

Learning to Program with F#
Exercises
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0.1 Modules

- 0.1.1:** Write a signature file for a module which contains the functions `trunc`, `add`, `scale`, and `gray` from the mathematical definitions above and by use of tuples where possible.
- 0.1.2:** Write an implementation of the signature file from Assignment 1 and compile both files into a library (dll-file).
- 0.1.3:** Write two programs: One which uses the library developed in Assignment 1 and 2 using `fsharp_i` and one which uses `fsharp_c`.
- 0.1.4:** Make a White-box test of your library from Assignment 2 and with the use of `fsharp_c`.
- 0.1.5:** Extend the library (both the signature and the implementation file) from Assignment 1 and 2) with a function that converts a color tripple into a tripple of identical gray values. Extend your test with a suitable set of tests of this new function. Discuss whether the library, application, and test are structured in a way such that the extension has been easy, or whether there are dependencies that makes correcting, maintaining, extending the code difficult and with a high risk of introducing new errors.