0.1 Introduction

1a ⟨*type* 1a⟩≡
```
type x = int   (* *)
type y = float
```

0.2 Interface

1b ⟨*demo.mli* 1b⟩≡
⟨*type* 1a⟩

0.3 Implementation

1c ⟨*demo.ml* 1c⟩≡
⟨*type* 1a⟩
```
let foo x = 1
let bar y = 2
```

⟨*part1* 1d⟩
⟨*part2* 1h⟩

1d ⟨*part1* 1d⟩≡
```
let misc = 3
```

1e ⟨*part1* 1d⟩+≡
```
let part1bis x = 1
```

1f ⟨*part1* 1d⟩+≡
```
let part1bisbis x = 1
```

1g ⟨*part1* 1d⟩+≡
```
let part1bisbisbis x = 1
```

1h ⟨*part2* 1h⟩≡
```
let part2 x = 3
```