

# Programming Languages Recitation

## SML Record, Type and Datatypes

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# Overview

- 1 Records
- 2 Datatypes
- 3 Pattern Matching rules

# ML Records

- Records in ML obey structural equivalence (unlike records in many other languages).
- Tuples are actually records.

# Datatypes

- defines a new type that is not equivalent to any other type(name equivalence)
- introduces data constructors

# Pattern Elements

- integer literal 4, 19
- character literals: # "a"
- string literals: "hello"
- data constructors: Node (..)
- variables: x, ys
- wildcard: \_

Convention is to capitalize data constructors and structure names.  
Also, start variables and type constructors with lower-case.