Welcome to utop version 2.0.2 (using OCaml version 4.06.0)!

Type #utop\_help for help about using utop.

```
utop # #use "inductive.ml";;
type color = Red | Green | Blue
utop # Red ;;
- : color = Red
utop # Red + Green ::
Error: This expression has type color but an expression was expected of type
utop # #use "inductive.ml";;
type color = Red | Green | Blue
val isRed : color -> bool = <fun>
type weekday = Mon | Tue | Wed | Thr | Fri | Sat | Sun
val isWorkDay : weekday -> bool = <fun>
type boolean = True | False
utop # isWorkDay Tue ;;
- : bool = true
utop # #use "inductive.ml";;
type color = Red | Green | Blue
val isRed : color -> bool = <fun>
type weekday = Mon | Tue | Wed | Thr | Fri | Sat | Sun
val isWorkDay : weekday -> bool = <fun>
utop # Int 7 ;;
- : intorstr = Int 7
utop # Str "Hello" ;;
- : intorstr = Str "Hello"
utop # type foo = Foo | bar ;;
Error: Syntax error
utop # #use "inductive.ml";;
type color = Red | Green | Blue
val isRed : color -> bool = <fun>
type weekday = Mon | Tue | Wed | Thr | Fri | Sat | Sun
val isWorkDay : weekday -> bool = <fun>
type intorstr = Int of int | Str of string
type coord = float * float
type circ desc = coord * float
```