

Objective Caml version 3.06

```
# type point = {mutable x: float; mutable y: float};;
type point = { mutable x : float; mutable y : float; }

# let p = {x = 0.; y = 0.};;
val p : point = {x = 0.; y = 0.}

# p.x;;
- : float = 0.

# p.x <- 1.;;
- : unit = ()

# p;;
- : point = {x = 1.; y = 0.}

# let move p dx dy =
  p.x <- p.x +. dx;
  p.y <- p.y +. dy;;
  val move : point -> float -> float -> unit = <fun>

# let x = ref 0;;
val x : int ref = {contents = 0}

# x.contents;;
- : int = 0

# !x;;
- : int = 0

# x.contents <- 1;;
- : unit = ()

# x;;
- : int ref = {contents = 1}

# x := 2;;
- : unit = ()

# x;;
- : int ref = {contents = 2}

# ref 0 = ref 0;;
- : bool = true

# ref 0 == ref 0;;
- : bool = false

#
```