

프로그래밍 언어 Ocaml 실습 환경 안내

숙제 환경 : TryML

- 과제를 하거나 제출할 때 이용하게 될 홈페이지입니다.
- <https://tryml.korea.ac.kr>

숙제 환경 : TryML

- 과제를 하거나 제출할 때 이용하

- <https://tryml.korea.ac.kr>

Home COSE212 - Programming Languages Sign Up Login

Assignment Policy

- All assignments must be your own work.
- Discussion with fellow students is encouraged including how to approach the problem. However, your code must be your own.
- Violating above rules gets you 0 points for the entire HW score.

Homework Select

Feedback

Option

README.ml

```
1 (*****README*****  
2  
3 1. Before starting programming, you should login and choose the problem located beside.  
4  
5 2. Check the assignment policy again (MUST NOT COPY THE HW).  
6  
7 3. We will grade with the final version of your code.  
8 Do not forget to click "submit button" (or press ctrl + S key) after programming.  
9 (Since you can submit unlimited times before due date,  
10 you can use it as saving your code.)  
11  
12 4. The editor will show the final submitted implementation.  
13 When you take a rest or stop the programming, click the "submit button" (or press ctrl + S key)  
14 for saving your task.  
15  
16 5. You can do your homework with the provided template. Fill the "TODO" part of each problem.  
17  
18 6. You can modify the function to add the 'rec' at the provided template  
19 (e.g. 'let factorial' -> 'let rec factorial' is ok).  
20 However, you must not modify the other function prototype  
21 (e.g. function name, function type, etc.).  
22 If you change the prototype of predefined functions, you may get zero point for the problem.  
23  
24 7. You can freely implement additional subfunctions for the homework problem.  
25 You can check the result of program by clicking "Run button" on the left (or press ctrl + Enter key).  
26  
27 8. Late submissions are not allowed. Please check the due date.  
28  
29 9. The feedback for the assignments will be available on a day after finishing  
30 the grading of the homework.  
31  
32 10. If you have any question or be faced with some problems, contact to IAs :  
33 e-mail address : kupl.tryml@gmail.com  
34  
35 *****  
36
```

Compile Result Area

Run Submit

숙제 환경 : TryML

- **Assignment Policy**와 **README.ml**을 확인해주세요
 - 이로 인한 **불이익**이 생기지 않도록 주의해주세요

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Compile Result Area

Run Submit

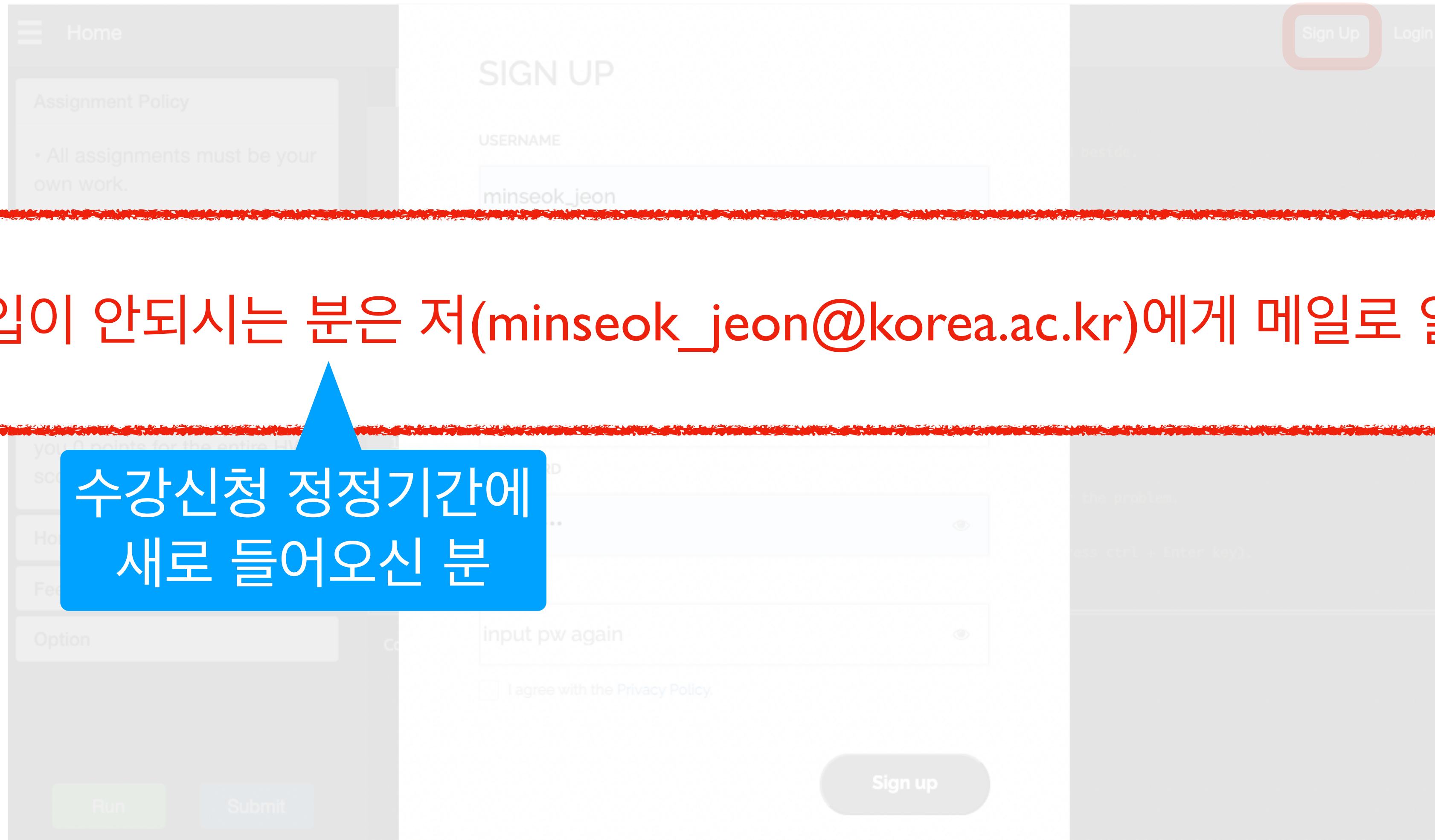
숙제 환경 : TryML

- TryML을 이용하기 위해선 회원가입이 필요합니다.
 - 과제 채점에 이용되므로 정확하게 입력해주세요.

The image shows a composite of three screenshots from the TryML website. The leftmost screenshot displays the 'Home' page with a sidebar menu containing 'Assignment Policy', 'Homework Select', 'Feedback', and 'Option'. The 'Assignment Policy' section lists rules such as 'All assignments must be your own work' and 'Discussion with fellow students is encouraged'. The middle screenshot is a 'SIGN UP' form with fields for USERNAME (minseok_jeon), STUDENT ID (20XXXXXXXX), E-MAIL (abc@abc.abc), PASSWORD (masked with dots), and CONFIRM (input pw again). A checkbox for 'I agree with the Privacy Policy' is at the bottom. The rightmost screenshot shows the top navigation bar with 'Sign Up' and 'Login' buttons, where 'Sign Up' is highlighted with a red circle.

숙제 환경 : TryML

- TryML을 이용하기 위해선 회원가입이 필요합니다.
- 과제 채점에 이용되므로 정확하게 입력해주세요.



회원가입이 안되시는 분은 저(minseok_jeon@korea.ac.kr)에게 메일로 알려주세요

수강신청 정정기간에
새로 들어오신 분

숙제 환경 : TryML

- Homework Select - Exercise

- 자유롭게 Ocaml을 실행해 볼 수 있는 공간입니다.

The screenshot displays the TryML web interface. The top navigation bar includes 'Home', 'COSE212 - Programming Languages', 'My Info', and 'Log Out'. The left sidebar contains a menu with 'Assignment Policy', 'Homework Select', 'Exercise', 'exercise', 'factorial', 'HW1', 'HW2', 'HW3', 'HW4', 'HW5', and 'Feedback'. The 'Homework Select' item is highlighted with a red circle and the number '1'. The 'Exercise' and 'exercise' items are highlighted with red circles and the numbers '2' and '3' respectively. The main content area shows a code editor for 'exercise.ml' with the following code:

```
1 (* Try to write any programs in OCaml *)  
2 let a = 3;;  
3 print_int [a];;
```

Below the code editor, the output shows:

```
val a : int = 3  
3- : unit = ()
```

At the bottom of the interface, there are 'Run' and 'Submit' buttons. The URL at the bottom left is <https://tryml.korea.ac.kr/index.php#>.

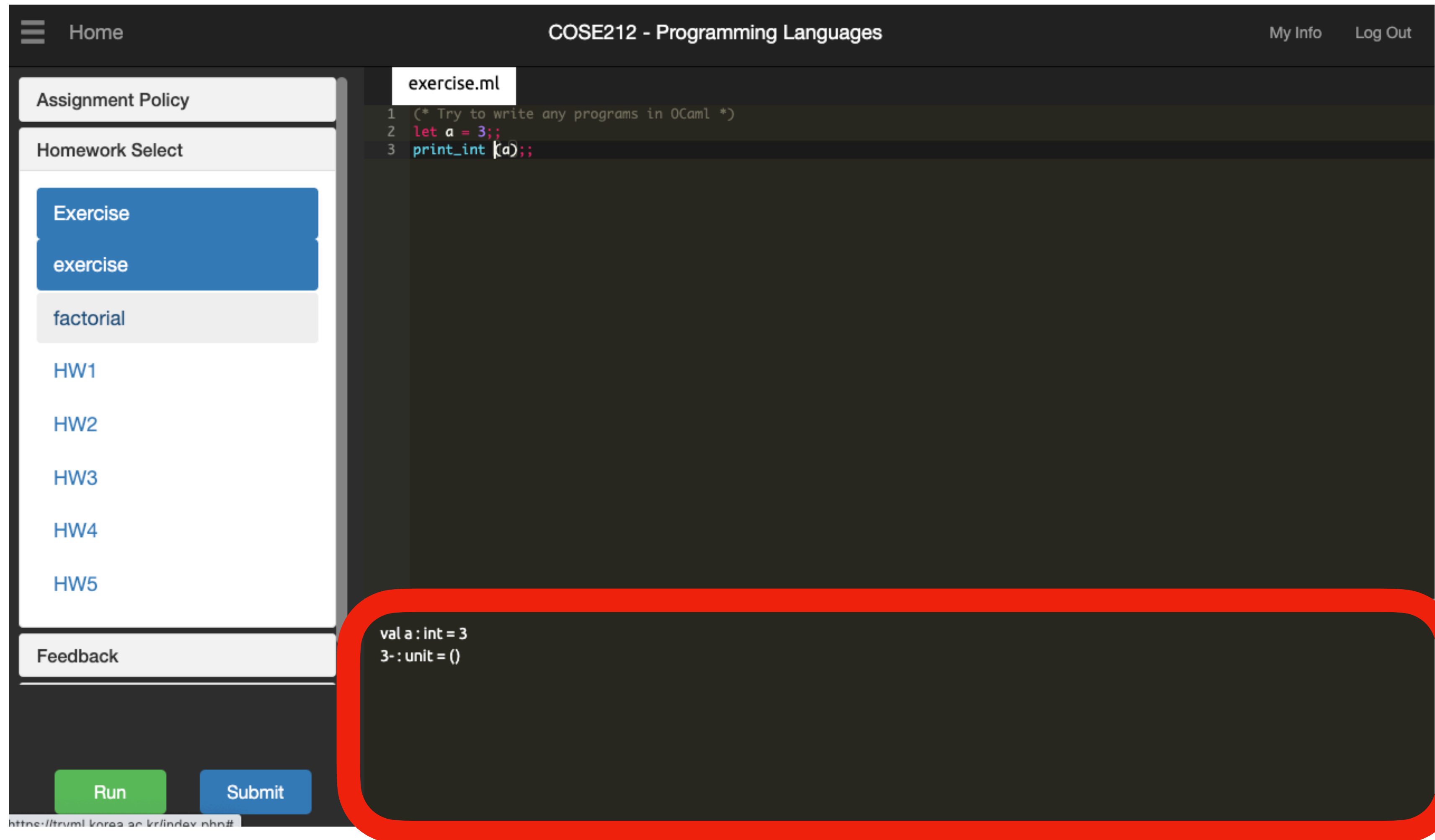
숙제 환경 : TryML

- Homework Select - Exercise
 - 빨간 박스안에 코드를 작성하시면 됩니다.

The screenshot displays the TryML web interface for COSE212 - Programming Languages. The sidebar on the left includes sections for 'Assignment Policy', 'Homework Select', and 'Feedback'. Under 'Homework Select', there are buttons for 'Exercise', 'exercise', 'factorial', and HW1 through HW5. The 'Exercise' button is highlighted in blue. The main content area shows a code editor for 'exercise.ml' with a red box highlighting the code input area. The code contains OCaml code: `(* Try to write any programs in OCaml *)
let a = 3;;
print_int [a];`. Below the code editor, the output shows `val a : int = 3` and `3- : unit = ()`. At the bottom, there are 'Run' and 'Submit' buttons.

숙제 환경 : TryML

- Homework Select - Exercise
 - Run (Ctrl + Enter)를 누르면 결과를 확인하실 수 있습니다.



The screenshot displays the TryML web interface for COSE212 - Programming Languages. The page is divided into a sidebar on the left and a main content area on the right. The sidebar contains sections for 'Assignment Policy', 'Homework Select', and 'Feedback'. Under 'Homework Select', there are buttons for 'Exercise', 'exercise', 'factorial', 'HW1', 'HW2', 'HW3', 'HW4', and 'HW5'. The 'Exercise' button is highlighted in blue. The main content area shows a code editor with the filename 'exercise.ml' and the following OCaml code:

```
1 (* Try to write any programs in OCaml *)  
2 let a = 3;;  
3 print_int [a];;
```

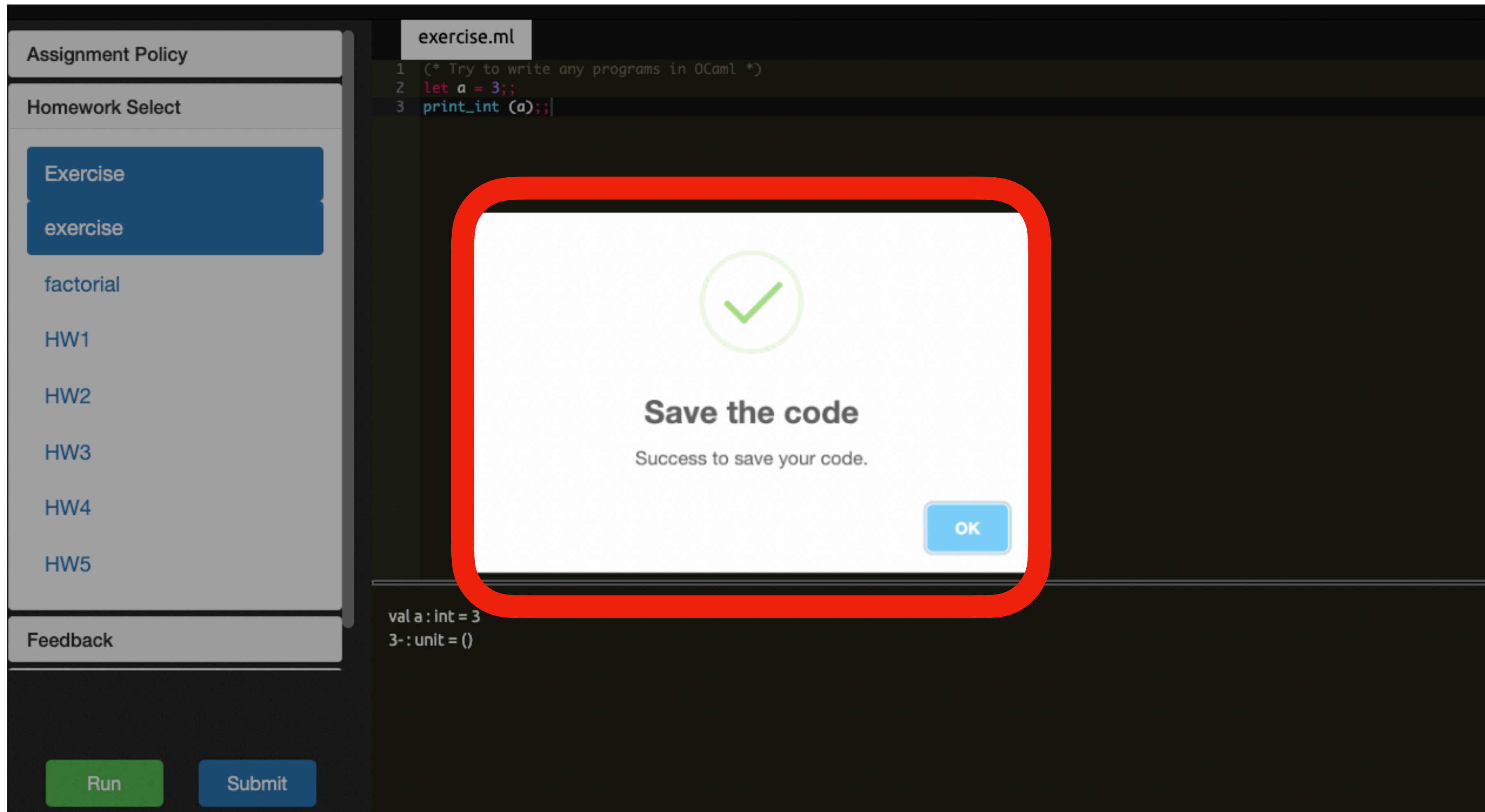
Below the code editor, the execution results are displayed in a dark box with a red border:

```
val a : int = 3  
3- : unit = ()
```

At the bottom of the page, there are two buttons: 'Run' (green) and 'Submit' (blue). The URL at the bottom left is <https://tryml.korea.ac.kr/index.php#>.

숙제 환경 : TryML

- Homework Select - Exercise
 - Run (Ctrl + Enter)를 누르면 결과를 확인하실 수 있습니다.



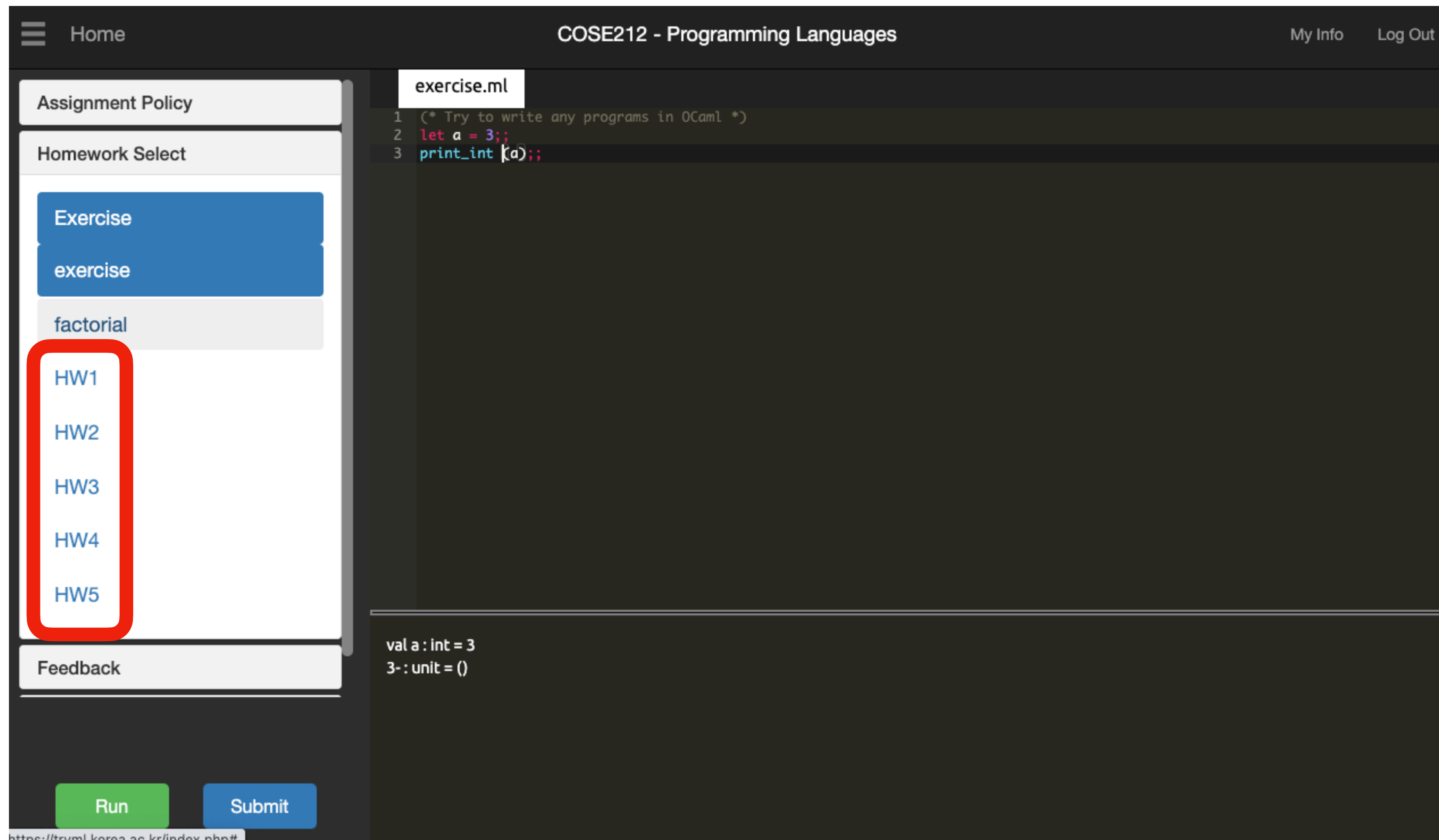
The screenshot displays the TryML web interface. On the left, a sidebar contains a 'Homework Select' menu with options: Exercise, exercise, factorial, HW1, HW2, HW3, HW4, and HW5. The 'Exercise' option is highlighted. The main area shows a code editor with the following OCaml code:

```
1 (* Try to write any programs in OCaml *)  
2 let a = 3;;  
3 print_int (a);;
```

A white notification box with a red border is centered on the screen, featuring a green checkmark icon and the text: 'Save the code' and 'Success to save your code.' with an 'OK' button. Below the code editor, the output shows: 'val a : int = 3' and '3- : unit = ()'. At the bottom, there are 'Run' and 'Submit' buttons.

숙제 환경 : TryML

- Homework Select - Exercise
 - 이 후 과제 템플릿이 제공 될 예정입니다.



The screenshot displays the TryML web interface for COSE212 - Programming Languages. The left sidebar contains a 'Homework Select' menu with options: Exercise, exercise, factorial, HW1, HW2, HW3, HW4, and HW5. The HW1-HW5 options are highlighted with a red box. The main area shows a code editor for 'exercise.ml' with the following code:

```
1 (* Try to write any programs in OCaml *)  
2 let a = 3;;  
3 print_int [a];;
```

Below the code editor, the output shows:

```
val a : int = 3  
3- : unit = ()
```

At the bottom, there are 'Run' and 'Submit' buttons. The URL at the bottom left is <https://tryml.korea.ac.kr/index.php#>.

숙제 환경 : TryML

- Homework Select - Exercise

- 과제 제출을 위해선 **Submit 버튼**을 눌러야 합니다. (Run 버튼으로는 제출 되지 않습니다.)

The screenshot shows the TryML web interface for COSE212 - Programming Languages. The left sidebar contains a 'Homework Select' menu with options: Exercise, exercise, factorial, HW1, HW2, HW3, HW4, and HW5. The 'Exercise' option is highlighted in blue. The main content area shows a code editor for 'exercise.ml' with the following code:

```
1 (* Try to write any programs in OCaml *)  
2 let a = 3;  
3 print_int [a];
```

Below the code editor, the output shows:

```
val a : int = 3  
3- : unit = ()
```

At the bottom of the interface, there are two buttons: 'Run' (green) and 'Submit' (blue). The 'Submit' button is highlighted with a red rounded rectangle, indicating it is the correct button to use for submitting the assignment.

숙제 환경 : TryML

- 과제 제출을 위해서는 꼭 Submit 버튼을 눌러야 합니다.
 - Run 버튼으로는 제출이 되지 않습니다.
- 과제 관련 문의는 블랙보드 -> 토론실 -> 강의Q&A에 올려주시길 바랍니다.
 - 게시판에 올라온 질문들에 대해서 학생들이 대답을 해주는 것이 가능하고 권장합니다.
- 이외의 궁금한 사항은 조교에게 문의하기 바랍니다.
- 조교 이메일 : minseok_jeon@korea.ac.kr, seokhyunlee@korea.ac.kr

숙제 환경 : TryML

- 과제 제출을 위해서는 꼭 Submit 버튼을 눌러야 합니다.

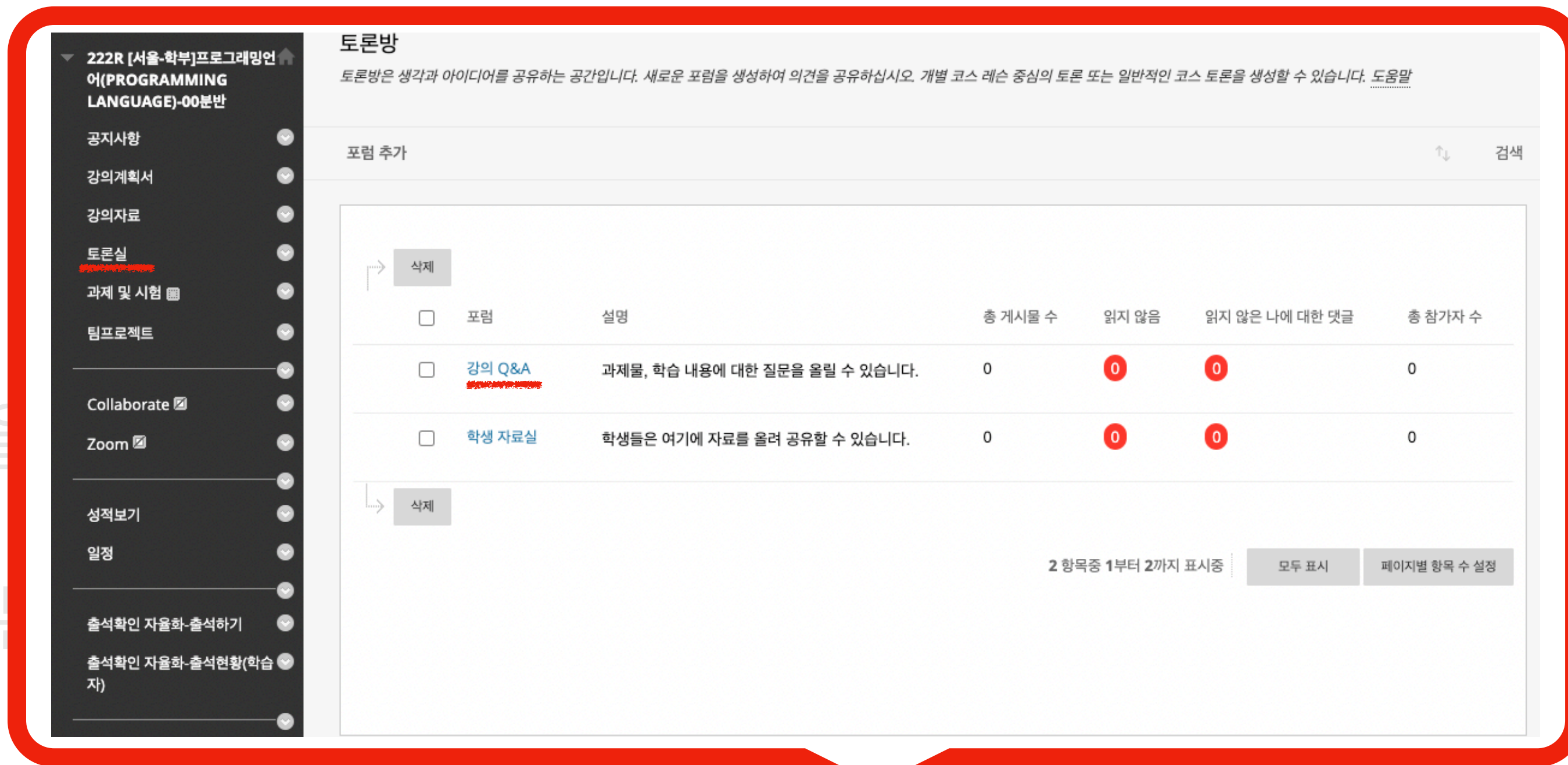
- Run 버튼으로는 제출 입니다.

- 과제 관련 문의는 블랙보드 -> 토론실 -> 강의Q&A에 올려주시길 바랍니다.

- 게시판에 올라온 질문들에 대해서 학생들이 대답을 해주는 것이 가능하고 권장합니다.

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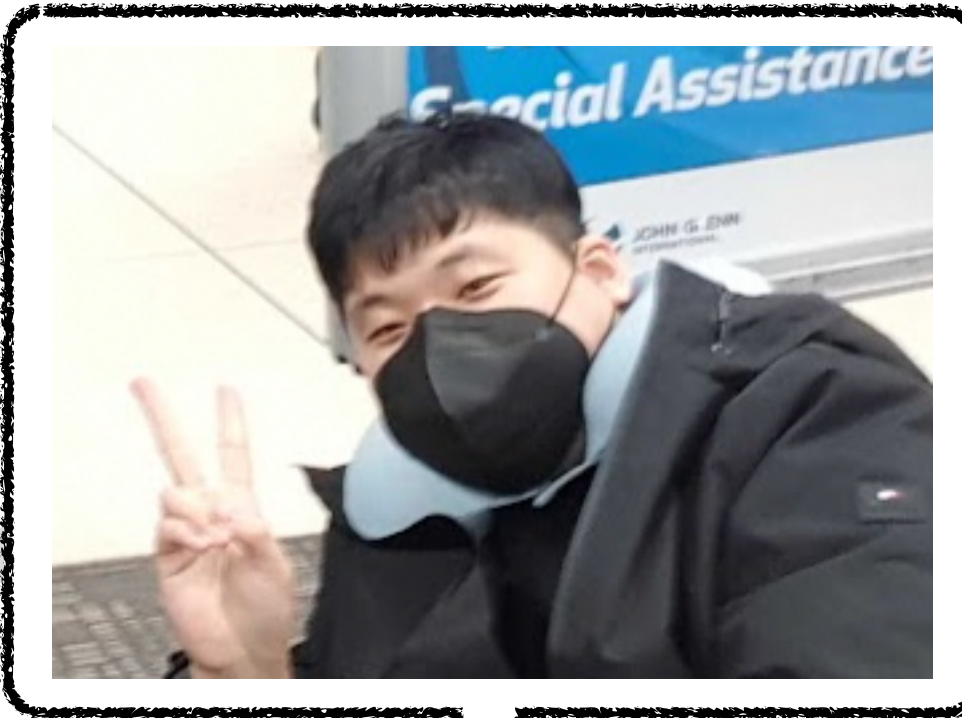
숙제 환경 : TryML

- 과제 제출을 위해서는 꼭 Submit 버튼을 눌러야 합니다.

- Run 버튼으로는 제출이 되지 않습니다.



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- 게시판에 올라오는 질문들에 대해서 학생들이 질문이 가능하고 권장합니다.

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