

COSE212 – Programming Language

실습환경 안내

TryML

TryML

- OCaml 실행환경 in Web
- 과제 수행 및 제출에 활용될 홈페이지
 - <https://tryml.korea.ac.kr>

TryML

☰

COSE212 - Programming Language

Sign Up Login

Assignment Policy

- Discussion with fellow students is encouraged including how to approach the problem. **However, your code must be your own.**
- Violating above rule gets you **0 points** for the entire HW score.
- See **README.ml** for detailed information.

Homework

Feedback

Option

Run

Submit

README.ml

```
1  (*****README*****  
2  
3  1. Before starting programming, you should login and choose the problem  
4     located beside.  
5  
6  2. Check the assignment policy again (MUST NOT COPY THE HW).  
7  
8  3. We will grade with the final version of your code. Do not forget to  
9     click "submit button" (or press ctrl + S key) after programming.  
10    (Since you can submit unlimited times before due date, you can use it  
11    as saving your code.)  
12  
13  4. The editor will show the final submitted implementation. When you take  
14     a rest or stop the programming, click the "submit button" (or press  
15     ctrl + S key) for saving your task.  
16  
17  5. You can do your homework with the provided template. Fill the "TODO" part  
18     of each problem.  
19
```

Output

Press "Run" (ctrl + enter) to execute your code.

Privacy Policy

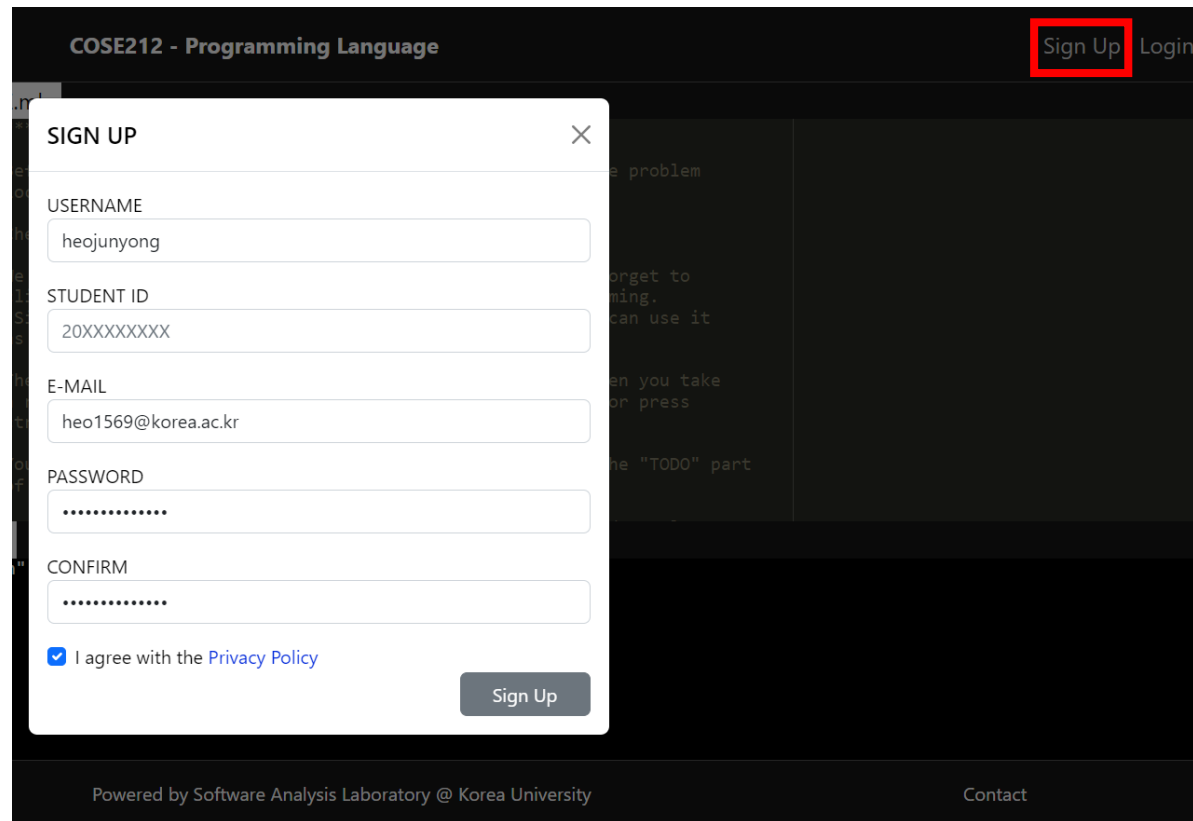
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TryML

- 과제 채점에 이용되므로 본인의 학번을 정확하게 입력하여 가입
- **비밀번호를 잊어버리지 않도록 주의**



The screenshot shows the 'COSE212 - Programming Language' website. In the top right corner, the 'Sign Up' button is highlighted with a red rectangle. A 'SIGN UP' modal form is open in the center. The form contains the following fields: USERNAME (filled with 'heojunyong'), STUDENT ID (filled with '20XXXXXXX'), E-MAIL (filled with 'heo1569@korea.ac.kr'), PASSWORD (filled with dots), and CONFIRM (filled with dots). Below the fields is a checkbox labeled 'I agree with the Privacy Policy' which is checked. A 'Sign Up' button is at the bottom right of the modal. The footer of the page reads 'Powered by Software Analysis Laboratory @ Korea University' and 'Contact'.

COSE212 - Programming Language

Sign Up Login

SIGN UP

USERNAME
heojunyong

STUDENT ID
20XXXXXXX

E-MAIL
heo1569@korea.ac.kr

PASSWORD
.....

CONFIRM
.....

☒ I agree with the [Privacy Policy](#)

Sign Up

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TryML

- 가입한 아이디 및 비밀번호로 로그인

COSE212 - Programming Language

Sign Up **Login**

*****README*****

Before starting programming, you should login and choose the problem located beside.

Check the assignment policy again (MUST NOT COPY THE HW).

LOGIN ✕

USERNAME

heojunyong

PASSWORD

.....

Don't have account? [Sign Up](#) **Login**

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Contact

TryML

• Assignment Policy 및 README.ml 내용 숙지 필수

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README.ml

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15   ctrl + S key) for saving your task.  
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17 5. You can do your homework with the provided template. Fill the "TODO" part  
18   of each problem.  
19
```

Output

Press "Run" (ctrl + enter) to execute your code.

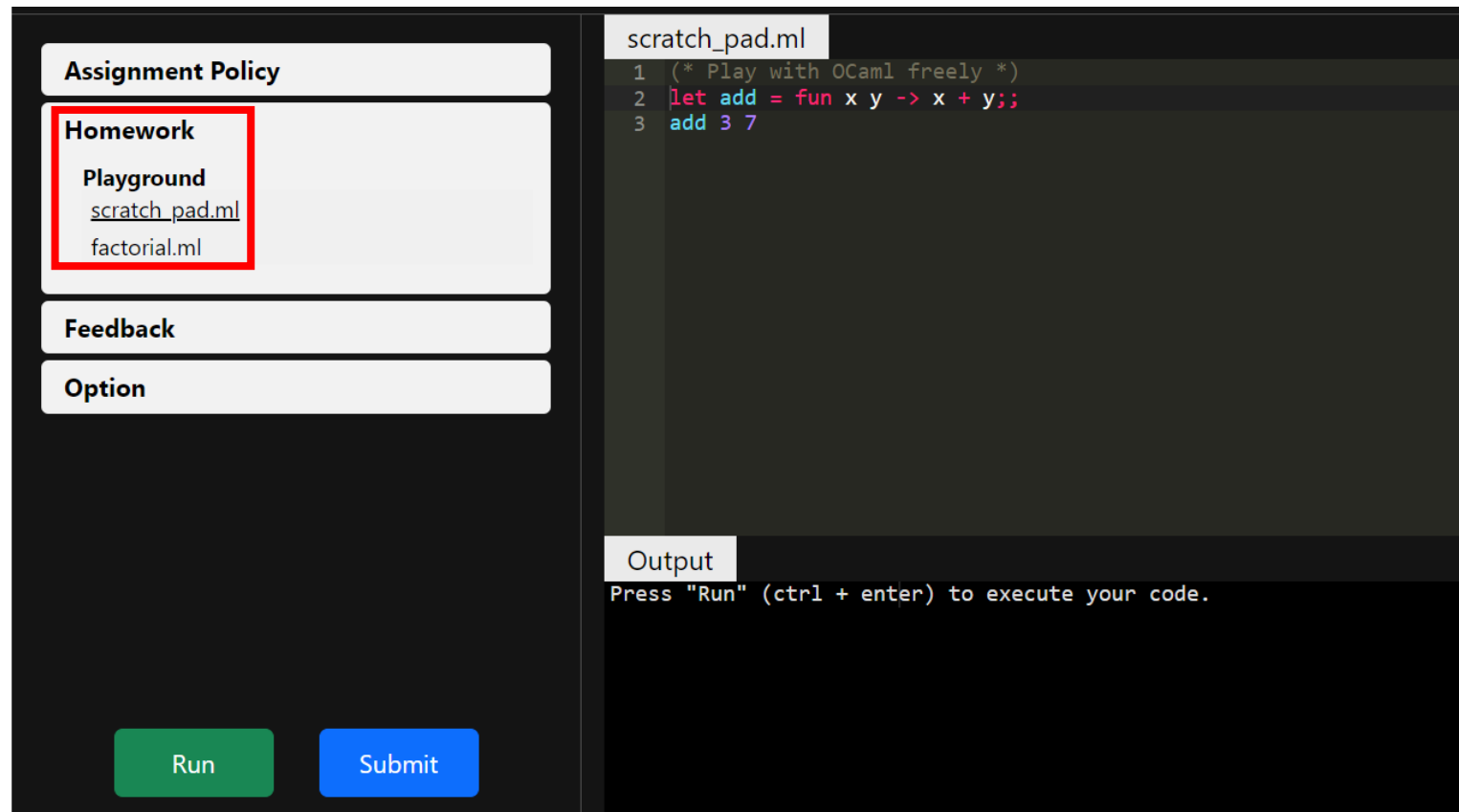
Privacy Policy

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TryML

- scratch_pad.ml: 자유롭게 코드를 작성하고 실행할 수 있는 공간
- 과제 관련 탭은 추가 예정



TryML

- 실행: **Run** 버튼 클릭 또는 Ctrl + Enter



The screenshot displays the TryML web interface. On the left, a sidebar contains navigation links: "Assignment Policy", "Homework" (with sub-links "Playground", "scratch_pad.ml", and "factorial.ml"), "Feedback", and "Option". The main area on the right is a code editor titled "scratch_pad.ml" containing three lines of OCaml code: `1 (* Play with OCaml freely *)`, `2 let add = fun x y -> x + y;;`, and `3 add 3 7`. Below the code editor is an "Output" window, which is highlighted with a red border and shows the execution results: `val add : int -> int -> int = <fun>` and `- : int = 10`. At the bottom of the interface, there are two buttons: a green "Run" button and a blue "Submit" button. The "Run" button is also highlighted with a red border.

TryML

- 저장: Ctrl + S

```
scratch_pad.ml
1 (* Play with OCaml freely *)
2 let add = fun x y -> x + y;;
3 add 3 7|
```

↓ 코드 수정

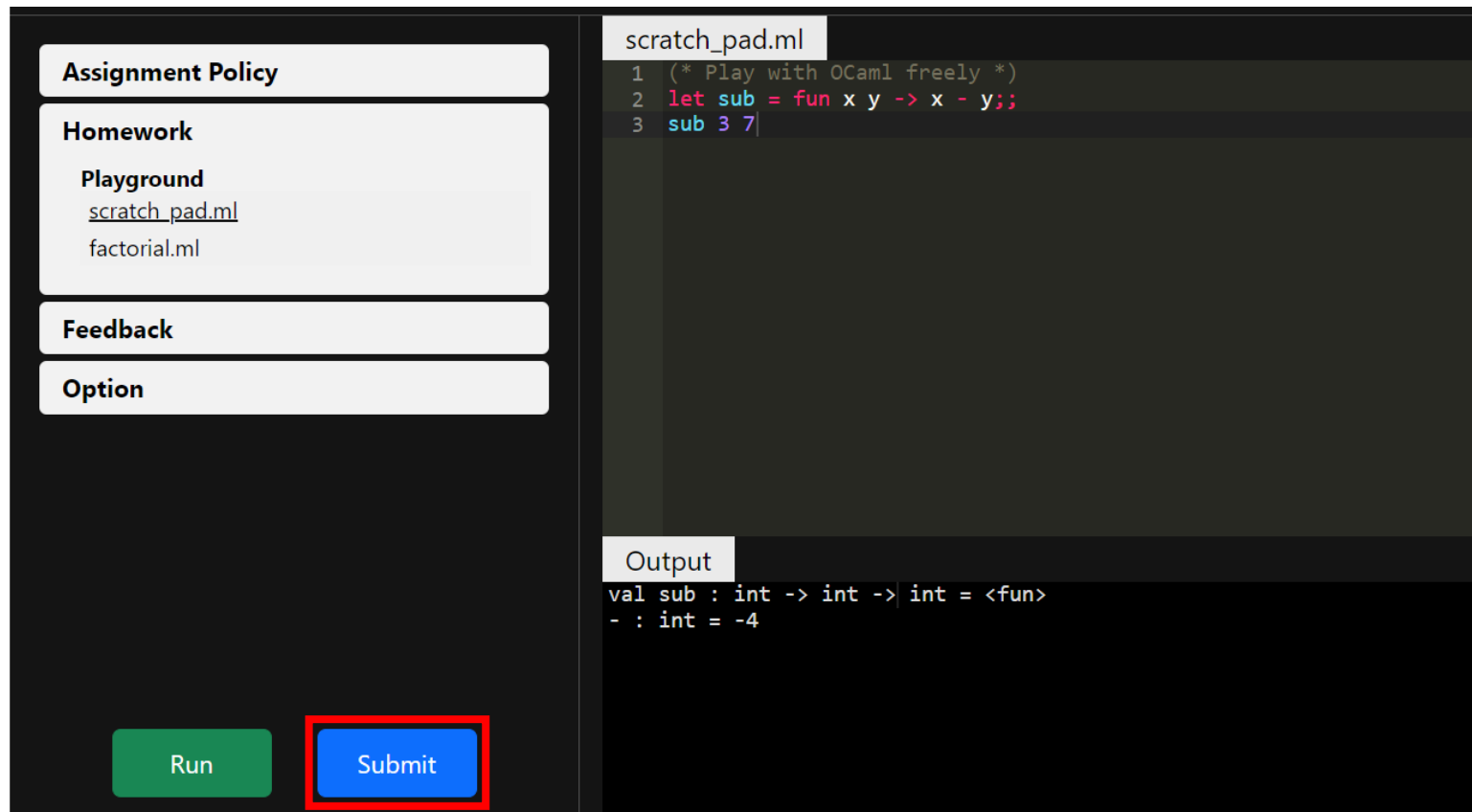
```
scratch_pad.ml|*
1 (* Play with OCaml freely *)
2 let sub = fun x y -> x - y;;
3 sub 3 7|
```

↓ Ctrl + S

```
scratch_pad.ml
1 (* Play with OCaml freely *)
2 let sub = fun x y -> x - y;;
3 sub 3 7|
```

TryML

- 제출: **Submit** 버튼 클릭 (**Run** 버튼으로 제출 안됨)
- 과제 기한이 지나면 제출되지 않으니 주의



기타

- 과제 관련 질문은 [블랙보드 → 토론실 → 강의 Q&A]에 올려 주시면 됩니다.
- 이외의 궁금한 사항은 조교에게 문의하시면 됩니다.
 - 허준용 (heo1569@korea.ac.kr)
 - 신지호 (tlswlgh0801@gmail.com)