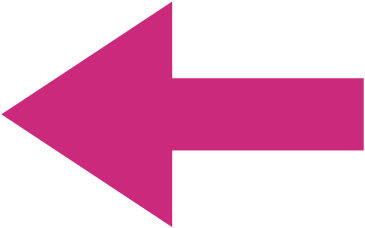
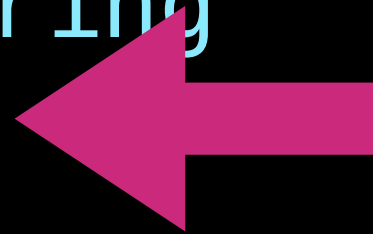



```
type Order = {  
    CustomerId : string  
    IsPaid : bool  
    // ...  
}
```

```
let processOrder order =  
    sprintf "Do something if order was paid"
```



```
type Order = {  
    CustomerId : string  
    IsPaid : bool  
    // ...  
}
```



```
let processOrder order =  
    sprintf "Do something if order was paid"
```

```
type Order = {  
    CustomerId : string  
}
```

```
type PaidOrder = PaidOrder of Order
```

```
let processOrder (order : PaidOrder) =  
    sprintf "Do something if order was paid"
```