



► Introduction and overview

▼ Basic types, definitions and functions

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Week 1 Échéance le déc 12, 2016 at 23:30 UTC



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SIMPLE FUNCTIONS OVER STRINGS (12/12 points)

Let's define two functions working with strings:

1. `last_character` that returns the last character of a string, assuming that the string argument is not empty;
2. `string_of_bool` that converts a boolean value to its string representation.

YOUR OCAML ENVIRONMENT

```
1 let last_character str =  
2   let last = String.length str - 1 in  
3   String.get str last;;  
4  
5 let string_of_bool truth =  
6   string_of_bool truth;;  
7 |
```

Evaluate >

Switch >>

Typecheck

Reset Templ

Full-screen |

Check & Sa

► Basic data structures

► More advanced data structures

► Higher order functions

► Exceptions, input/output and imperative constructs

► Modules and data abstraction

Exercise complete (click for details)

▼ Exercise 1: last_character

Found last_character with compatible type.

Computing last_character "Benjalf"

Correct value 'f'

1 pt

Computing last_character "Cann"

Correct value 'n'

1 pt

Computing last_character "Romin"

Correct value 'n'

1 pt

Computing last_character "Gregdas"

Correct value 's'

1 pt

Computing last_character "Yalf"

Correct value 'f'

1 pt

Computing last_character "Caberto"

Correct value 'o'

1 pt

Computing last_character "Rann"

Correct value 'n'

1 pt

Computing last_character "Yagoire"

Correct value 'e'

1 pt

Computing last_character "Rogoire"

Correct value 'e'

1 pt

Computing last_character "Ragdas"

Correct value 's'

1 pt

▼ Exercise 2: string_of_bool

Found string_of_bool with compatible type.

Computing string_of_bool true

Correct value "true"

1 pt

Computing string_of_bool false

Correct value "false"

1 pt

12 pts

Completed, 10 pts

Completed, 2 pts



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