



BIMAL



Red Dead  
Redempti...



This PC -  
Shortcut



Recycle Bin



Epic Games  
Launcher



bimal ~ 20:03 ghci

GHCI, version 9.4.7: <https://www.haskell.org/ghc/> :? for help

ghci> 2+2

4

ghci> 2\*7

14

ghci> true && false

<interactive>:3:1: **error:**

Variable not in scope: true :: Bool

Suggested fix:

Perhaps use data constructor 'True' (imported from Prelude)

<interactive>:3:9: **error:**

Variable not in scope: false :: Bool

Suggested fix:

Perhaps use data constructor 'False' (imported from Prelude)

ghci>

bimal ~ 22:03 rustup update

```
info: syncing channel updates for 'stable-x86_64-unknown-linux-gnu'
info: latest update on 2023-12-28, rust version 1.75.0 (82e1608df 2023-12-21)
info: downloading component 'rust-std' for 'wasm32-unknown-unknown'
 16.9 MiB / 16.9 MiB (100 %) 2.9 MiB/s in 6s ETA: 0s
info: downloading component 'rust-analyzer'
 7.0 MiB / 7.0 MiB (100 %) 1.9 MiB/s in 3s ETA: 0s
info: downloading component 'rust-analysis'
info: downloading component 'rls'
815.3 KiB / 815.3 KiB (100 %) 150.6 KiB/s in 6s ETA: 0s
info: downloading component 'rust-src'
 2.5 MiB / 2.5 MiB (100 %) 1.8 MiB/s in 1s ETA: 0s
info: downloading component 'cargo'
 7.5 MiB / 7.5 MiB (100 %) 1.7 MiB/s in 4s ETA: 0s
info: downloading component 'clippy'
 2.1 MiB / 2.1 MiB (100 %) 929.1 KiB/s in 2s ETA: 0s
info: downloading component 'rust-docs'
14.3 MiB / 14.3 MiB (100 %) 1.1 MiB/s in 14s ETA: 0s
info: downloading component 'rust-std'
23.6 MiB / 23.6 MiB (100 %) 1.2 MiB/s in 21s ETA: 0s
info: downloading component 'rustc'
28.5 MiB / 61.4 MiB ( 46 %) 1.3 MiB/s in 22s ETA: 24s
```

bimal

.../Rust-cli-tools

🔗 master !

Ⓜ v1.75.0

♥ 22:35

cargo run

Compiling cli-tools v0.1.0 (/home/bimal/Rust-cli-tools)

Finished dev [unoptimized + debuginfo] target(s) in 0.31s

Running `target/debug/cli-tools`

Hello from new rust

bimal

.../Rust-cli-tools

🔗 master !

Ⓜ v1.75.0

♥ 22:35

```
27 // this functions sees userInput
26 //
25 #[cfg(test)]
24 mod tests {
23     use std::result;
22
21     use super::*;
20
19     #[test]
18     // valid input
17     fn test_username_valid() {
16         let user = "Steve";
15         let result = username(user);
14         assert!(result.is_ok(), "It's a valid ones")
13     }
12     #[test]
11     // input is too short
10     #[should_panic(expected = "Name should be 5 letters long")]
9     fn test_username_short() {
8         let user = "St";
7         let result = username(user);
6         assert_eq!(result.is_err(), "Name can't be short");
5     }
4
3     #[test]
2     // input has special characters
1     #[should_panic(expected = "Name should be letters only")]
28 fn test_username_notspecial() {
1         let user = "Steve%";
2         let result = username(user);
3         assert_eq!(result.is_err(), "Name cant have special characters");
4     }
5 }
```



Search



# Examples

## Mathematics

$f(x)$

$f(x, y)$

$f(g(x))$

$f(x, g(y))$

$f(x)g(y)$

## Haskell

`f x`

`f x y`

`f (g x)`

`f x (g y)`

`f x * g y`