

F# Interactive Cheat Sheet

F# Interactive (fsi) lets you run code interactively in the console. You can open it from your IDE of choice (recommended) or from any command line.

Note: All code must be terminated with a double semicolon “;;” to be evaluated!

Here are some common commands you need!

- **Execute .fsx file:** `dotnet fsi <filename>.fs`
- **Start from command line:** `dotnet fsi`
- **Load file:** `#load "<filename>.fs";;`
- **Open module:** `open <modulename>;;`
- **Exit:** `#quit;;`

Send Code

You can send code from your editor to F# Interactive.

To do this, select your code (variable, function, etc.) and press ALT/CMD + ENTER

Our recommendations

- Use F# Interactive in combination with the IDE of your choice.
- Write functions in the IDE and send them to fsi, then test them on different inputs to sanity check your implementation.
- For Code Comprehension questions at the exam, send the code to fsi and check what it does with different inputs!