Código

fun unir(R, []) = []

| unir(R, first::rest) = R(first) :: unir(R, rest);

infix --;

fun minor--maximum =

        if minor > maximum then []

        else minor :: (minor + 1 -- maximum);

fun getElement(r, c) =

    if c = 1 then r

    else if c = 0

    orelse c = r then 1

    else getElement(r-1,c) + getElement(r-1,c-1);

fun getRow(r) =

    let fun aux(c) = getElement(r,c)

    in unir(aux, 0 -- r)

    end;

fun triangulo(r) = unir(fn(r) => unir(fn(c) => getElement(r, c), 0 -- r), 0--(r-1));

getElement(8,0); (\*Valores de ejemplo\*)

triangulo(8);

