PATTERN MATCHING EXHAUSTIVITY (10/10 points)

We have seen in the course the example of non exhaustive pattern matching given below. Write the code for the missing cases.

THE GIVEN PRELUDE

```
type color = Black | Gray | White ;;
```

YOUR OCAML ENVIRONMENT

```
1   let lighter c1 c2 =
2     match (c1, c2) with
3     | (Black, Black) -> false
4     | (White, White) -> false
5     | (Gray, Gray) -> false
6     | (Black, _) -> true
7     | (_, White) -> true
8     | (White, Gray) -> false
9     | (Gray, Black) -> false
10    | (White, Black) -> false
11    ;;
12
```

Evaluate >

Switch >>

Typecheck

Reset Templ

Full-screen |

Check & Sa

Exercise complete (click for details)   **10 pts**

Found `lighter` with compatible type.

Computing `lighter White Black`

Correct value `false`   1 pt

Computing `lighter Black Gray`

Correct value `true`   1 pt

Computing `lighter Gray Black`

Correct value `false`   1 pt

Computing `lighter Gray White`

Correct value `true`   1 pt

Computing `lighter White White`

Correct value `false`   1 pt

Computing `lighter Gray White`

Correct value `true`   1 pt

Computing `lighter Black Black`

Correct value `false`   1 pt

Computing `lighter White Black`

Correct value `false`   1 pt

Computing `lighter White Gray`

Correct value `false`   1 pt

Computing `lighter White Gray`

Correct value `false`   1 pt

Rechercher un cours