OPPGAVE 3

functor

import

System

define

Y = 300

Z = 30

X = Y\*Z

{System.showInfo X}

End

functor

import

System

define

X = "This is a string"

thread {System.showInfo Y} end

Y = X

End

* Koden deklarer variablene før den kjører showInfo

local fun {Max Number1 Number2}

if Number1 > Number2 then Number1

else Number2 end

end

in {Browse {Max 4 3}}

end

OPPGAVE 4

local fun {Max Number1 Number2}

if Number1 > Number2 then Number1

else Number2 end

end

proc {HenrikGreater Number1 Number2}

{System.showInfo {Max Number1 Number2}}

end

in {HenrikGreater 42 32}

end

OPPGAVE 5

functor

import

Application(exit:Exit)

System

define

proc {Circle R} local A D C Pi in Pi = 355.0/113.0 A = Pi \* R \* R D = 2.0 \* R C = Pi \* D

{System.showInfo A}

{System.showInfo D}

{System.showInfo C}

end

end

{Circle 15.0}

{Exit 0}

end

OPPGAVE 6

functor

import

Application(exit:Exit)

System define fun {Factorial N}

if N == 0 then 1

else N\*{Factorial N-1}

end

end

{System.showInfo {Factorial 4}}

{Exit 0}

end