

COSE212 – Programming Languages

실습환경 안내

TryML

TryML

- OCaml 실행환경 in Web
- 과제 수행 및 제출에 활용될 홈페이지
 - <https://tryml.korea.ac.kr>
- 과제 제출은 받습니다. (Submission 가능, No due date)
 - 다만, 과제에 대한 피드백은 제공하지 않습니다. (No Feedback)

TryML

☰

COSE212 - Programming Language

Sign Up Login

Assignment Policy

- Discussion with fellow students is encouraged including how to approach the problem. **However, your code must be your own.**
- Violating above rule gets you **0 points** for the entire HW score.
- See **README.ml** for detailed information.

Homework

Option

README.ml

```
1 (*****README*****  
2  
3 1. Before starting programming, you should login and choose the problem  
4   located beside.  
5  
6 2. The editor will show the final submitted implementation. When you take  
7   a rest or stop the programming, click the "submit button" (or press  
8   ctrl + S key) for saving your task.  
9  
10 3. You can do your assignments with the provided template. Fill the "TODO" part  
11   of each problem.  
12  
13 4. You can freely implement additional subfunctions for each problem. You can  
14   check the result of program by clicking "Run button" on the left (or press  
15   ctrl + Enter key).  
16  
17 0. If you have any question or be faced with some problems about tryml  
18   environment, contact to TA(s):  
19   * Jimin Lim : jimin3060@korea.ac.kr
```

Output

Press "Run" (ctrl + enter) to execute your code.

Run Submit

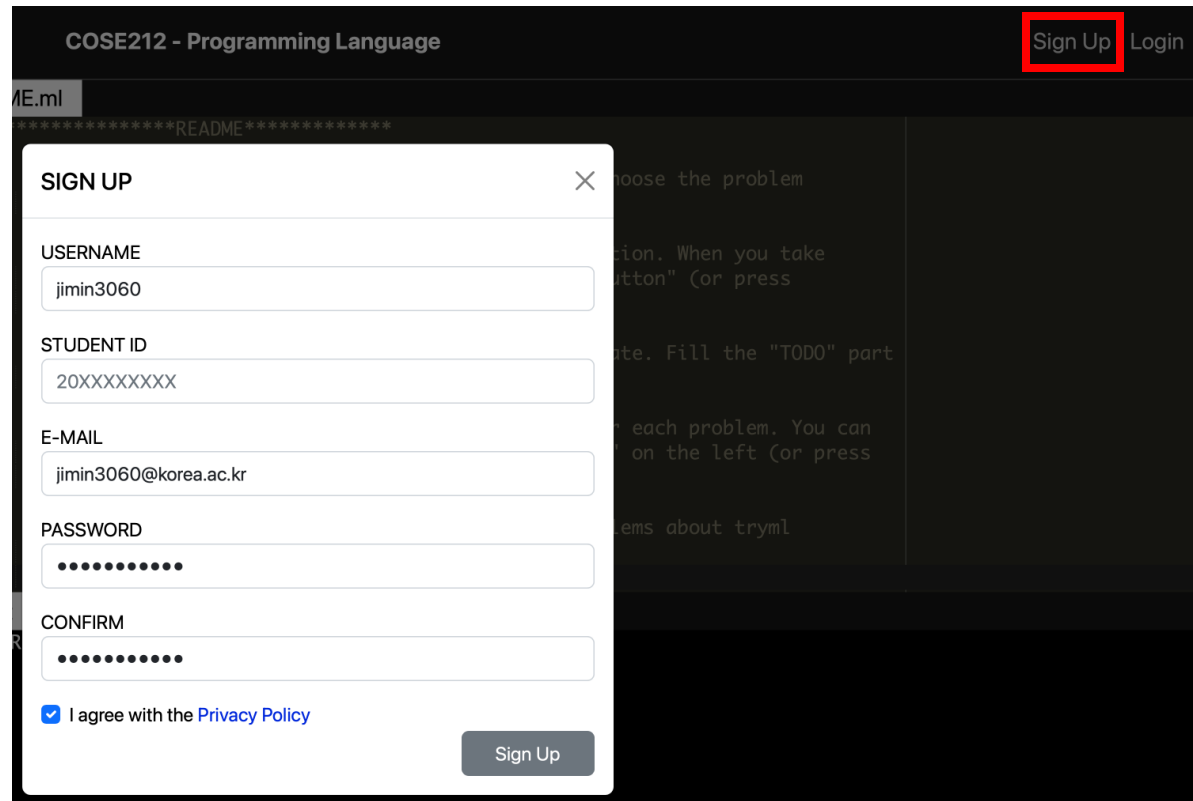
Privacy Policy

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Contact

TryML

- 과제채점에 이용되므로 본인의 학번을 정확하게 입력하여 가입
- **비밀번호를 잊어버리지 않도록 주의 !!**



The screenshot shows the TryML web interface. At the top right, there are 'Sign Up' and 'Login' buttons, with 'Sign Up' highlighted by a red box. A 'SIGN UP' modal form is open in the center. The form contains the following fields: USERNAME (filled with 'jimin3060'), STUDENT ID (filled with '20XXXXXXXX'), E-MAIL (filled with 'jimin3060@korea.ac.kr'), PASSWORD (masked with dots), and CONFIRM (masked with dots). Below the fields is a checkbox labeled 'I agree with the Privacy Policy' which is checked. A 'Sign Up' button is at the bottom right of the modal. The background shows a dark-themed code editor with a 'README' file open.

TryML

- 가입한 아이디 및 비밀번호로 로그인

COSE212 - Programming Language

Sign Up Login

ME.ml

*****README*****

Before starting programming, you should login and choose the problem located beside.

The editor will show the final submitted implementation. When you take a rest or stop the programming, click the "submit button" (or press

ate. Fill the "TODO" part

each problem. You can on the left (or press

ems about tryml

Run (Ctrl + enter) to execute your code.

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Contact

TryML

• Assignment Policy 및 README.ml 내용 숙지 필수

☰

COSE212 - Programming Language

Sign Up Login

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Homework

Option

README.ml

```
1 (*****README*****)
2
3 1. Before starting programming, you should login and choose the problem
4    located beside.
5
6 2. The editor will show the final submitted implementation. When you take
7    a rest or stop the programming, click the "submit button" (or press
8    ctrl + S key) for saving your task.
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18    environment, contact to TA(s):
19    * Jimin Lim : jimin3060@korea.ac.kr
```

Output

Press "Run" (ctrl + enter) to execute your code.

Run Submit

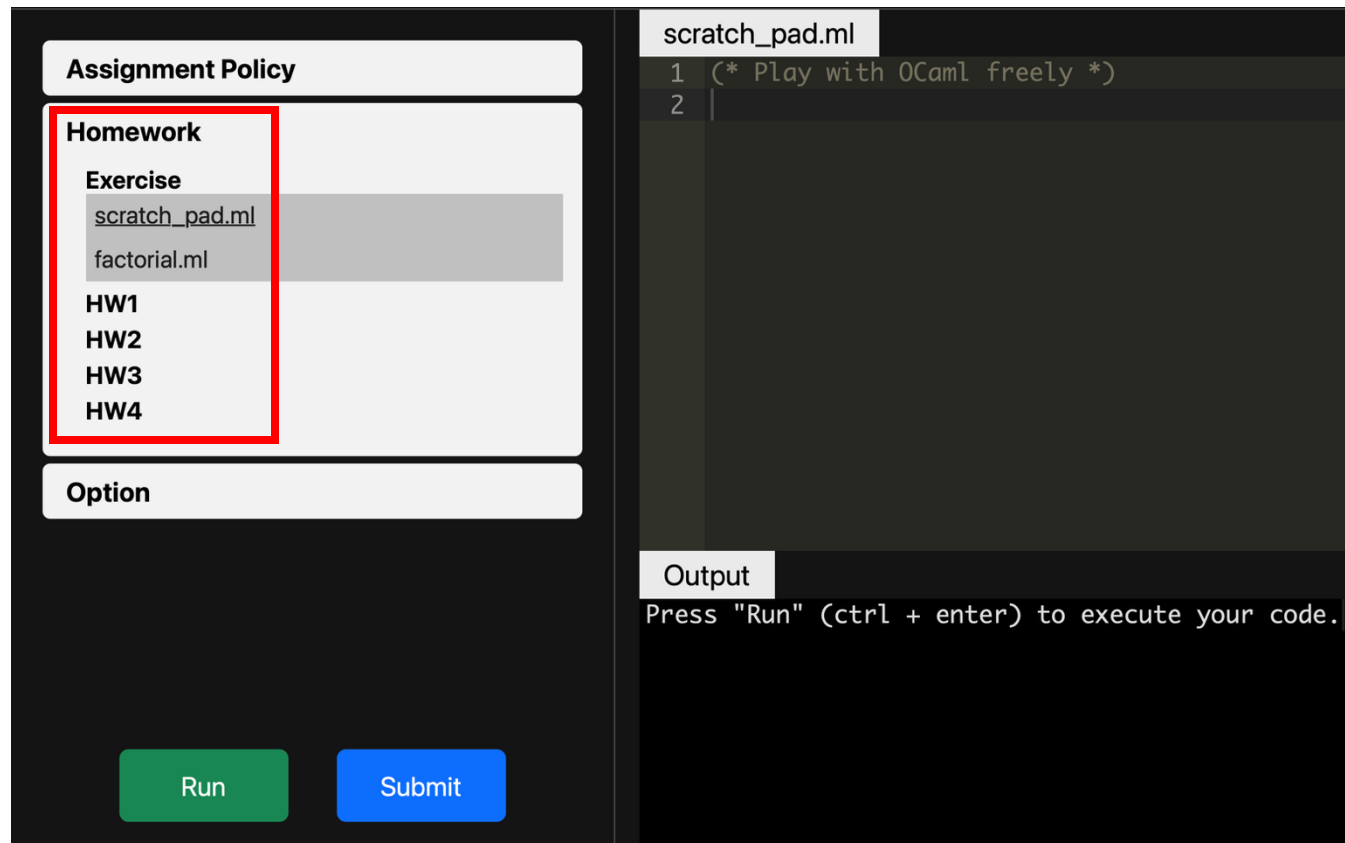
Privacy Policy

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TryML

- scratch_pad.ml: 자유롭게 코드를 작성하고 실행할 수 있는 공간
- 과제 관련 탭 확인 가능 (HW1,...,HW4)



TryML

- 실행: **Run** 버튼 클릭 또는 Ctrl + Enter

The screenshot displays the TryML web interface. On the left sidebar, under the 'Homework' section, the file 'scratch_pad.ml' is selected. At the bottom of the sidebar, a green 'Run' button is highlighted with a red rectangle. The main area on the right shows the code editor for 'scratch_pad.ml' with two lines of OCaml code: `1 (* Play with OCaml freely *)` and `2 |`. Below the code editor, the 'Output' section is also highlighted with a red rectangle and contains the text: 'Press "Run" (ctrl + enter) to execute your code.'

TryML

- 저장: Ctrl + S

```
scratch_pad.ml  
1 (* Play with OCaml freely *)  
2 let add = fun x y -> x + y;;  
3 add 3 7|
```

↓ 코드 수정

```
scratch_pad.ml|*  
1 (* Play with OCaml freely *)  
2 let sub = fun x y -> x - y;;  
3 sub 3 7|
```

↓ Ctrl + S

```
scratch_pad.ml  
1 (* Play with OCaml freely *)  
2 let sub = fun x y -> x - y;;  
3 sub 3 7|
```

TryML

- 제출: **Submit** 버튼 클릭 (**Run** 버튼으로 제출 안됨)
- **No Due Date for Submission** (자유롭게 제출 가능)



TryML. 라이브러리 사용 방지

- 과제 수행에 있어 라이브러리 사용을 금지함
- 이에 따라 모듈 접근을 원천적으로 방지하기 위해,
1) 마침표를 포함한 코드는 실행되지 않음

```
forall.ml
1  exception NotImplemented;;
2
3  let forall: ('a -> bool) -> 'a list -> bool
4  =fun f l -> List.for_all f l;;
```

Output

Your code is not allowed to execute.

TryML. 라이브러리 사용 방지

- 과제 수행에 있어 라이브러리 사용을 금지함
- 2) open 키워드를 사용하는 코드는 실행되지 않음

```
forall.ml
1  exception NotImplemented;;
2
3  open List;;
4
5  let forall: ('a -> bool) -> 'a list -> bool
6  =fun f l -> for_all f l;;
```

Output

Your code is not allowed to execute.

기타

- 과제 관련 질문은 **[블랙보드 → 토론실 → 강의 Q&A]**에 올려 주시면 됩니다.
- 이외의 궁금한 사항은 조교에게 문의하시면 됩니다.
 - 임지민 (jimin3060@korea.ac.kr)