

CHEAT SHEET

ADT

	OCaml	Java	TypeScript
Type « ET » Type Produit	<pre>type point = { x: int ; y: int }</pre>	<pre>record Point(Integer x, Integer y) { public Point { java.util.Objects.requireNonNull(x); java.util.Objects.requireNonNull(y); } }</pre>	<pre>type point = { x: number ; y: number }</pre>
Type « OU » Type Somme	<pre>type shape = Circle Square</pre>	<pre>sealed interface Shape { public record Circle() implements Shape {} public record Square() implements Shape {} }</pre>	<pre>interface Circle { type: "circle"; } interface Square { type: "square"; } type Shape = Circle Square</pre>

