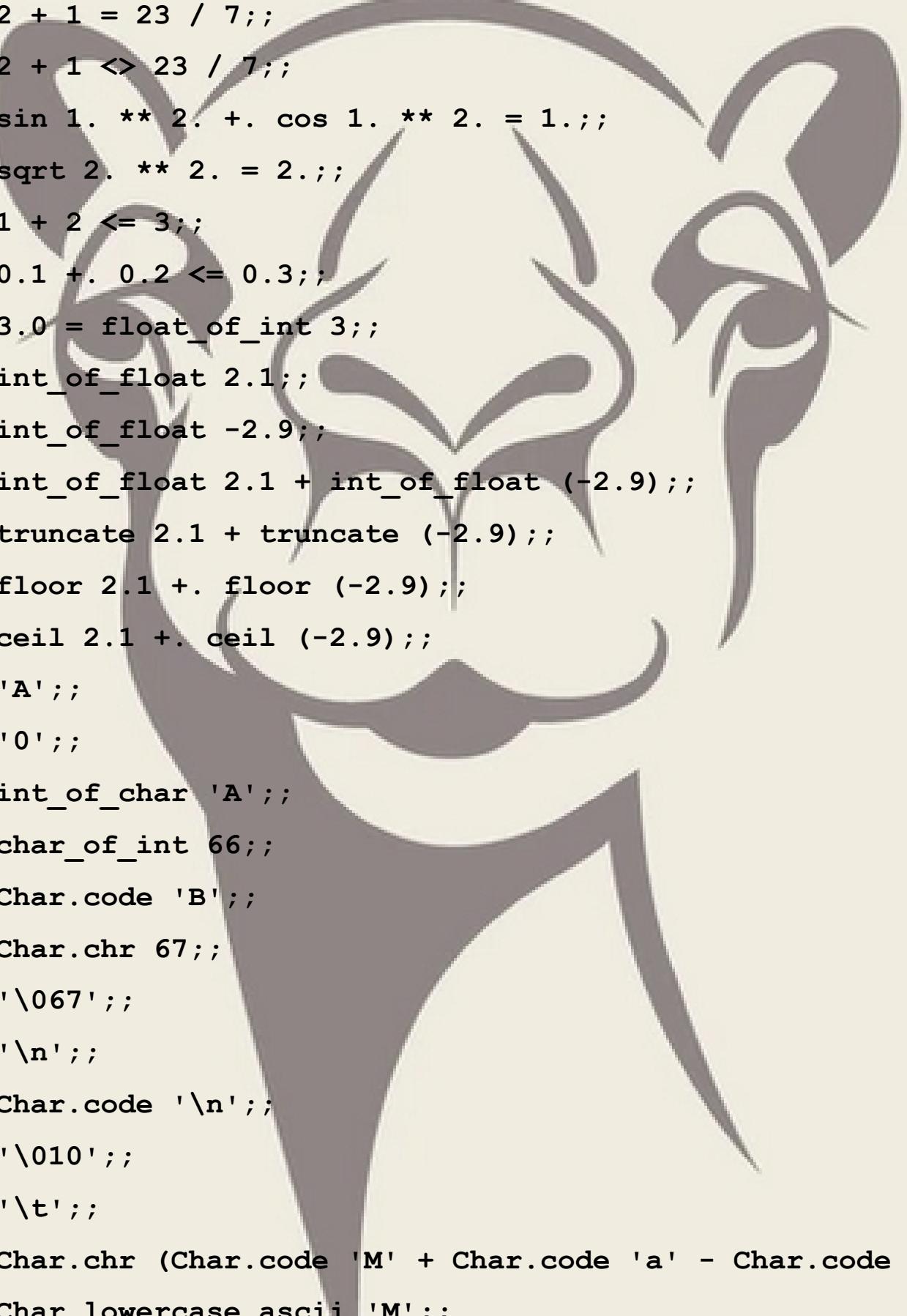


```
0;;
0.;;
(* un comentario es como un espacio en blanco *) "hola";;
2 + 5 * 3;;
2 + (* 5 **) 3;;
2 + (* 5 *(*esta es un comentario anidado*)*) 3;;
1.5 * 2;;
1.5 *. 2;;
1.5 *. 2.;;
2 - 0.5;;
2. - 0.5;;
2. -. 2.0;;
2.5 - 0.5;;
2.5 -. 0.5;;
5 / 2;;
5. /. 2.;;
17 mod 3;;
2 ** 3;;
2. ** 3;;
2. ** 3.;;
2. *. 3. ** 2.;;
(2. *. 3.) ** 2.;;
2. ** 3. ** 2.;;
(2. ** 3.) ** 2.;;
sqrt 2.;;
sqrt 4.;;
sqrt 2. *. 3.;;
```



```
sqrt (2. *. 3.);;
2 + 1 = 23 / 7;;
2 + 1 <> 23 / 7;;
sin 1. ** 2. +. cos 1. ** 2. = 1.;;
sqrt 2. ** 2. = 2.;;
1 + 2 <= 3;;
0.1 +. 0.2 <= 0.3;;
3.0 = float_of_int 3;;
int_of_float 2.1;;
int_of_float -2.9;;
int_of_float 2.1 + int_of_float (-2.9);;
truncate 2.1 + truncate (-2.9);;
floor 2.1 +. floor (-2.9);;
ceil 2.1 +. ceil (-2.9);;
'A';;
'0';;
int_of_char 'A';;
char_of_int 66;;
Char.code 'B';;
Char.chr 67;;
'\067';;
'\n';;
Char.code '\n';;
'\010';;
'\t';;
Char.chr (Char.code 'M' + Char.code 'a' - Char.code 'A');;
Char.lowercase_ascii 'M';;
```

```
Char.uppercase_ascii 'm';;

Char.lowercase_ascii 'm';;

Char.uppercase_ascii '0';;

Char.lowercase_ascii '0';;

"esto es un string";;

"A";;

"AB";;

'AB';;

String.length "longitud";;

"1999" + "1";;

"1999" ^ "1";;

int_of_string "1999" + 1;;;

"\065\066";;

"\t\n";;

010 = 10;;;

char_of_int 010;;;

string_of_int 10;;;

string_of_int 010;;;

not true;;;

true && false;;;

true || false;;;

(1 < 2) = false;;;

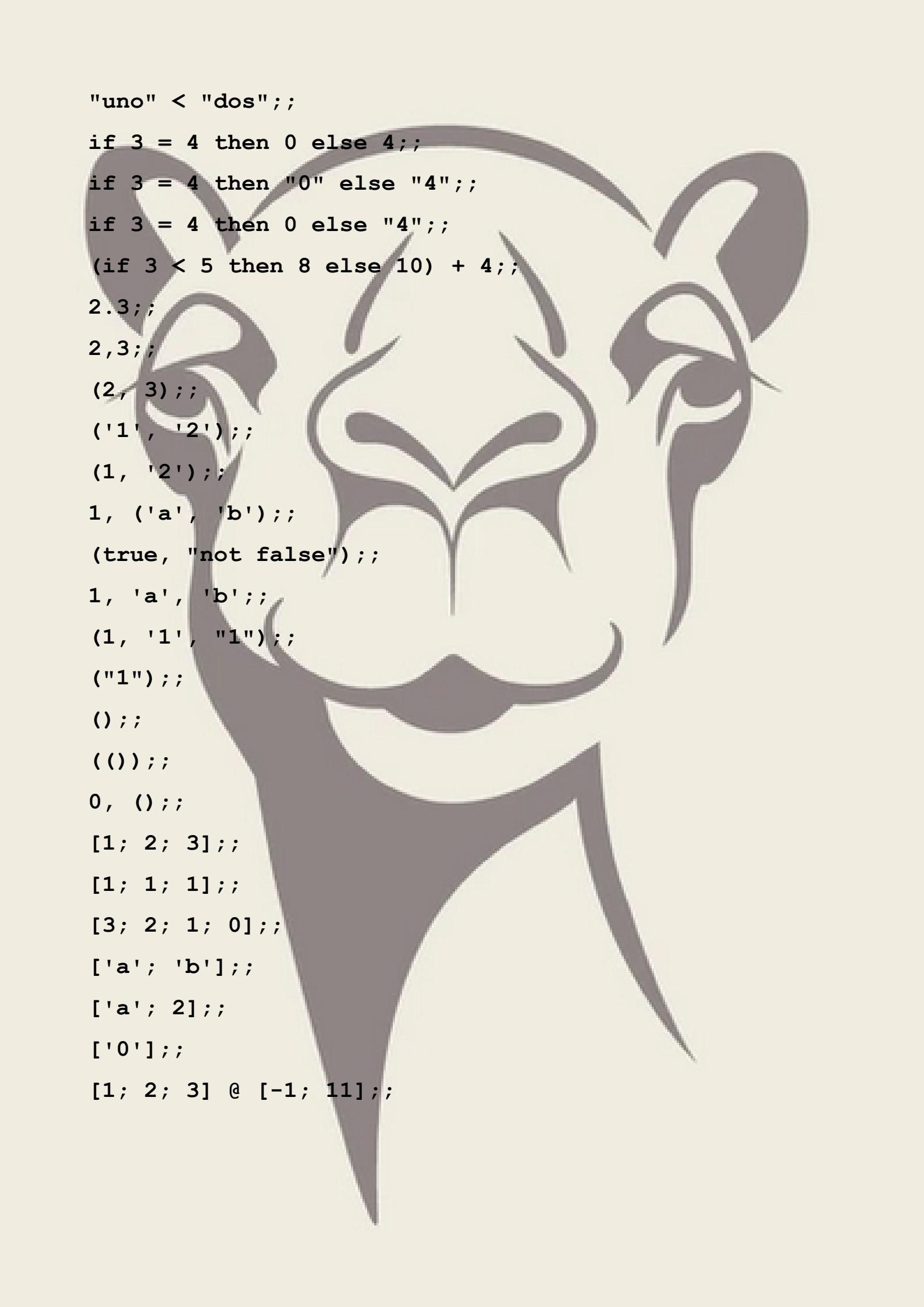
not (1 < 2);;

'1' < '2';;

"1" < "2";;

2 < 12;;;

"2" < "12";;
```



```
"uno" < "dos";;

if 3 = 4 then 0 else 4;;
if 3 = 4 then "0" else "4";;
if 3 = 4 then 0 else "4";;
(if 3 < 5 then 8 else 10) + 4;;
2.3;;
2,3;;
(2, 3);;
('1', '2');;
(1, '2');;
1, ('a', 'b');;
(true, "not false");;
1, 'a', 'b';;
(1, '1', "1");;
("1");;
();;
(());;
0, ();;
[1; 2; 3];;
[1; 1; 1];;
[3; 2; 1; 0];;
['a'; 'b'];;
['a'; 2];;
['0'];;
[1; 2; 3] @ [-1; 11];;
```