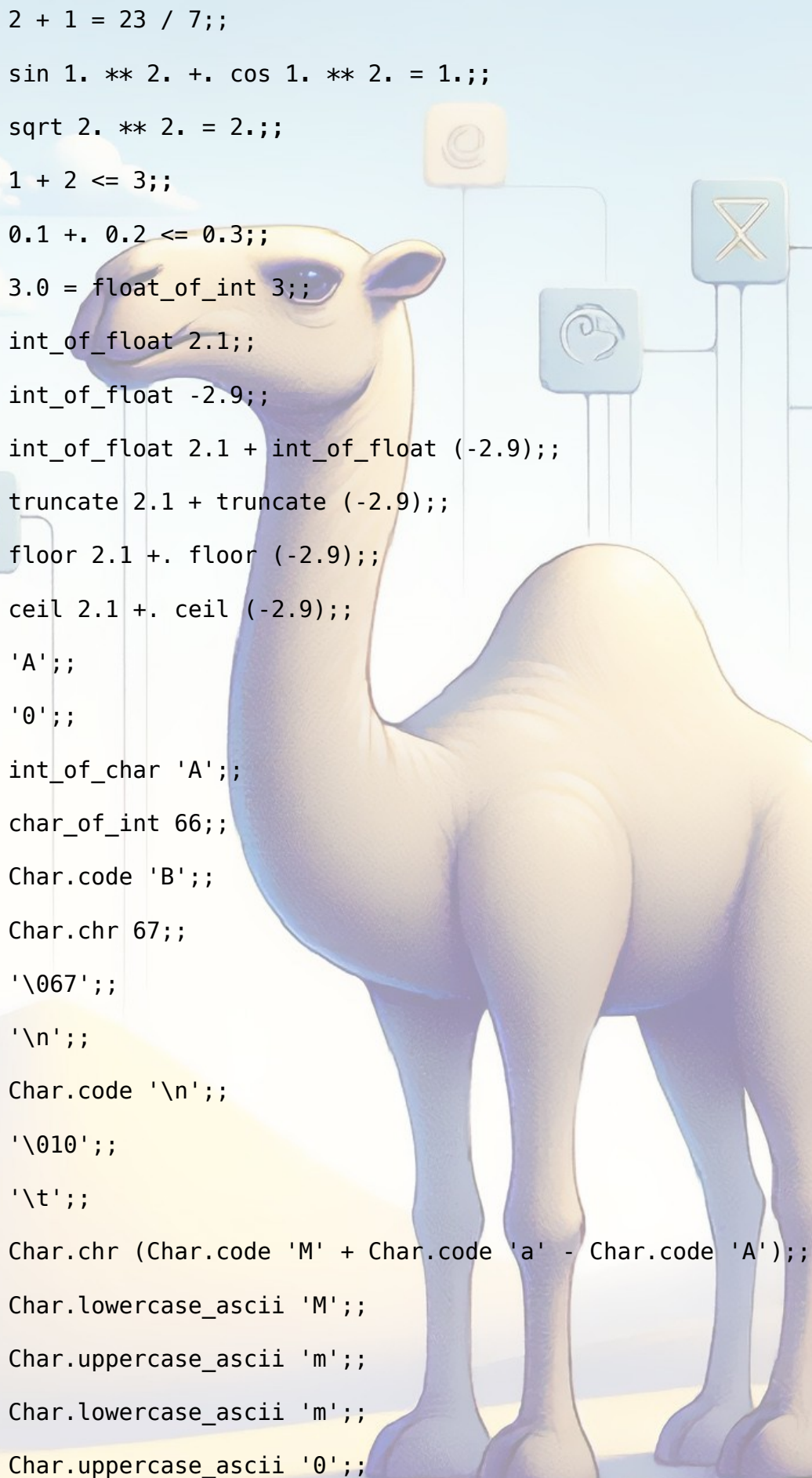


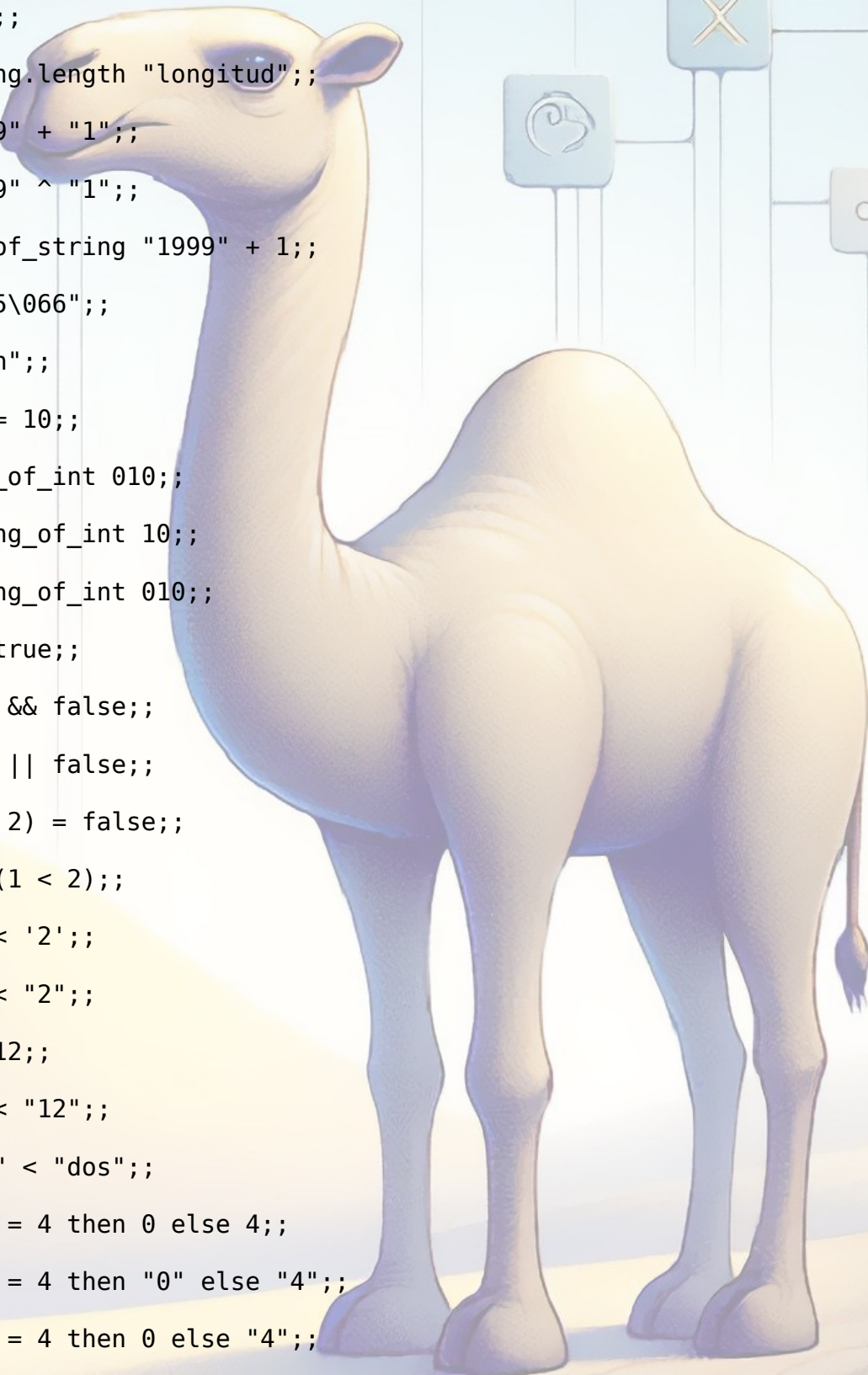
```
0;;  
0.;;  
(* un comentario es como un espacio en blanco *) "comentario";;  
2 + 5 * 3;;  
2 + (* 5 ** ) 3;;  
2 + (* 5 *(*esto es un comentario anidado*)*) 3;;  
1.5 * 2;;  
1.5 *. 2;;  
1.5 *. 2.;;  
2 - 0.5;;  
2. - 0.5;;  
2. -. 2.0;;  
2.5 - 0.5;;  
2.5 -. 0.5;;  
5 / 2;;  
5. /. 2.;;  
7 mod 3;;  
2 ** 3;;  
2. ** 3;;  
2. ** 3.;;  
2. *. 3. ** 2.;;  
(2. *. 3.) ** 2.;;  
2. ** 3. ** 2.;;  
(2. ** 3.) ** 2.;;  
sqrt 2.;;  
sqrt 4;;  
sqrt 2. *. 3.;;  
sqrt (2. *. 3.);;
```





```
2 + 1 = 23 / 7;;  
  
sin 1. ** 2. +. cos 1. ** 2. = 1.;;  
  
sqrt 2. ** 2. = 2.;;  
  
1 + 2 <= 3;;  
  
0.1 +. 0.2 <= 0.3;;  
  
3.0 = float_of_int 3;;  
  
int_of_float 2.1;;  
  
int_of_float -2.9;;  
  
int_of_float 2.1 + int_of_float (-2.9);;  
  
truncate 2.1 + truncate (-2.9);;  
  
floor 2.1 +. floor (-2.9);;  
  
ceil 2.1 +. ceil (-2.9);;  
  
'A';;  
  
'0';;  
  
int_of_char 'A';;  
  
char_of_int 66;;  
  
Char.code 'B';;  
  
Char.chr 67;;  
  
'\067';;  
  
'\n';;  
  
Char.code '\n';;  
  
'\010';;  
  
'\t';;  
  
Char.chr (Char.code 'M' + Char.code 'a' - Char.code 'A');;  
  
Char.lowercase_ascii 'M';;  
  
Char.uppercase_ascii 'm';;  
  
Char.lowercase_ascii 'm';;  
  
Char.uppercase_ascii '0';;
```

```
Char.lowercase_ascii '0';;  
"this is a string";;  
"A";;  
"AB";;  
'AB';;  
String.length "longitud";;  
"1999" + "1";;  
"1999" ^ "1";;  
int_of_string "1999" + 1;;  
"\065\066";;  
"\t\n";;  
010 = 10;;  
char_of_int 010;;  
string_of_int 10;;  
string_of_int 010;;  
not true;;  
true && false;;  
true || false;;  
(1 < 2) = false;;  
not (1 < 2);;  
'1' < '2';;  
"1" < "2";;  
2 < 12;;  
"2" < "12";;  
"uno" < "dos";;  
if 3 = 4 then 0 else 4;;  
if 3 = 4 then "0" else "4";;  
if 3 = 4 then 0 else "4";;
```




```
(if 3 < 5 then 8 else 10) + 4;;
```

```
2.3;;
```

```
2,3;;
```

```
(2, 3);;
```

```
('1', '2');;
```

```
(1, '2');;
```

```
1, ('a', 'b');;
```

```
(true, "not false");;
```

```
1, 'a', 'b';;
```

```
(1, '1', "1");;
```

```
("1");;
```

```
();;
```

```
(());;
```

```
0, ();;
```

```
[1; 2; 3];;
```

```
[1; 1; 1];;
```

```
[3; 2; 1; 0];;
```

```
['a'; 'b'];;
```

```
['a'; 2];;
```

```
['0'];;
```

```
[1; 2; 3] @ [1; -1];;
```

