

# Introduktion til Programmering og Problemløsning (PoP)

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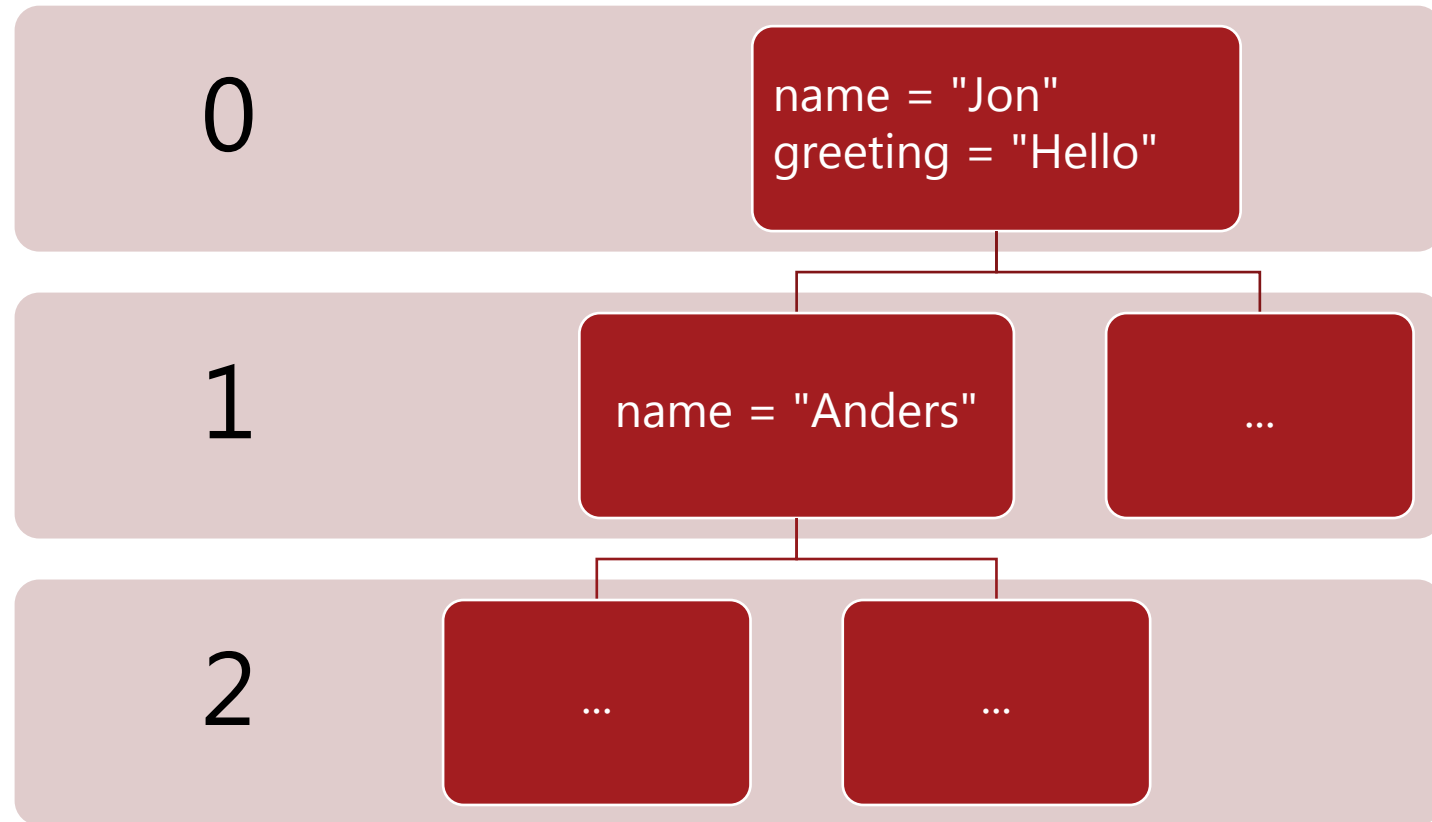
# Virkefelter (scope)

## 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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Navne (i yderste virkefelt) kan ikke overskrives

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

# Syntaks og virkefelter

## Letvægtssyntaks

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

---

## Valgfrit 'do'

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

## verbose syntaks

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

# Funktioner

Leksikografisk virkefelt

Organisering = nemmere at forstå og vedligeholde

```
let greetings (name : string) : string =
```

```
  "Hello " + name
```

Indryk angiver funktionskroppen

```
let str = greetings "Jon"
```

```
printfn "%s" str
```

```
printfn "%s" (greetings "World")
```

```
> let greetings (name : string) : string =
```

```
- "Hello " + name;;
```

```
val greetings : name:string -> string
```

---

```
let greetings name =
```

```
  "Hello " + name
```

---

```
let greetings name = "Hello " + name
```

---

```
let greetings name : string = "Hello " + name
```

---

```
let greetings (name : string) = "Hello " + name
```

# Løs en andengradsligning (baglæns!)

```
let discriminant a b c =
```

```
  b ** 2.0 - 4.0 * a * c
```

```
let solution a b c sgn =
```

```
  let d = discriminant a b c
```

```
  (-b + sgn * sqrt d) / (2.0 * a)
```

```
let a = 1.0
```

```
let b = 0.0
```

```
let c = -1.0
```

```
let xp = (solution a b c +1.0)
```

```
printfn "0 = %fx^2 + %fx + %f => x_+ = %f" a b c xp
```

$$ax^2 + bx + c = 0$$

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

# Resumé

I denne video hørte du om:

- Letvægts og verbose syntaks
- Virkefelter
- Funktioner