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 # let cond c t f = if c then t else f
val cond : bool -> 'a -> 'a -> 'a = <fun>
                           -----{ counter: 0 }-
-( 13:48:11 )-< command 1 >----
utop # let rec sumToN n = cond (n = 0) 0 (n + sumToN (n-1));;
val sumToN : int -> int = <fun>
utop # sumToN 5;;
utop # let rec sumToN' n = if(n = 0) then 0 else (n + sumToN (n-1));;
utop # sumToN' 5;;
Stack overflow during evaluation (looping recursion?).

(12 40:22 ) < command 5 > (counter: 0 }-
utop # let rec sumToN' n = if(n = 0) then 0 else (n + sumToN' (n-1));;
val sumToN' : int -> int = <fun>
utop # sumToN' 5;;
-: int = 15
utop # sumToN ;;
- : int -> int = <fun>
-( 13:49:48 )-< command 8 >----
                                  _____{ counter: 0 }-
utop #
Arg|Arith_status|Array|ArrayLabels|Assert_failure|Big_int|Bigarray|Buffer|Call|
```