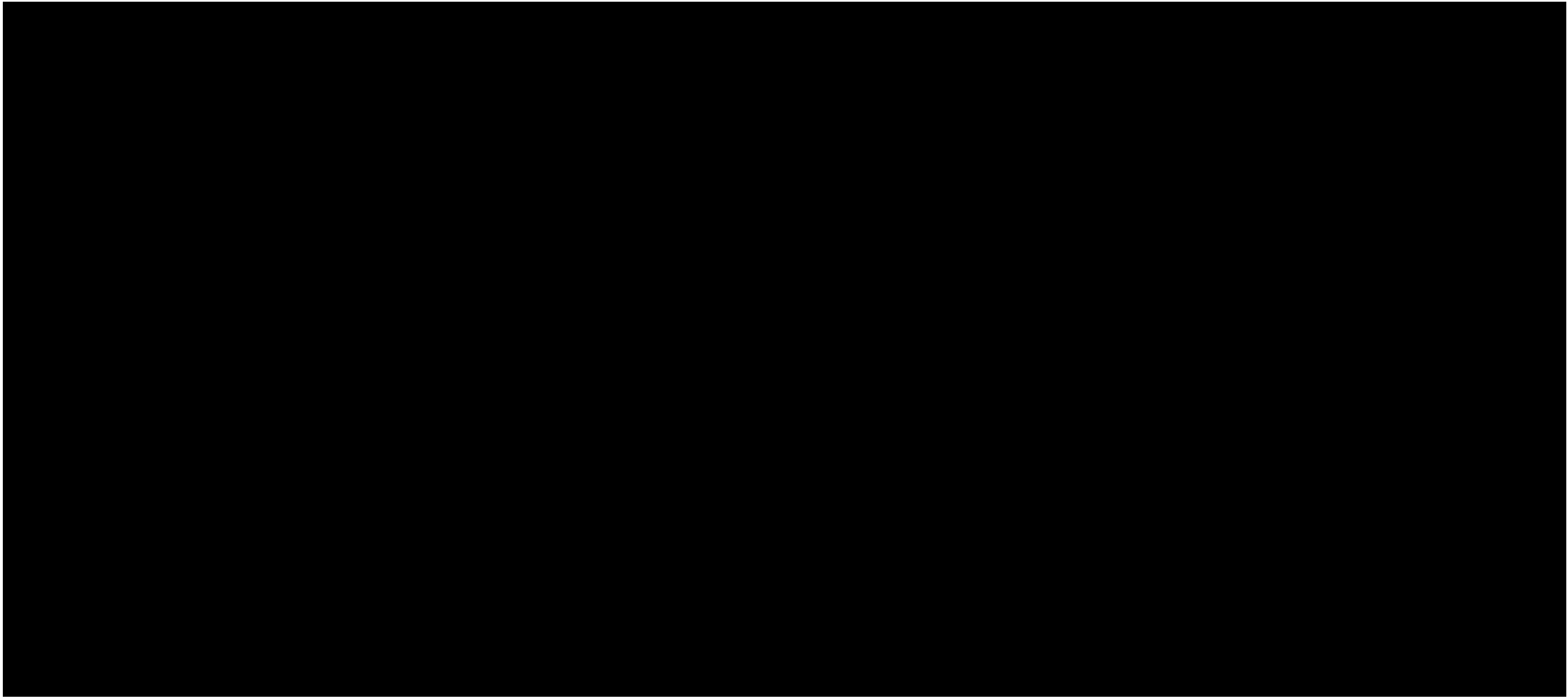
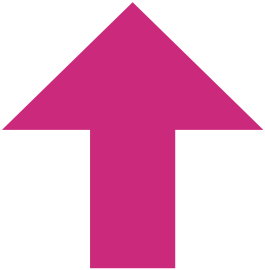



```
let m1 = {  
    Name = "The Matrix"  
    Rating = None  
}
```

```
let m2 = {  
    Name = "The Matrix"  
    Rating = Some 10  
}
```

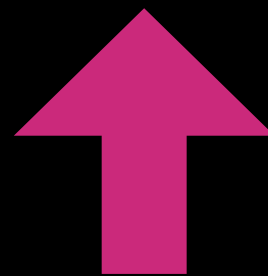






```
let m1 = {  
  Name = "The Matrix"  
  Rating = None  
}
```

```
let m2 = {  
  Name = "The Matrix"  
  Rating = Some 10  
}
```



```
let m1 = { // Movie
  Name = "The Matrix"
  Rating = None
}
```

```
sprintf
  "The movie %s has a rating of %d"
  m1.Name
  m1.Rating
```