

Learning to Learn ReasonML

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What is Reason: code vs code

Getting up

- ▶ Turn off alarm
- ▶ Get out of bed

Breakfast

- ▶ Eat eggs
- ▶ Drink coffee

In the evening

Dinner

- ▶ Eat spaghetti
- ▶ Drink wine

Going to sleep

- ▶ Get in bed
- ▶ Count sheep


```
switch (play.type) {  
  case "tragedy":  
    return new TragedyCalculator(aPerformance, aPlay);  
  
  case "comedy":  
    thisAmount = 30000;  
    if (perf.audience > 20) {  
      thisAmount += 10000 + 500 * (perf.audience - 20);  
    }  
    thisAmount += 300 * perf.audience;  
    break;  
  default:  
    throw new Error(`unknown type: ${play.type}`);  
}
```

```
type type_ =  
  | Tragedy  
  | Comedy;
```

```
type play = {  
  name: string,  
  audience: int,  
  type_,  
};
```