

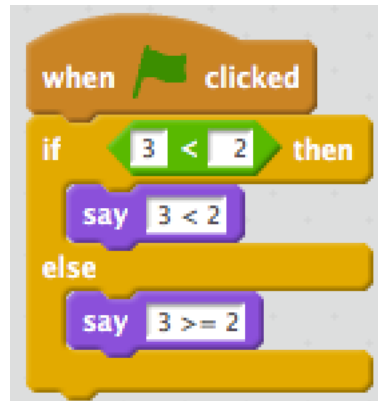
# Introduktion til Programmering og Problemløsning (PoP)

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# Betingelser



## If-then-else

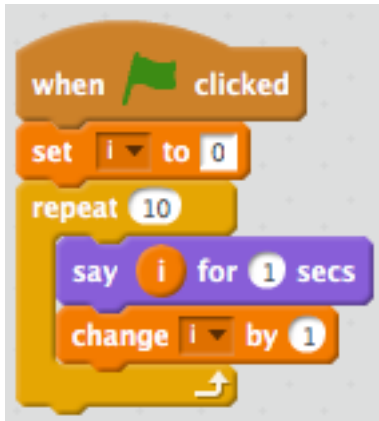
```
> if 3 < 2 then
-   printfn "3 < 2"
-   else
-   printfn "3 >= 2";;
3 >= 2
val it : unit = ()
```

```
> let str =
-   if 3 < 2 then
-   "3 < 2"
-   else
-   "3 >= 2";;
val str : string = "3 >= 2"
```

## Kæde af betingelser

```
> let str =
-   if 3 < 2 then
-   "3 < 2"
-   elif 3 = 2 then
-   "3 = 2"
-   else
-   "3 > 2";;
val str : string = "3 > 2"
```

# Muterbare værdier og løkker



```
for i = 0 to 9 do
  printf "%d " i
printfn ""
```


```
let mutable x = 5
printfn "%d" x
x <- -3
printfn "%d" x
```

```
let mutable i = 0
while i < 10 do
  printf "%d " i
  i <- i + 1
printf "\n"
```

# Hvad gør programmet?

```
let i = 0
while i < 3 do
  let i = i + 1
  printfn "%d" i
```

i på højre side er altid 0



# Resumé

I denne video hørte du om:

- Betingelser
- for- og while-løkker