

Introduction to ML

Slides to accompany Sections 1.(6 & 7) of *Discrete Mathematics
and Functional Programming*

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Rules for valid identifiers

1. The first character must be a letter. (Certain kinds of identifiers begin with an apostrophe followed by a letter.)
2. Subsequent characters must be letters, digits, underscores, or apostrophes.
3. Identifiers are case-sensitive.