



Piscines Ocaml: Quick presentation

Summary:

Version: 1.00

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Chapter I

Piscine

What is a piscine?

Much like the selection piscine, this project is split into many small projects (modules), with each day introducing a new concept in the language, paradigm, or technology you have chosen to work on. Validating a piscine requires more than just a day or two of commitment. To ensure that this piscine is completed correctly, it is recommended that you take note of everything listed below:

- You can't validate the piscine if you work on only one or two projects.
- Try to submit your work every day: even if something isn't finished, it's better to submit what you have.
- At least two weeks of work: beginning the piscine shouldn't be taken lightly.
- Each initialized repository will be automatically closed after one day.
- You have two days to complete the required peer evaluations for each module.
- It is possible to retry modules without waiting.



It is important not to work on these modules alone. For this reason, it is **highly** recommended to approach these piscines with several other students.

Chapter II

Instructions

To validate this piscine, you must complete the following projects:

- [OCAML - Basic syntax and semantics - 0](#)
- [OCAML - Recursion and higher-order functions - 0](#)
- [OCAML - Pattern Matching and Data Types - 0](#)
- [OCAML - OCaml's modules language - 1](#)
- [OCAML - Imperative features - 1](#)
- [OCAML - Functor - 1](#)
- [OCAML - Object oriented programming - 1](#)
- [OCAML - Object oriented programming - 2](#)
- [OCAML - Monoids and Monads - 3](#)

You must validate each project in the specified order. Indeed, it will not be possible to register for a project if the previous project has not been validated.



You must be registered for this project.



It is important to refer to this document to access your projects. You can click on each module on this page to access it or use the list of projects available in your intra.