Welcome to utop version 1.14 (using OCaml version 4.01.0)!

Type #utop_help for help about using utop.

```
utop # let add x y = x + y;
val add : int -> int -> int = <fun>
                      _____{{ counter: 0 }-
-( 13:27:46 )-< command 1 >----
utop # let add' = fun x -> fun y -> x + y ;;
utop # add 3 4::
-: int = 7
utop # add' 3 4 ;;
-: int = 7
utop # let inc = add 1 ::
val inc : int -> int = <fun>
utop # inc 4 ;;
-: int = 5
utop # inc 6 ;;
-: int = 7
utop # let inc' n = add 1 n ;;
utop # inc <u>'</u> 7 ;;
Error: Syntax error
utop # inc' 7 ;;
-: int = 8
utop # let inc'' = fun n -> n + 1 ;;
val inc'' : int -> int = <fun>
utop # let the answer = 42 ;;
val the answer : int = 42
-( 13:40:17 )-< command 12 >----
                           ____{ counter: 0 }-
utop # let fact n = if n = 0 then 1 else n * (fact (n-1));
Error: Unbound value fact
-( 13:40:25 )-< command 13 >----
                            ——{ counter: 0 }-
utop # let rec fact n = if n = 0 then 1 else n * (fact (n-1));
val fact : int -> int = <fun>
else if n = 0 then 1
```

```
else n * (fact (n-1));
val fact' : int -> int = <fun>
utop # fact' 4 ;;
-: int = 24
utop # fact' -2;
Error: This expression has type int -> int
utop # fact' (-2) ;;
-: int = -100
utop # let rec fact n = if n = 0 then 1 else n * fact (n-1) ::
val fact : int -> int = <fun>
utop # let rec fact n = if n = 0 then 1 else n * fact n-1 ;;
utop # fact 4 ;;
Stack overflow during evaluation (looping recursion?).
utop # (-) ;;
- : int -> int -> int = <fun>
utop # fact (_) ;;
Error: This expression has type int -> int -> int
   but an expression was expected of type int

[4:12 ] — command 23 > — { counter: 0 }—
-( 13:54:12 )-< command 23 >----
utop # fact (~-) ;;
Error: This expression has type int -> int
   but an expression was expected of type int
                    ______{ counter: 0 }-
-( 13:54:23 )-< command 24 >----
utop # let cube x = x *. x *. x ;;
utop # let power n x = if n = 0 then 1.0 else x *. power (n-1) x ;;
Error: Unbound value power
utop # let rec power n x = if n = 0 then 1.0 else x *. power (n-1) x ;;
val power : int -> float -> float = <fun>
utop # power 3 3.4 ;;
utop # power 3 3.0 ;;
- : float = 27.
utop # let cube x = power 3 x ;;
utop # cube 3.4 ;;
```

```
-: float = 39.3039999999999999
                                               _____{{ counter: 0 }-
-( 14:00:51 )-< command 31 >----
utop # let cube = power 3;;
val cube : float -> float = <fun>
                                                   _____{ counter: 0 }-
-( 14:00:55 )-< command 32 >----
utop # let xs = 1 :: 2 :: 3 :: [] ;;
val xs : int list = [1; 2; 3]
                                                 _____{ counter: 0 }-
-( 14:01:17 )-< command 33 >--
utop # let xs' = [1;2;3] ;;
val xs' : int list = [1; 2; 3]
                                                  _____{ counter: 0 }-
-( 14:09:34 )-< command 34 >---
utop # xs = xs' ;;
- : bool = true
                                                 _____{ counter: 0 }-
-( 14:10:04 )-< command 35 >----
utop # let is_empty xs =
         match xs with
          | [] -> true
          | <u>⇒</u> false
Error: Syntax error
utop # let is empty xs =
         match xs with
          | [] -> true
          | _ -> false
val is empty : 'a list -> bool = <fun>
-( 14:13:45 )-< command 37 >----
                                                  _____{ counter: 0 }-
utop # is_empty [] ;;
- : bool = true
                                                     ____{ counter: 0 }_
-( 14:13:51 )-< command 38 >---
utop # (1, "hello");;
- : int * string = (1, "hello")
-( 14:13:56 )-< command 39 >---
                                                    _____{ counter: 0 }-
utop # let add x y = x + y;
val add : int -> int -> int = <fun>
-( 14:14:17 )-< command 40 >----
                                                    _____{ counter: 0 }_
utop # let add' (x,y) = x + y;;
-( 14:15:04 )-< command 41 >
                                                  _____{ counter: 0 }_
utop #
```