

An interactive evaluator for a language.

One bit less than the size of a machine word.

- Using the `float` operators, `+`, `*`, etc.
- Using the `int_of_float` conversion.

Char.code

Char.chr

str1 ^ str2

... mutable.

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

Type `bool` has values `true` and `false`.

Negation is performed with unary `not`.

Equality:

$$x = y$$

$$x \neq y$$

Identity:

$$x == y$$

$$x != y$$

&&, | |

```
if cond then expr1 else expr2
```

null

The same type.

- `ocaml` is the toplevel
- `ocamlc` is the bytecode compiler
- `ocamlopt` is the machine code compiler
- `ocamldebug` is the debugger