Part I

Language Concepts

Part I covers the language itself, opening with a guided tour designed to provide a quick sketch of the language. Don't expect to understand everything in the tour; it's meant to give you a taste of many different aspects of the language, but the ideas covered there will be explained in more depth in the chapters that follow.

After covering the core language, Part I then moves onto more advanced features like modules, functors, and objects, which may take some time to digest. Understanding these concepts is important, though. These ideas will put you in good stead even beyond OCaml when switching to other modern languages, many of which have drawn inspiration from ML.

https://doi.org/10.1017/9781009129220.003 Published online by Cambridge University Press

https://doi.org/10.1017/9781009129220.003 Published online by Cambridge University Press