

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

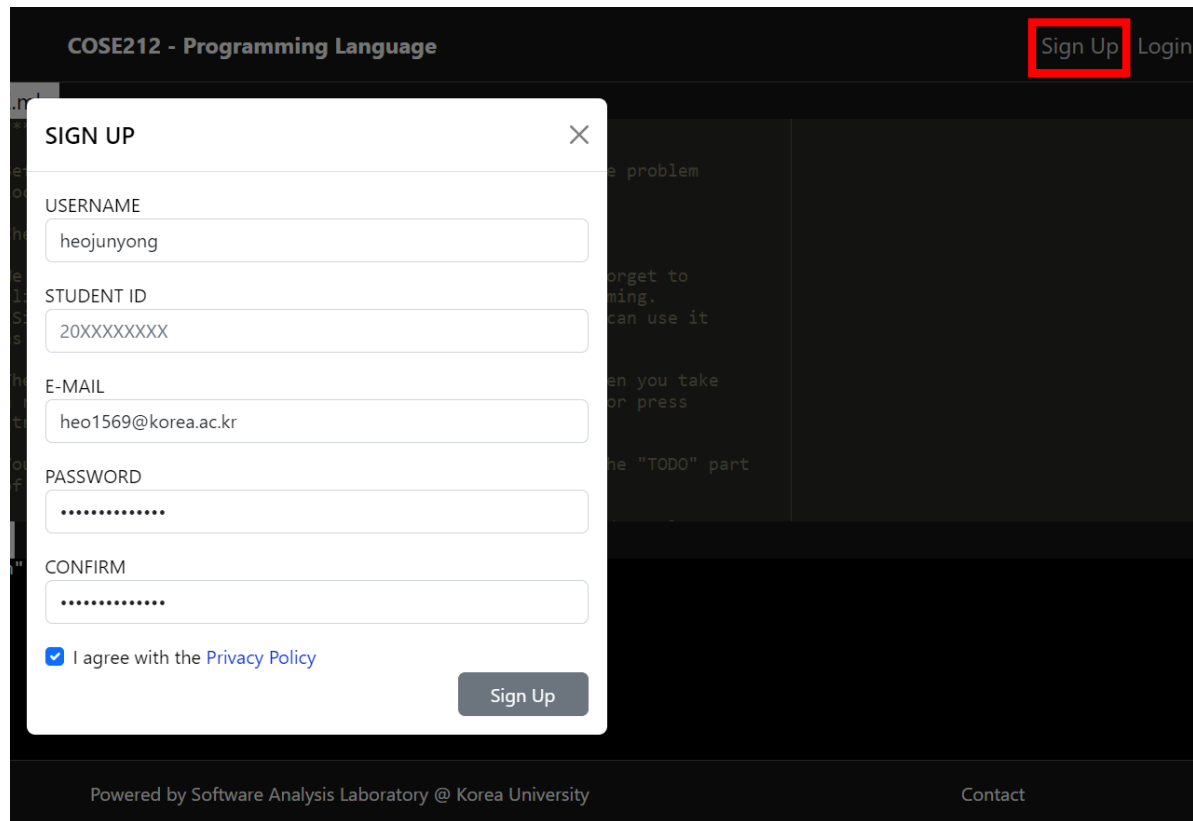
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TryML

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



The screenshot shows the 'COSE212 - Programming Language' website with a 'Sign Up' button highlighted in a red box. A 'SIGN UP' modal form is open, containing the following fields: USERNAME (heojunyong), STUDENT ID (20XXXXXXX), E-MAIL (heo1569@korea.ac.kr), PASSWORD (masked with dots), and CONFIRM (masked with dots). There is a checkbox for 'I agree with the Privacy Policy' and a 'Sign Up' button at the bottom 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

The screenshot shows the COSE212 - Programming Language website. In the top right corner, there are links for "Sign Up" and "Login". The "Login" link is highlighted with a red rectangle. A modal window titled "LOGIN" is open in the center of the screen. It contains two input fields: "USERNAME" with the text "heojunyong" and "PASSWORD" with masked characters ".....". Below the password field, there is a link "Don't have account? Sign Up" and a "Login" button. The background of the website is dark with some text visible, including "*****README*****" and "before starting programming, you should login and choose the problem located beside."

TryML

• Assignment Policy 및 README.ml 내용 숙지 필수

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README.ml

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6 2. Check the assignment policy again (MUST NOT COPY THE HW).  
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8 3. We will grade with the final version of your code. Do not forget to  
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Output

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

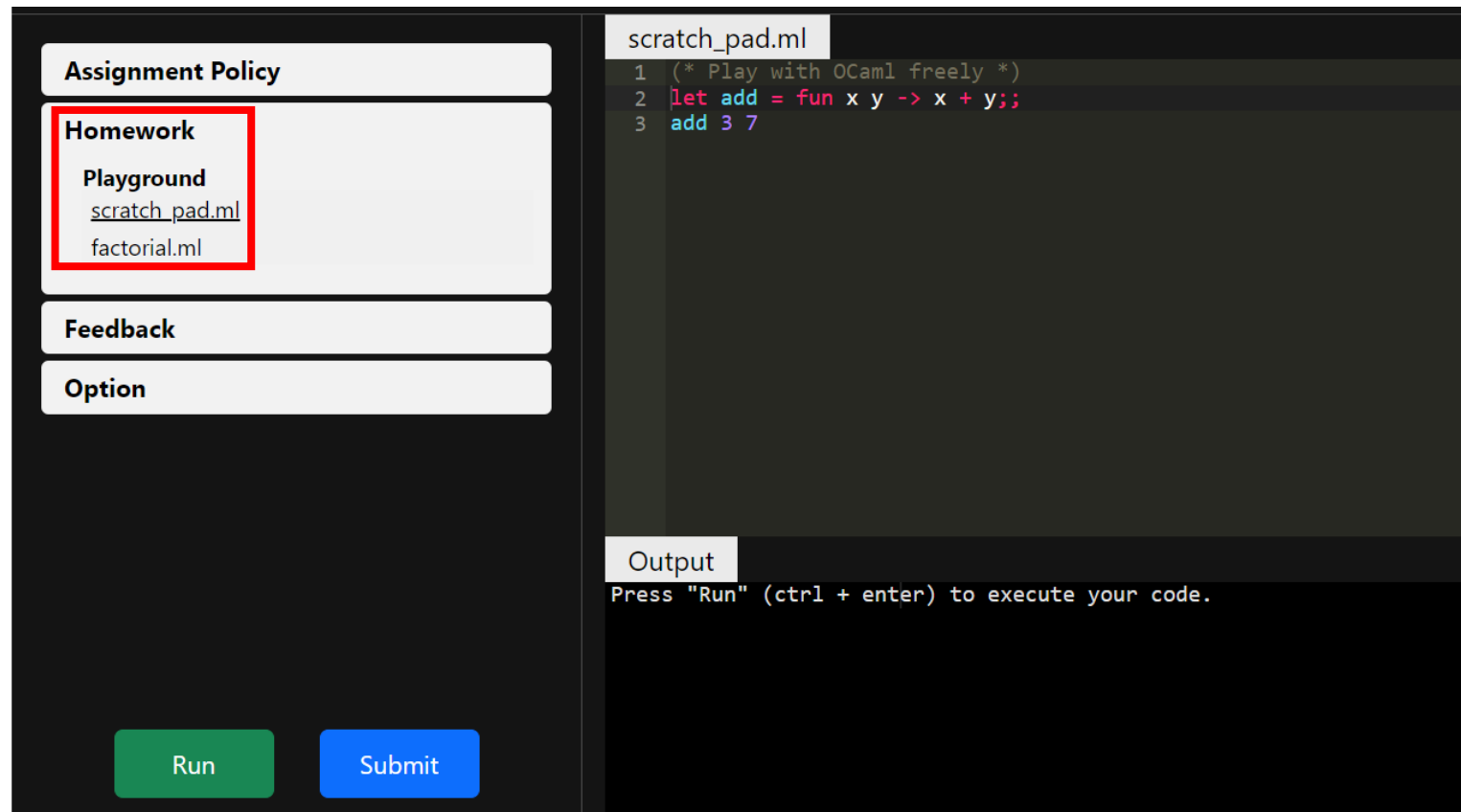
Privacy Policy

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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 features 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

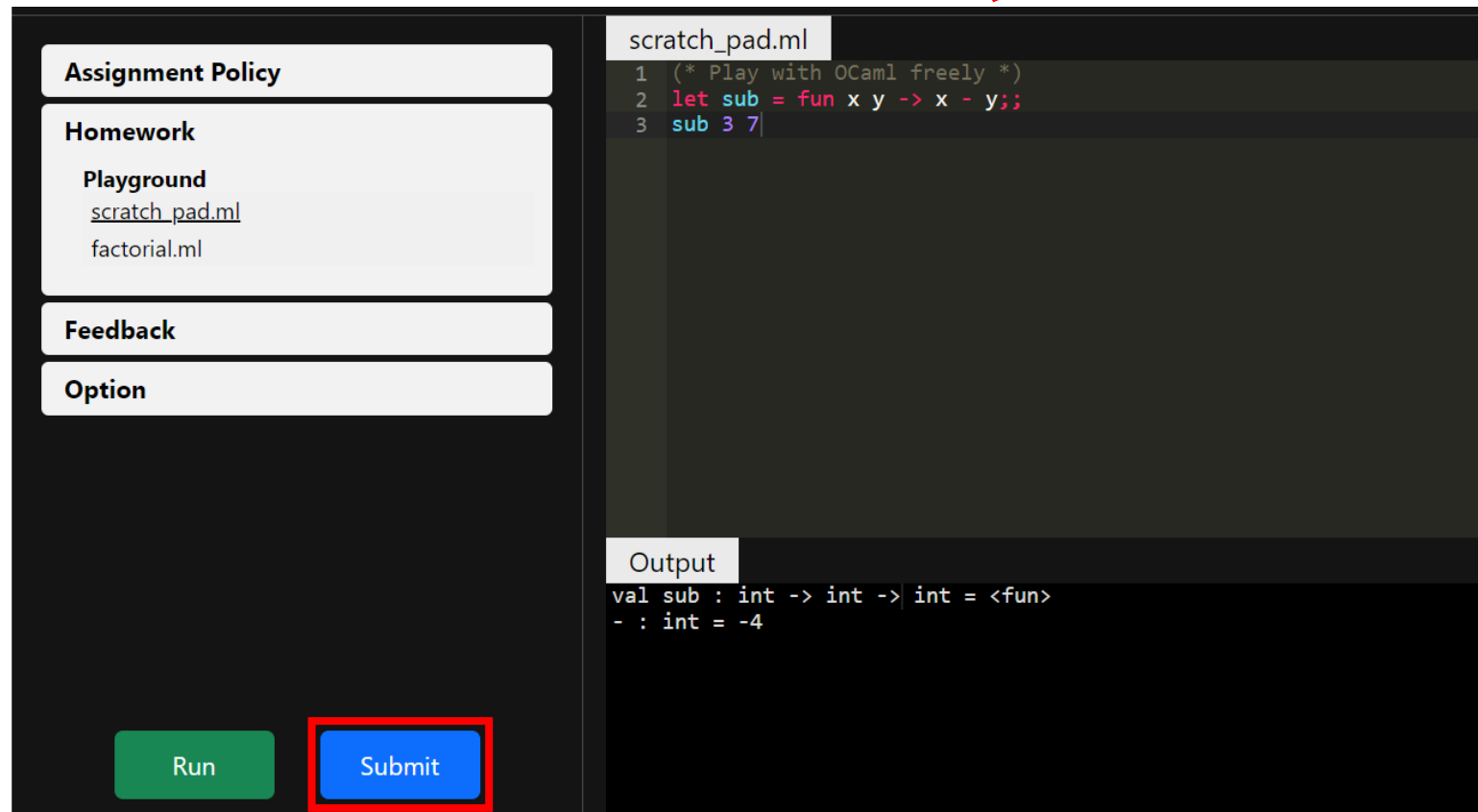
```
scratch_pad.ml|*
1 (* Play with OCaml freely *)
2 let sub = fun x y -> x - y;;
3 sub 3 7|
```

↓ 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 (지각 제출 허용 안됨)



TryML

- 과제 수행에 있어 라이브러리 사용을 금지함
- 이에 따라 모듈 접근을 원천적으로 방지하기 위해,
마침표를 포함한 코드는 실행되지 않음

```
forall.ml
1  exception NotImplemented;;
2
3  let forall: ('a -> bool) -> 'a list -> bool
4  =fun f l -> List.for_all f l;;
```

Output

Your code is not allowed to execute.

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)