An interactive evaluator for a language.

One bit less than the size of a machine word.

- Using the float operators, +., *., etc.
- Using the float_of_int conversion.

Char.code

Char.chr



```
... mutable.

# let seuss = "cat";;
val seuss : string = "cat"
# seuss.[0] <- 'h';;
- : unit = ()</pre>
```

seuss;;

- : string = "hat"

Type bool has values true and false.

Negation is performed with unary not.

Equality:

x = y

х <> ў

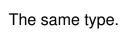
Identity:

x == yx != y









- ocaml is the toploop
- ocamle is the bytecode compiler

- ocamldebug is the debugger

- ocamlopt is the machine code compiler