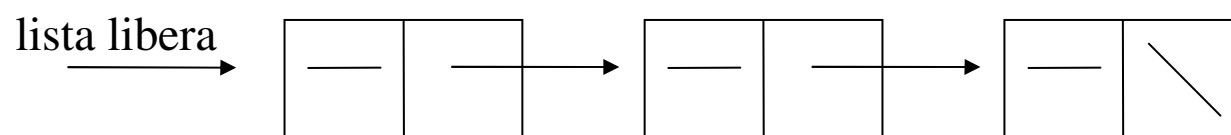
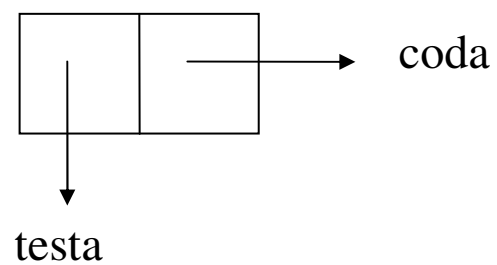
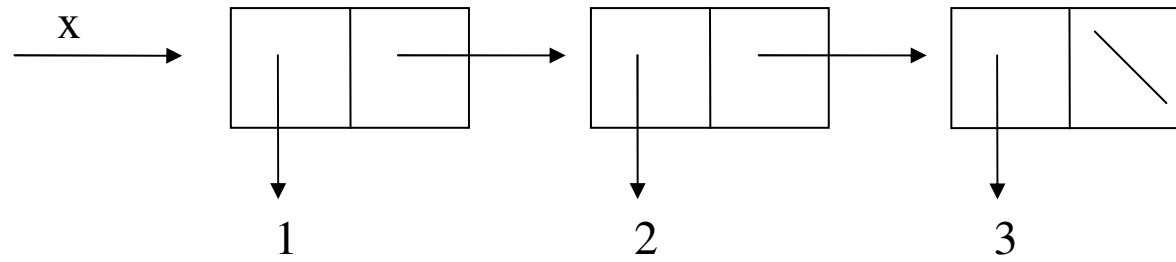


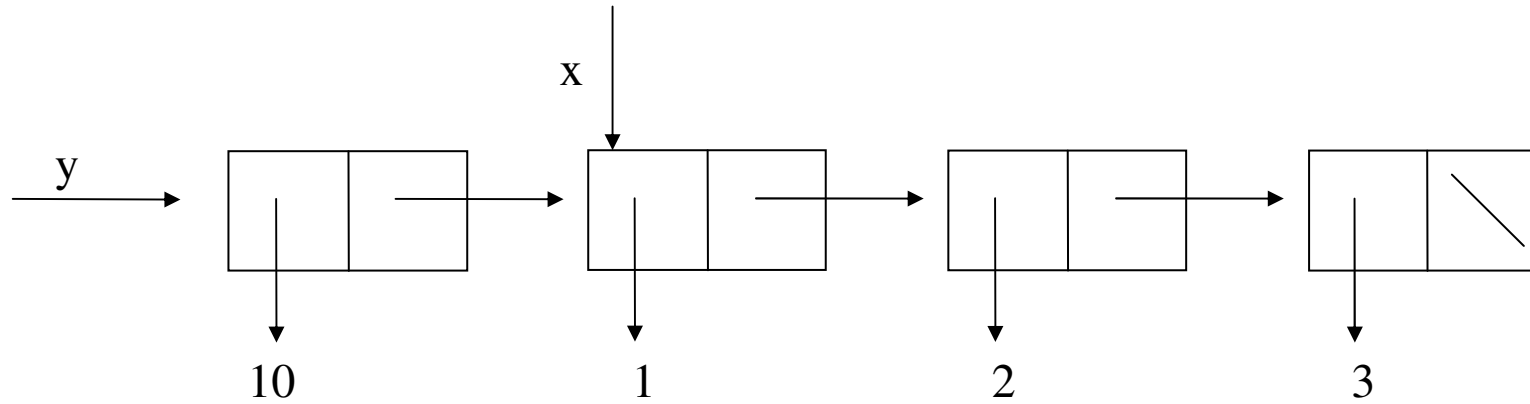
## Allocazione in memoria delle liste



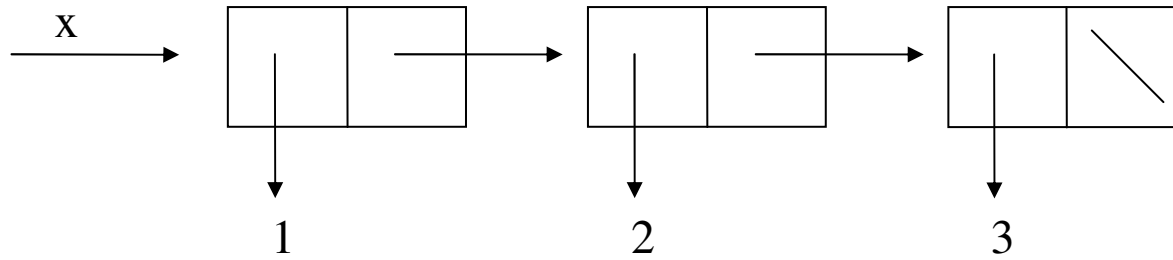
let x = [1; 2; 3]



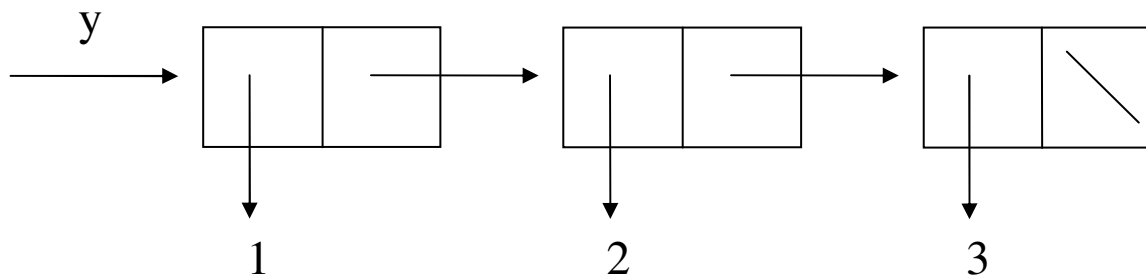
let y = 10::x ;;



let x = [1; 2; 3]



let y = [4; 5; 6] ;;



let z = x @ y;;

