

# Setting OCAML up

## Installing utop

Our labs already have OCAML up. But the default interface is not particularly easy to work with. There is another environment called `utop` that makes things a little bit easier. To install it, execute the following lines in a terminal window:

```
opam init --dot-profile=~/.bashrc
opam install utop
```

After these two run, you will be able to start an interactive OCAML session by typing `utop` at the shell prompt.

## Working with files

While typing things directly in the `utop` interpreter is convenient at times, you should get in the habit of using files and then loading those files in. OCAML files use the `.ml` extension. Sublime Text should automatically set itself in “OCAML mode” when you save a file with that extension. It will then color your code appropriately.

When you want to “run” your file in OCAML, go to the terminal window, start an OCAML session via `utop`, and type:

```
#use "yourfile.ml";;
```

This will load and execute all lines in that file as if you had typed them directly, and it will print you a listing of created bindings and their types, in output that looks like this:

```
val f : int -> int = <fun>
```