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REALKINETIC

YOUR POTENTIAL REALIZED



```
updateRecord
  : Int
  -> { a | value : Int, count : Int }
  -> { a | value : Int, count : Int }
updateRecord rec newValue =
  { rec
  | value = newValue
  , count = count + 1
  }

-- COMPILES: updateRecord 1 record2
-- COMPILES: updateRecord 1 record3
-- DOESN'T COMPILE: updateRecord 1 record4
```

We can make our  
update function more  
generic and readable