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

Type #utop_help for help about using utop.

```
utop # #use "jan_25.ml";;
val is_empty : 'a list -> bool = <fun>
-( 15:32:58 )-< command 1 >----
                             _____{{ counter: 0 }-
utop # is empty [1] ;;
- : bool = false
utop # is empty [] ;;
- : bool = true
utop # <u>is empty 1</u> [1;2;3] ;;
Error: Unbound value is empty 1
Did you mean is empty?
utop # #use "jan_25.ml";;
val is_empty_1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is_empty_3 : 'a list -> bool = <fun>
val is empty 4 : 'a list -> bool = <fun>
utop # is empty 1 [1;2;3] ;;
- : bool = false
utop # is empty 1 ;;
- : 'a list -> bool = <fun>
utop # [ 1 ; <u>'c'</u> ; 7 ] ;;
Error: This expression has type char but an expression was expected of type int
utop # [ 'c'; 1; 7 ];;
Error: This expression has type int but an expression was expected of type char
utop # 'c' :: 1 :: 7 :: [] ;;
Error: This expression has type int but an expression was expected of type char
-( 15:50:19 )-< 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_empty_3 : 'a list -> bool = <fun>
val is_empty_4 : 'a list -> bool = <fun>
File "jan_25.ml", line 18, characters 2-28:
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>
```

```
-( 15:50:40 )-< command 11 >----
                                                 _____{ counter: 0 }_
utop # head [1;2] ;;
-: int = 1
-( 15:59:24 )-< command 12 >----
                                                   _____{ counter: 0 }-
utop # head ['n'];;
- : char = 'n'
                                         _____{{ counter: 0 }-
-( 16:00:03 )-< command 13 >----
utop # head [ ] ;;
Exception: Match_failure ("jan_25.ml", 18, 2).
                                               _____{ counter: 0 }_
-( 16:00:10 )-< command 14 >----
utop # #use "jan_25.ml";;
val is_empty_1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is_empty_3 : 'a list -> bool = <fun>
val is_empty_4 : 'a list -> bool = <fun>
val head : 'a list -> 'a = <fun>
-( 16:00:18 )-< command 15 >----
                                                  _____{ counter: 0 }-
utop # head [ ] ;;
Exception: Failure "hey genius, not empty lists allowed".
                                                   _____{ counter: 0 }_
-( 16:01:05 )-< command 16 >----
utop # List.hd ;;
- : 'a list -> 'a = <fun>
utop # List;hd [] ;;
Error: Unbound constructor List
-( 16:01:21 )-< command 18 >---
                                                 _____{ counter: 0 }-
utop # List.hd [] ;;
Exception: Failure "hd".
utop # #use "jan_25.ml";;
val is_empty_1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is_empty_3 : 'a list -> bool = <fun>
val is_empty_4 : 'a list -> bool = <fun>
val head : 'a list -> 'a = <fun>
val head' : 'a option list -> 'a option = <fun>
-( 16:01:31 )-< command 20 >---
                                                   _____{ 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_empty_3 : 'a list -> bool = <fun>
val is_empty_4 : 'a list -> bool = <fun>
val head : 'a list -> 'a = <fun>
val head' : 'a list -> 'a option = <fun>
-( 16:03:05 )-< command 21 >----
                                                   _____{ counter: 0 }_
utop # head' [] ;;
- : 'a option = None
-( 16:04:13 )-< command 22 >----
                                              _____{{ counter: 0 }-
utop # head' [1;2;3] ;;
- : int option = Some 1
utop # match head' [1;2;3] with
      None -> "the list was empty"
```

```
| Some x -> "the wasn't empty" ;;
- : string = "the wasn't empty"
utop # #use "jan_25.ml";;
val is_empty_1 : 'a list -> bool = <fun>
val is_empty_2 : 'a list -> bool = <fun>
val is_empty_3 : 'a list -> bool = <fun>
val is_empty_4 : 'a list -> bool = <fun>
val head : 'a list -> 'a = <fun>
val head' : 'a option list -> 'a option = <fun>
                                                    _____{ counter: 0 }_
-( 16:05:13 )-< command 25 >----
utop # head' [None] ;;
- : 'a option = None
utop # head'[ Some 4; None ] ;;
- : int option = Some 4
-( 16:07:06 )-< command 27 >----
                                                    _____{ counter: 0 }-
utop # head'[ 1; ;2 ] ;;
Error: Syntax error
-( 16:07:17 )-< command 28 >----
                                                    _____{ counter: 0 }-
utop # head'[ 1; 2 ] ;;
Error: This expression has type int but an expression was expected of type
        'a option
-( 16:07:45 )-< command 29 >----
                                                _____{ 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_empty_3 : 'a list -> bool = <fun>
val is_empty_4 : 'a list -> bool = <fun>
val head : 'a list -> 'a = <fun>
val head' : 'a list -> 'a option = <fun>
File "jan_25.ml", line 32, characters 39-41:
Error: Unbound value lt
-( 16:07:49 )-< command 30 >----
                                                    _____{ 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_empty_3 : 'a list -> bool = <fun>
val is_empty_4 : 'a list -> bool = <fun>
val head : 'a list -> 'a = <fun>
val head' : 'a list -> 'a option = <fun>
val drop_value : 'a -> 'a list -> 'a list = <fun>
                                                   _____{ counter: 0 }_
-( 16:12:11 )-< command 31 >----
utop # drop_value 2 [1;2;3;4;2;5];;
-: int list = [1; 3; 4; 5]
                              _____{ counter: 0 }-
-( 16:12:21 )-< command 32 >-
utop # (1 , "hello");;
- : int * string = (1, "hello")
-( 16:12:27 )-< command 33 >---
                                                   _____{ counter: 0 }-
utop # (1 , "hello", 'e');;
-: int * string * char = (1, "hello", 'e')
                                                    _____{ counter: 0 }-
-( 16:15:21 )-< command 34 >---
utop # let t = (1 , "hello", 'e');;
```