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

Type #utop_help for help about using utop.

```
_____{ counter: 0 }-
-( 18:00:00 )-< command 0 >----
utop # #use "jan_25.ml";;
val is_empty_1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is_empty3 : 'a list -> bool = <fun>
                                      _____{{ counter: 0 }-
-( 13:32:52 )-< command 1 >----
utop # is empty 1 [1;2;3] ;;
- : bool = false
                             ______{ counter: 0 }-
-( 13:37:33 )-< command 2 >----
utop # is_empty_1 ['c'; 'b'; 'e' ;;
Error: Syntax error
                                  ______{ counter: 0 }-
-( 13:38:05 )-< command 3 >----
utop # is_empty_1 ['c'; 'b'; 'e'] ;;
- : bool = false
                            ______{{ counter: 0 }-
-( 13:38:14 )-< command 4 >----
utop # is_empty_1 ['c'; 'b'; 1];;
Error: This expression has type int but an expression was expected of type char
-( 13:38:17 )-< command 5 >----
                                                _____{ counter: 0 }-
utop # #use "jan 25.ml";;
val is_empty_1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is_empty3 : 'a list -> bool = <fun>
File "jan_25.ml", line 12, characters 2-49:
Warning 8: this pattern-matching is not exhaustive.
Here is an example of a value that is not matched:
[]
val head : 'a list -> 'a = <fun>
utop # #use "jan_25.ml";;
val is empty 1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is_empty3 : 'a list -> bool = <fun>
val head : 'a option list -> 'a option = <fun>
-( 13:46:21 )-< command 7 >---
                                                 _____{ counter: 0 }-
utop # #use "jan_25.ml";;
val is_empty_1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is_empty3 : 'a list -> bool = <fun>
val head : 'a list -> 'a option = <fun>
                                               _____{{ counter: 0 }-
-( 13:47:07 )-< command 8 >----
utop # head [1;2;3] ;;
- : int option = Some 1
utop # head [] ::
- : 'a option = None
```

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-( 13:48:48 )-< command 10 >----
                                                    _____{ counter: 0 }-
utop # #use "jan_25.ml";;
val is empty 1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is_empty3 : 'a list -> bool = <fun>
val head : 'a list -> 'a option = <fun>
val head' : 'a list -> 'a = <fun>
utop # head' [1;2] ;;
-: int = 1
-( 13:51:06 )-< command 12 >----
                                                    _____{ counter: 0 }-
utop # head' [] ;;
Exception: Failure "hey, genius, your list was empty".
                                                       ____{{ counter: 0 }_-
-( 13:51:32 )-< command 13 >---
utop # List.hd ;;
- : 'a list -> 'a = <fun>
utop # List.hd [] ;;
Exception: Failure "hd".
                                                    _____{ counter: 0 }_
-( 13:51:50 )-< command 15 >----
utop # #use "jan_25.ml";;
File "jan_25.ml", line 24, characters 9-14:
Error: Syntax error: pattern expected.
                                                  _____{ counter: 0 }_
-( 13:51:54 )-< command 16 >---
utop # #use "jan_25.ml";;
val is_empty_1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is_empty3 : 'a list -> bool = <fun>
val head: 'a list -> 'a option = <fun>
val head' : 'a list -> 'a = <fun>
val drop_value : 'a -> 'a list -> 'a list = <fun>
-( 13:58:25 )-< command 17 >---
                                                    _____{ counter: 0 }-
utop # drop value 2 [1;2;3] ;;
Stack overflow during evaluation (looping recursion?).
                                                     _____{ counter: 0 }-
-( 13:59:04 )-< command 18 >---
utop # #use "jan_25.ml";;
val is_empty_1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is empty3 : 'a list -> bool = <fun>
val head : 'a list -> 'a option = <fun>
val head' : 'a list -> 'a = <fun>
val drop_value : 'a -> 'a list -> 'a list = <fun>
                                                   _____{ counter: 0 }_
-( 13:59:09 )-< command 19 >---
utop # drop_value 2 [1;2;3] ;;
-: int list = [1; 3]
                                   _____{{ counter: 0 }-
-( 13:59:24 )-< command 20 >--
utop # (1, "hello") ;;
- : int * string = (1, "hello")
-( 13:59:25 )-< command 21 >--
                                                   _____{ counter: 0 }-
utop # (1, "hello", 'x') ;;
-: int * string * char = (1, "hello", 'x')
                                                   _____{ counter: 0 }-
-( 14:08:08 )-< command 22 >---
utop # match (1, "hello", 'x') with
```