

# Programmering og Problemløsning

3.1: Præcedens, association og virkefelter

# Nøglekoncepter

- Fortolker vs. oversætter
- Talsystemer (decimal, binær, octal, hexadecimal)

- Heltal, flydende tal, tegn, strenge
- Typer og operatorer

Type	int	float	char	string	float	float
Tre	3	3.0	'3'	"3"	3e0	3.0e0

# Operatorer og præcedens

## Operatorer og typer

$3 + 4$

$3.0 + 4.0$

~~$3 + 4.0$~~

$5 / 2$

$5 \% 2$

$2 * (5 / 2) + 5 \% 2$

$2.0 ** 3.0$

`pown 2 3`

`"hej " + "med " + "dig"`

# Præcedens og association

Operator	Associativity	Description
+<expr>, -<expr>, ~~~<expr>	Left	Unary identity, negation, and bitwise negation operator
f <expr>	Left	Function application
<expr> ** <expr>	Right	Exponent
<expr> * <expr>, <expr> / <expr>, <expr> % <expr>	Left	Multiplication, division and remainder
<expr> + <expr>, <expr> - <expr>	Left	Addition and subtraction binary operators
<expr> ^^^ <expr>	Right	bitwise exclusive or
<expr> < <expr>, <expr> <= <expr>, <expr> > <expr>, <expr> >= <expr>, <expr> = <expr>, <expr> <> <expr>, <expr> <<< <expr>, <expr> >>> <expr>, <expr> &&& <expr>, <expr>     <expr> ,	Left	Comparison operators, bitwise shift, and bitwise 'and' and 'or'.
<expr> && <expr>	Left	Boolean and
<expr>    <expr>	Left	Boolean or

# Operatorer og præcedens

Operatorer og typer	Præcedens og association	Typecasting	Unære operatorer
3 + 4	exp 0.0	float 3	2 - 3
3.0 + 4.0	exp 1.0	int 3.2	-3
<del>3 + 4.0</del>	exp 0.0 + 1.0	int 3.6	char (int 'c' + -int 'a' + int 'A')
5 / 2	<u>2.0 ** (3.0 ** 4.0)</u>	<u>int (3.2 + 0.5)</u> = 3	<del>char (int 'c' - int 'a' + int 'A')</del>
5 % 2	<u>(2.0 / 3.0) / 4.0</u>	<u>int (3.6 + 0.5)</u> = 4	
2 * (5 / 2) + 5 % 2		int 'a'	
2.0 ** 3.0		int 'A'	
pown 2 3		char 65	
"hej " + "med " + "dig"		char (int 'c' - int 'a' + int 'A')	

# String slicing,boolske værdier og operatorer

Slicing	Boolske værdier og operatorer	Sammenligninger
<code>"abcdefghijkl".[1]</code> = 'b'	<code>true = 1</code>	<code>3 &lt; 4</code>
<code>"abcdefghijkl".[1..4]</code> = "bcde"	<code>false = 0</code>	<code>3 &gt; 4</code>
<code>"abcdefghijkl".[..4]</code> = "abcde"	<code>a &amp;&amp; b</code>	<code>3 &lt;&gt; 4</code>
<code>"abcdefghijkl".[4..]</code> = "efghijkl"	<code>a    b</code>	<code>3 = 4</code>
<code>"abcdefghijkl".Length</code> = 12	<code>not a</code>	<del><code>not 3 = 4</code></del>
<code>"abcdefghijkl".[0..11]</code> = "abcdefghijkl"		<code>not (3 = 4)</code>

# Bindinger af værdier

## verbose syntax

```
let name = "World" in do printfn "Hello %A" name
```

## Lightweight syntax

```
let name = "World"  
do printfn "Hello %A" name
```

---

## Optional 'do'

```
let name = "World"  
printfn "Hello %A" name
```

---

## Sekvenser

```
let name = "World" in do printfn "Hello %A" name; do printfn "Goodbye %A" name
```

# Nøgleord kan ikke bruges som navne

Type	Keyword
Regular	<code>abstract</code> , <code>and</code> , <code>as</code> , <code>assert</code> , <code>base</code> , <code>begin</code> , <code>class</code> , <code>default</code> , <code>delegate</code> , <code>do</code> , <code>done</code> , <code>downcast</code> , <code>downto</code> , <code>elif</code> , <code>else</code> , <code>end</code> , <code>exception</code> , <code>extern</code> , <code>false</code> , <code>finally</code> , <code>for</code> , <code>fun</code> , <code>function</code> , <code>global</code> , <code>if</code> , <code>in</code> , <code>inherit</code> , <code>inline</code> , <code>interface</code> , <code>internal</code> , <code>lazy</code> , <code>let</code> , <code>match</code> , <code>member</code> , <code>module</code> , <code>mutable</code> , <code>namespace</code> , <code>new</code> , <code>null</code> , <code>of</code> , <code>open</code> , <code>or</code> , <code>override</code> , <code>private</code> , <code>public</code> , <code>rec</code> , <code>return</code> , <code>sig</code> , <code>static</code> , <code>struct</code> , <code>then</code> , <code>to</code> , <code>true</code> , <code>try</code> , <code>type</code> , <code>upcast</code> , <code>use</code> , <code>val</code> , <code>void</code> , <code>when</code> , <code>while</code> , <code>with</code> , and <code>yield</code> .
Reserved	<code>atomic</code> , <code>break</code> , <code>checked</code> , <code>component</code> , <code>const</code> , <code>constraint</code> , <code>constructor</code> , <code>continue</code> , <code>eager</code> , <code>fixed</code> , <code>fori</code> , <code>functor</code> , <code>include</code> , <code>measure</code> , <code>method</code> , <code>mixin</code> , <code>object</code> , <code>parallel</code> , <code>params</code> , <code>process</code> , <code>protected</code> , <code>pure</code> , <code>recursive</code> , <code>sealed</code> , <code>tailcall</code> , <code>trait</code> , <code>virtual</code> , and <code>volatile</code> .
Symbolic	<code>let!</code> , <code>use!</code> , <code>do!</code> , <code>yield!</code> , <code>return!</code> , <code> </code> , <code>-&gt;</code> , <code>&lt;-</code> , <code>.</code> , <code>:</code> , <code>(</code> , <code>)</code> , <code>[</code> , <code>]</code> , <code>[&lt;</code> , <code>&gt;]</code> , <code>[ </code> , <code> ]</code> , <code>{</code> , <code>}</code> , <code>'</code> , <code>#</code> , <code>:?&gt;</code> , <code>:?</code> , <code>:&gt;</code> , <code>...</code> , <code>::</code> , <code>:=</code> , <code>;;</code> , <code>;</code> , <code>=</code> , <code>_</code> , <code>?</code> , <code>??</code> , <code>(*)</code> , <code>&lt;@</code> , <code>@&gt;</code> , <code>&lt;@@</code> , and <code>@&gt;</code> .
Reserved symbolic	<code>~</code> and <code>`</code>

Table 6.1: Table of (possibly future) *keywords* and symbolic keywords in F#.



# Virkefelter (scope)

Navne (i yderste virkefelt) kan ikke overskrives

```
let name = "World"  
let name = "Jon"  
do printfn "Hello %s" name
```

---

## Virkefelter via parenteser

```
let greeting = "Hello"  
let name = "Jon"  
do printfn "%s %s" greeting name  
(  
  let name = "Anders"  
  do printfn "%s %s" greeting name  
)  
do printfn "%s %s" greeting name
```

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