

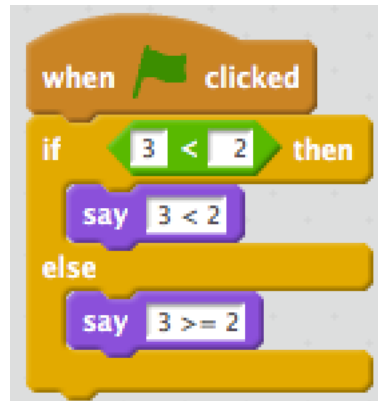
Introduktion til Programmering og Problemløsning (PoP)

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Betingelser



If-then-else

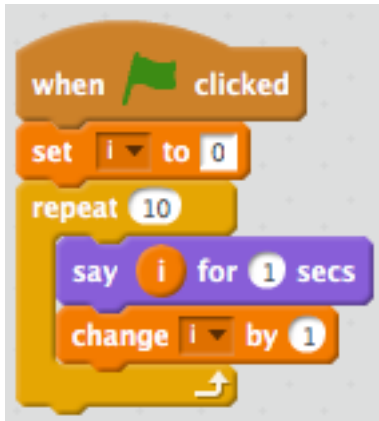
```
> if 3 < 2 then
-   printfn "3 < 2"
- else
-   printfn "3 >= 2";;
3 >= 2
val it : unit = ()
```

```
> 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 = 1 to 10 do  
  printf "%d " i  
printfn ""
```


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

```
let mutable i = 1  
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