

Introduction to OCAML

```
# 1 + 2;;
```

```
# let a = 3 + 4;;
```

```
# a * a;;
```

```
# let dbl = fun x -> x * 2;;
```

```
# dbl 10;;
```

```
# dbl (dbl 10);;
```

```
# let triple = fun x => x * 3;;
```

```
# (fun x -> x + 1) 10;;
```

```
# let inc x = x + 1;;
```

```
# inc 10;;
```

```
# let app5 f = f 5;;
```

```
# app5 inc;;
```

```
# app5 dbl;;
```

```
# let b = a * 2;;
```

```
# let adda x = x + a;;
```

```
# adda 10;;
```

```
# let a = 42;;
```

```
# b;;
```

```
# adda 10;;
```

```
# let f n = if n > 10 then 2 * n else n * n;;
```

```
# f 20;;
```

```
# f 5;;

# let rec fact n =
  if n = 0 then
    1
  else
    n * (fact (n-1));;

# fact 5;;

# fact 12;;

# fact 13;;

# 1=1;;

# 2=3;;

# "foobar";;

# String.length "foobar";;

# String.get "foobar" 5;;

# "baz" ^ "quux" ^ (string_of_int 17);;
```

```
# (2 * 3, 4 < 5, "foo" ^ "bar", String.get "baz" 2);;
```

```
# let swap (a,b) = (b,a);;
```

```
# swap (1+2,3=4);;
```

```
# swap(swap(1+2,3=4));;
```

```
# let step (a,b) = (a + b, a*b);;
```

```
# step (1,2);;
```

```
# step (step (1,2));;
```

```
# let (a,b) = step (step (1,2)) in a+b;;
```

```
# let rec stepuntil ((a,b),limit) =  
  if a >= limit then  
    (a,b)  
  else  
    stepuntil(step(a,b),limit);;
```

```

# stepuntil ((1,2), 100);;

# let print_pair (a,b) =
  print_string "(" ^ (string_of_int a) ^ "," ^
    ^ (string_of_int b) ^ ")\n";;

# let rec stepuntil ((a,b),limit) =
  if a >= limit then
    (a,b)
  else
    (print_pair (a,b);
     stepuntil(step(a,b),limit));;

# stepuntil ((1,2),100);;

# let sumDivisors n =
  if n <= 0 then
    0
  else
    let rec sum d =
      if d == 0 then
        0
      else if (n mod d) == 0 then
        d + sum (d-1)
      else
        sum (d-1)
    in sum (n-1);;

# sumDivisors 12;;

```

```

# let numDivisors n =
  if n <= 0 then
    0
  else
    let rec sum d =
      if d == 0 then
        0
      else if (n mod d) == 0 then
        1 + sum (d-1)
      else
        sum (d-1)
    in sum (n-1);;

```

```

# numDivisors 12;;

```

```

# let numAndSumDivisors n =
  if n <= 0 then
    (0,0)
  else
    let rec sum d =
      if d == 0 then
        (0,0)
      else if (n mod d) == 0 then
        let (n,s) = sum (d-1)
        in (1+n,d+s)
      else
        sum (d-1)
    in sum (n-1)

```

```

# numAndSumDivisors 12;;

```

```
# let avg1 (a,b) = (a+b)/2;;
```

```
# avg1 (10,20);;
```

```
# let avg2 a b = (a+b)/2;;
```

```
# avg2 10 20;;
```

```
# app5 (avg2 15);;
```