

# CHEAT SHEET

## ADT

	OCaml	Java	TypeScript
<b>Type « ET »</b> <b>Type Produit</b>	<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>
<b>Type « OU »</b> <b>Type Somme</b>	<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>

