



# Piscines: Quick presentation

*Summary:*

*Version: 1.00*

# Contents

<b>I</b>	<b>Piscine</b>	<b>2</b>
<b>II</b>	<b>Instruction</b>	<b>3</b>

# Chapter I

## Piscine

What is a piscine?

Much like the selection piscine, the project is split in many small projects (modules), and with each day a new notion on the language/paradigm/technology you chose to work on. Validating a piscine requires more than just a day or two of investment. To ensure that this piscine is done correctly, it is recommended that you take note of everything listed below:

- You can't validate the piscine if you work only on one or two projects.
- Trying to turn in every day: even if something isn't finished, it's better to try and turn it in.
- At least two week of work: going into the piscine shouldn't be taken lightly.
- Each initialized depot will be automatically closed after one day.
- You have two days to complete the required peer-evaluations in each module.
- It is possible to retry your modules without waiting.



It is important not to do these modules alone. For this reason it is highly recommended to approach these piscines with several students.

# Chapter II

## Instruction

To validate this piscine you must do the following projects:

- [OCAML - Basic syntax and semantics - 0](#)
- [OCAML - Recursion and higher-order functions - 0](#)
- [OCAML - Pattern Matching and Data Types - 0](#)
- [OCAML - OCaml's modules language - 1](#)
- [OCAML - Imperative features - 1](#)
- [OCAML - Functor - 1](#)
- [OCAML - Object oriented programming - 1](#)
- [OCAML - Object oriented programming - 2](#)
- [OCAML - Monoids and Monads - 3](#)

You must validate each project in that order. Indeed, it will not be possible to register for a project if the previous project is not valid.



You must be registered to this project.



It is important to refer to this document to access your projects. You can click on each module on this page to access it or use the list of projects available in your intra.