

Script generated by TTT

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2.6 Definition of Functions

```
# let double x = 2*x;;
val double : int -> int = <fun>
# (double 3, double (double 1));;
- : int * int = (6,4)
```

- Behind the function name follow the parameters.
- The function name is just a variable whose **value** is a function.

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Recursive Functions

A function is **recursive**, if it calls itself (directly or indirectly).

```
# let rec fac n = if n<2 then 1 else n * fac (n-1);;
val fac : int -> int = <fun>
# let rec fib = fun x -> if x <= 1 then 1
                        else fib (x-1) + fib (x-2);;
val fib : int -> int = <fun>
```

For that purpose, **OCaml** offers the keyword **rec**.

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If functions call themselves indirectly via other other functions, they are called **mutually recursive**.

```
# let rec even n = if n=0 then "even" else odd (n-1)
  and odd n = if n=0 then "odd" else even (n-1);;
val even : int -> string = <fun>
val odd : int -> string = <fun>
```

We combine their definitions by means of the keyword **and**.

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1 1 2 3 5 8 ...
0 1 2 3 4 5

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