

First_duplicate:

```
# first_duplicate [1;2;3;4;5;6;7;4;5;8;9];;  
- : int = 4  
  
# first_duplicate [1;2;3;4;5;6;7;8;5;2;9];;  
- : int = 5  
  
# first_duplicate [1;2;3;4;5;6;7;8;9;10];;  
- : int = -10000
```

First_nonrepeating:

```
# first_nonrepeating [1;2;3;2;7;5;6;1;3];;  
- : int = 7  
  
# first_nonrepeating [1;2;9;3;2;7;5;6;1;3];;  
- : int = 9  
  
# first_nonrepeating [1;2;3;4;5;1;2;3;4;5];;  
- : int = -10000
```

sumOfTwo:

```
# sumOfTwo([1;2;3],[10;20;30;40],42);;  
- : bool = true  
  
# sumOfTwo([1;2;3],[10;20;30;40],40);;  
- : bool = false  
  
# sumOfTwo([1;2;3],[10;20;30;40],41);;  
- : bool = true
```

Take:

```
# take (2, [1;2;3;4]);;  
- : int list = [1; 2]  
  
# take (15, [1;2;3;4]);;  
- : int list = [1; 2; 3; 4]  
  
# take (-1, [1;2;3;4]);;  
- : int list = []
```

Drop:

```
# drop (-1, [1;2;3;4]);;  
- : int list = []  
  
# drop (2, [1;2;3;4]);;  
- : int list = [3; 4]  
  
# drop (15, [1;2;3;4]);;  
- : int list = []
```

Powerset:

```
# powerset [1;2;3];;
- : int list list = [[]; [3]; [2]; [2; 3]; [1]; [1; 3]; [1; 2]; [1; 2; 3]]

# powerset [1;2];;
- : int list list = [[]; [2]; [1]; [1; 2]]

# powerset [1;2;3;4];;
- : int list list =
[[]; [4]; [3]; [3; 4]; [2]; [2; 4]; [2; 3]; [2; 3; 4]; [1]; [1; 4]; [1; 3];
 [1; 3; 4]; [1; 2]; [1; 2; 4]; [1; 2; 3]; [1; 2; 3; 4]]
```