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Last login: Wed Feb  7 13:24:33 on ttys005
carbon:$ utop
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Welcome to utop version 2.0.2 (using OCaml version 4.06.0)!

Type #utop_help for help about using utop.

─( 13:25:05 )─< command 0 >──────────────────────────────{ counter: 0 }─
utop # String.sub ;;
- : string -> int -> int -> string = <fun>
─( 13:25:05 )─< command 1 >──────────────────────────────{ counter: 0 }─
utop # #use "higher_order.ml";;
val implode : char list -> string = <fun>
val explode : string -> char list = <fun>
val map : ('a -> 'b) -> 'a list -> 'b list = <fun>
val filter : ('a -> bool) -> 'a list -> 'a list = <fun>
val filter' : ('a -> bool) -> 'a list -> 'a list = <fun>
val filter_out : ('a -> bool) -> 'a list -> 'a list = <fun>
val foldl : ('b -> 'a -> 'b) -> 'b -> 'a list -> 'b = <fun>
val foldr : ('a -> 'b -> 'b) -> 'a list -> 'b -> 'b = <fun>
val inc_all_by : int -> int list -> int list = <fun>
val removeABCD : char list -> char list = <fun>
─( 13:26:53 )─< command 2 >──────────────────────────────{ counter: 0 }─
utop # #use "higher_order.ml";;
val implode : char list -> string = <fun>
val explode : string -> char list = <fun>
val map : ('a -> 'b) -> 'a list -> 'b list = <fun>
val filter : ('a -> bool) -> 'a list -> 'a list = <fun>
val filter' : ('a -> bool) -> 'a list -> 'a list = <fun>
val filter_out : ('a -> bool) -> 'a list -> 'a list = <fun>
val foldl : ('b -> 'a -> 'b) -> 'b -> 'a list -> 'b = <fun>
val foldr : ('a -> 'b -> 'b) -> 'a list -> 'b -> 'b = <fun>
val f : 'a -> 'a list -> 'a list = <fun>
val rev : 'a list -> 'a list = <fun>
val inc_all_by : int -> int list -> int list = <fun>
val removeABCD : char list -> char list = <fun>
─( 13:37:07 )─< command 3 >──────────────────────────────{ counter: 0 }─
utop # rev [1;2;3] ;;
- : int list = [1; 2; 3]
─( 13:45:14 )─< command 4 >──────────────────────────────{ counter: 0 }─
utop # #use "higher_order.ml";;
val implode : char list -> string = <fun>
val explode : string -> char list = <fun>
val map : ('a -> 'b) -> 'a list -> 'b list = <fun>
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val filter : ('a -> bool) -> 'a list -> 'a list = <fun>
val filter' : ('a -> bool) -> 'a list -> 'a list = <fun>
val filter_out : ('a -> bool) -> 'a list -> 'a list = <fun>
val foldl : ('b -> 'a -> 'b) -> 'b -> 'a list -> 'b = <fun>
val f : 'a list -> 'a -> 'a list = <fun>
val rev : 'a list -> 'a list = <fun>
val foldr : ('a -> 'b -> 'b) -> 'a list -> 'b -> 'b = <fun>
val inc_all_by : int -> int list -> int list = <fun>
val removeABCD : char list -> char list = <fun>
─( 13:45:21 )─< command 5 >──────────────────────────────{ counter: 0 }─
utop # rev [1;2;3] ;;
- : int list = [3; 2; 1]
─( 13:47:03 )─< command 6 >──────────────────────────────{ counter: 0 }─
utop # List.fold_left ;;
- : ('a -> 'b -> 'a) -> 'a -> 'b list -> 'a = <fun>
─( 13:47:04 )─< command 7 >──────────────────────────────{ counter: 0 }─
utop # #use "higher_order.ml";;
val implode : char list -> string = <fun>
val explode : string -> char list = <fun>
val map : ('a -> 'b) -> 'a list -> 'b list = <fun>
val filter : ('a -> bool) -> 'a list -> 'a list = <fun>
val filter' : ('a -> bool) -> 'a list -> 'a list = <fun>
val filter_out : ('a -> bool) -> 'a list -> 'a list = <fun>
val foldl : ('b -> 'a -> 'b) -> 'b -> 'a list -> 'b = <fun>
val foldr : ('a -> 'b -> 'b) -> 'a list -> 'b -> 'b = <fun>
val inc_all_by : int -> int list -> int list = <fun>
val removeABCD : char list -> char list = <fun>
─( 13:57:51 )─< command 8 >──────────────────────────────{ counter: 0 }─
utop # #use "group_by_3.ml";;
val partition : ('a -> bool) -> 'a list -> 'a list * 'a list =
  <fun>
─( 14:01:57 )─< command 9 >──────────────────────────────{ counter: 0 }─
utop # #use "group_by_3.ml";;
val even : int -> bool = <fun>
val ns : int list = [1; 2; 3; 4; 5; 6; 7; 8; 9; 10]
val partition : ('a -> bool) -> 'a list -> 'a list * 'a list =
  <fun>
─( 14:02:04 )─< command 10 >─────────────────────────────{ counter: 0 }─
utop # partition even ns ;;
- : int list * int list = ([10; 8; 6; 4; 2], [9; 7; 5; 3; 1])
─( 14:02:22 )─< command 11 >─────────────────────────────{ counter: 0 }─
utop # #use "group_by_3.ml";;
val even : int -> bool = <fun>
val ns : int list = [1; 2; 3; 4; 5; 6; 7; 8; 9; 10]
val partition : ('a -> bool) -> 'a list -> 'a list * 'a list =
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  <fun>
─( 14:02:27 )─< command 12 >──────────────────────────────{ counter: 0 }─
utop # partition even ns ;;
- : int list * int list = ([2; 4; 6; 8; 10], [1; 3; 5; 7; 9])
─( 14:03:26 )─< command 13 >──────────────────────────────{ counter: 0 }─
utop # #use "group_by_3.ml";;
val even : int -> bool = <fun>
val ns : int list = [1; 2; 3; 4; 5; 6; 7; 8; 9; 10]
val partition : ('a -> bool) -> 'a list -> 'a list * 'a list =
  <fun>
val append : 'a list -> 'a list -> 'a list = <fun>
─( 14:03:27 )─< command 14 >──────────────────────────────{ counter: 0 }─
utop # partition even ns ;;
- : int list * int list = ([2; 4; 6; 8; 10], [1; 3; 5; 7; 9])
─( 14:05:30 )─< command 15 >──────────────────────────────{ counter: 0 }─
utop # List.fold_left ;;
- : ('a -> 'b -> 'a) -> 'a -> 'b list -> 'a = <fun>
─( 14:05:31 )─< command 16 >──────────────────────────────{ counter: 0 }─
utop # #use "group_by_3.ml";;
val even : int -> bool = <fun>
val ns : int list = [1; 2; 3; 4; 5; 6; 7; 8; 9; 10]
val partition : ('a -> bool) -> 'a list -> 'a list * 'a list =
  <fun>
val append : 'a list -> 'a list -> 'a list = <fun>
val group_by_3 : 'a list -> 'a list list * 'a list * int = <fun>
─( 14:10:15 )─< command 17 >──────────────────────────────{ counter: 0 }─
utop # group_by_3 ns ;;
- : int list list * int list * int
= ([[9; 8; 7]; [6; 5; 4]; [3; 2; 1]], [10], 1)
─( 14:13:46 )─< command 18 >──────────────────────────────{ counter: 0 }─
utop # #use "group_by_3.ml";;
val even : int -> bool = <fun>
val ns : int list = [1; 2; 3; 4; 5; 6; 7; 8; 9; 10]
val partition : ('a -> bool) -> 'a list -> 'a list * 'a list =
  <fun>
val append : 'a list -> 'a list -> 'a list = <fun>
val group_by_3 : 'a list -> 'a list list = <fun>
─( 14:13:54 )─< command 19 >──────────────────────────────{ counter: 0 }─
utop # group_by_3 ns ;;
- : int list list = [[10]; [9; 8; 7]; [6; 5; 4]; [3; 2; 1]]
─( 14:15:01 )─< command 20 >──────────────────────────────{ counter: 0 }─
utop # #use "group_by_3.ml";;
val even : int -> bool = <fun>
val ns : int list = [1; 2; 3; 4; 5; 6; 7; 8; 9; 10]
val partition : ('a -> bool) -> 'a list -> 'a list * 'a list =
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  <fun>
val append : 'a list -> 'a list -> 'a list = <fun>
val group_by_3 : 'a list -> 'a list list = <fun>
─( 14:15:02 )─< command 21 >──────────────────────────────{ counter: 0 }─
utop # group_by_3 ns ;;
- : int list list = [[1; 2; 3]; [4; 5; 6]; [7; 8; 9]; [10]]
─( 14:15:46 )─< command 22 >──────────────────────────────{ counter: 0 }─
utop #
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Arg	Array	ArrayLabels	Assert_failure	Bigarray	Buffer	Bytes	BytesLa