## Runing the exam project

The project contains five files <code>Program.fs</code> (executable), <code>Exam.fs</code> (the file that you hand in), <code>ExamInteractive.fsx</code> (a script file to load the exam into the interactive environment), and the JParsec parser combinator library from the course (<code>JParsec.fsi</code> and <code>JParsec.fs</code>). The file <code>Program.fs</code> contains a skeleton for printing the results of your function to the terminal, you will need to add your own test cases. The file <code>Exam.fs</code> contains the exam itself and this is the file you should be handing in - you should not hand in the entire project or <code>Program.fs</code>, or <code>ExamInteractive.fsx</code>, or the parser combinator library.

You can either use the debug output functionality provided by the project, or you can use F# interactive.

## Running the program from the command line

Program.fs contains functions where you can write debug outputs for all of your functions. For instance, it contains a function testQ1: unit -> unit where you can place debug printing information (it already contains these for Q1.1, and you can debug other functions in a similar way).

To work in this way all you nead to do is.

- 1. Open the project
- 2. Add your solutions to Exam.fs
- 3. Add debug-printing to Program.fs
- 4. Run the project

## Running the program from F# interactive

To work in F# you have two options

1. change the first line in <code>Exam.fs</code> from <code>module Exam2021</code> to <code>module Exam2021 = </code>. The file will now load as is into the interactive environment (and you can open the module with <code>open Exam2021;;</code> in the interactive environment if you wish), although the project will no longer compile. To switch between the two modes, just remove the <code>=</code> to go back to project mode. It will work immediately. For the submission the <code>=</code> should ideally not be there, but we are not going to dock points if you forget to put it back.

Another option is to remove the line alltogether. This is, however, dangerous as you may very well get indentation problems when you put it back in. By keeping the module you can safely switch between project mode and interactive mode without worrying about anything breaking.

2. The file ExamInteractive.fsx contains only the following three lines:

```
#load "JParsec.fs"
#load "Exam.fs"
open Exam2021;;
```

To load your solution into F# interactive

- 1. make sure you have saved Exam.fs
- 2. open ExamInteractive.fsx,

3. select the entire file and type Alt-Enter in VS. Note that just cut-and-pasting these lines rarely works unless you provide the entire path in the load command. Depending on the IDE it may complain that it does not find the file, if that is so, input the entire path into the load statement.

From here you can run your functions in the usual way.

## If you cannot load the project

If you for some reason cannot load the project then create your own and import ExamInteractive.fsx , JParsec.fsi , JParsec.fs , Exam2021.fs , and Program.fs in that order.