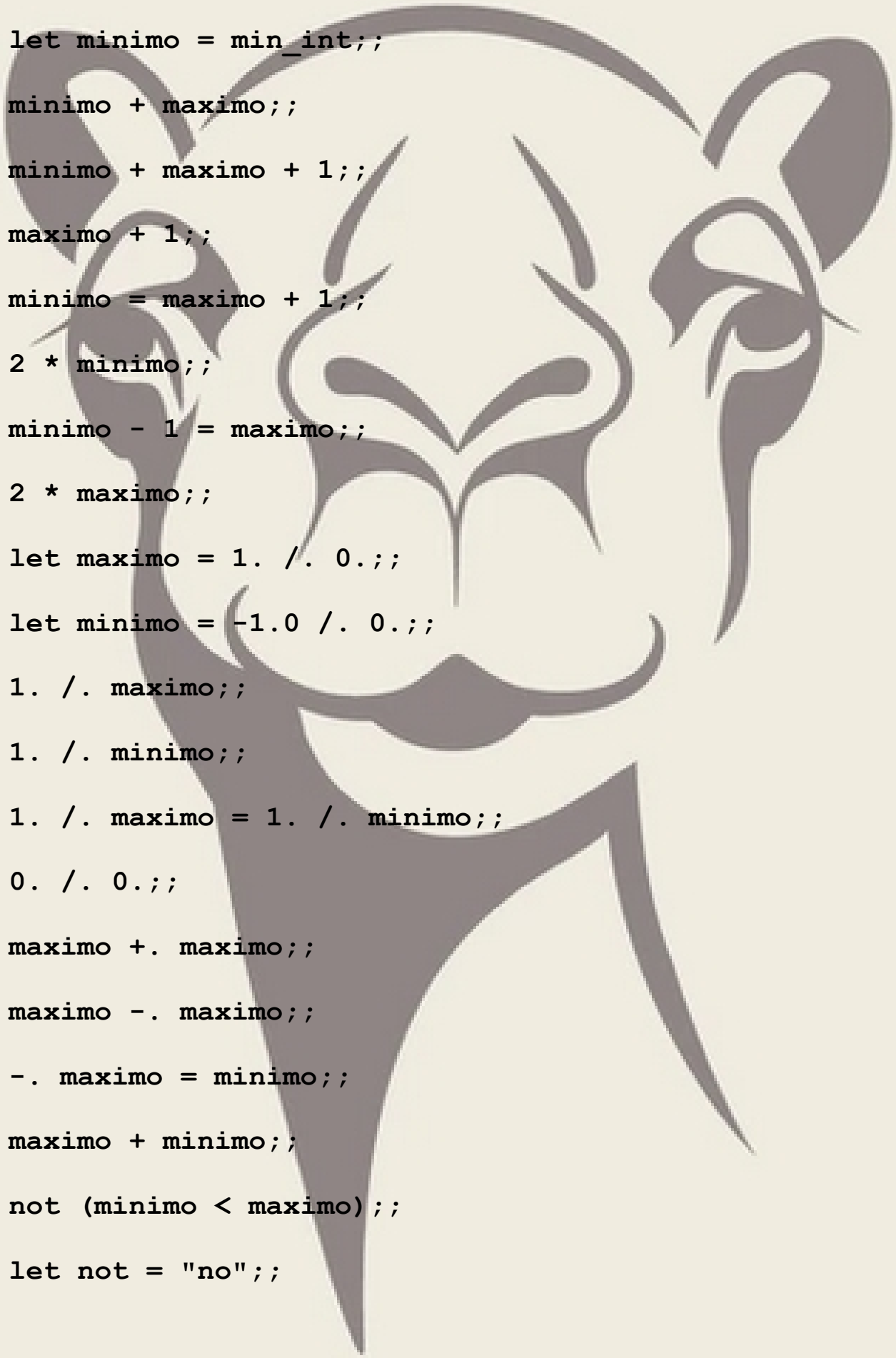
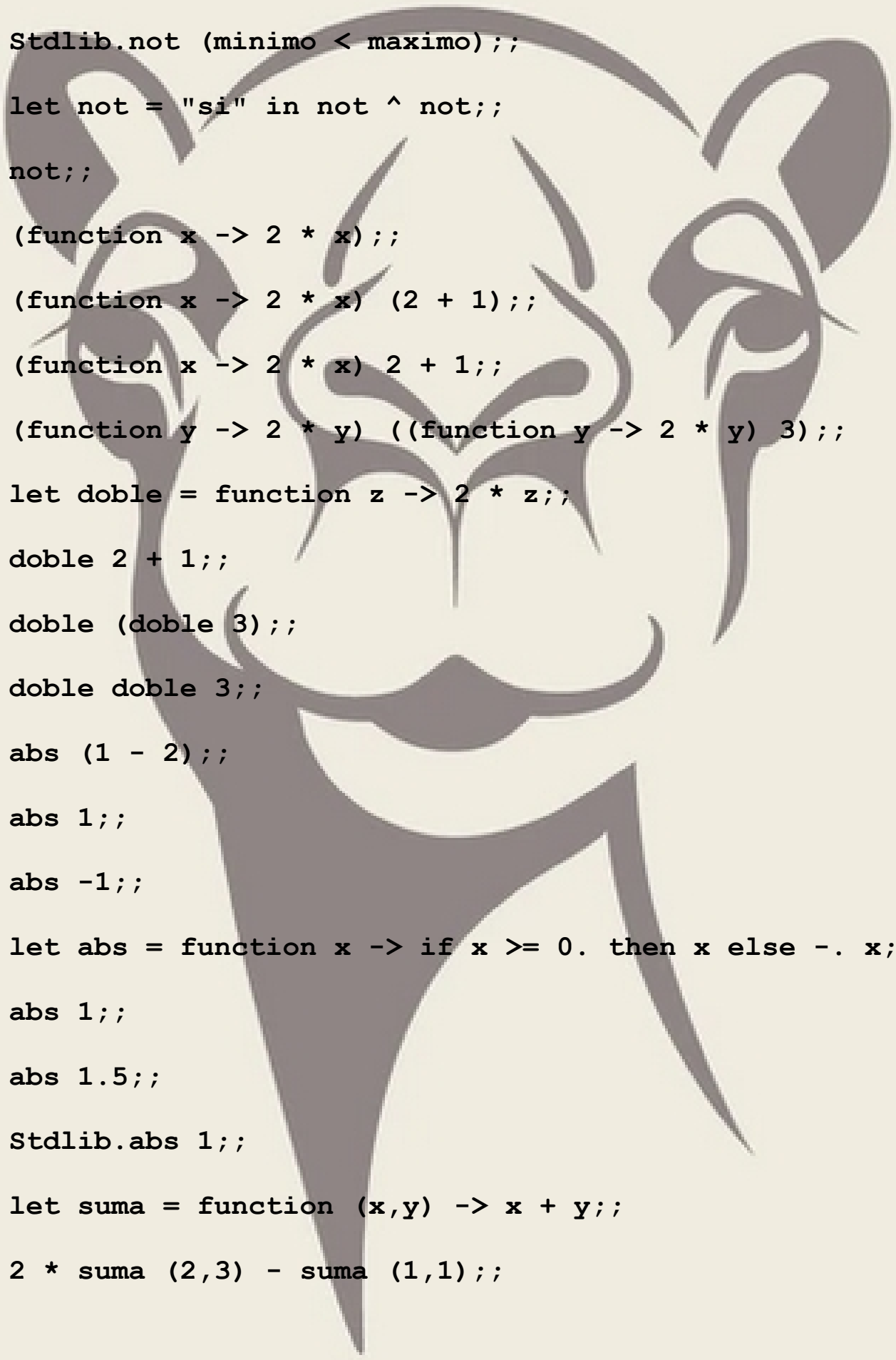


```
let maximo = max_int;;

let minimo = min_int;;

minimo + maximo;;

minimo + maximo + 1;;

maximo + 1;;

minimo = maximo + 1;;

2 * minimo;;

minimo - 1 = maximo;;

2 * maximo;;

let maximo = 1. /. 0.;;

let minimo = -1.0 /. 0.;;

1. /. maximo;;

1. /. minimo;;

1. /. maximo = 1. /. minimo;;

0. /. 0.;;

maximo +. maximo;;

maximo -. maximo;;

-. maximo = minimo;;

maximo + minimo;;

not (minimo < maximo);;

let not = "no";;
```



```
not (minimo < maximo);;

Stdlib.not (minimo < maximo);;

let not = "si" in not ^ not;;

not;;

(function x -> 2 * x);;

(function x -> 2 * x) (2 + 1);;

(function x -> 2 * x) 2 + 1;;

(function y -> 2 * y) ((function y -> 2 * y) 3);;

let doble = function z -> 2 * z;;

doble 2 + 1;;

doble (doble 3);;

doble doble 3;;

abs (1 - 2);;

abs 1;;

abs -1;;

let abs = function x -> if x >= 0. then x else -. x;;

abs 1;;

abs 1.5;;

Stdlib.abs 1;;

let suma = function (x,y) -> x + y;;

2 * suma (2,3) - suma (1,1);;
```

```
let sumac = function x -> (function y -> x + y);;

sumac 3;;

(sumac 3) 2;;

sumac 3 2;;

suma (3,2) = sumac 3 2;;

suma 3;;

let suma5 = sumac 5;;

suma5 10;;

let sumac x = function y -> x + y;;

sumac 3 2;;

let sumac x y = x + y;;

sumac 3 2;;
```