

Objective Caml version 3.06

```
# 2 + 2;;  
- : int = 4  
  
# 3.14;;  
- : float = 3.14  
  
# sqrt 2;;  
Characters 5-6:  
  sqrt 2;;  
      ^  
This expression has type int but is here used with type float  
  
# sqrt 2.0;;  
- : float = 1.41421356237  
  
# sqrt 2.;;  
- : float = 1.41421356237  
  
# sqrt 2. * sqrt 2.;;  
Characters 0-7:  
  sqrt 2. * sqrt 2.;;  
  ^^^^^^^^  
This expression has type float but is here used with type int  
  
# sqrt 2. *. sqrt 2.;;  
- : float = 2.  
  
# 1 / 2;;  
- : int = 0  
  
# 3 mod 2;;  
- : int = 1  
  
# 1. /. 2.;;  
- : float = 0.5  
  
# true;;  
- : bool = true  
  
# true && false;;  
- : bool = false  
  
# 1 = 0;;  
- : bool = false  
  
# 1/0 = 0;;  
Exception: Division_by_zero.  
  
# false && 1 / 0 = 1;;  
- : bool = false  
  
# 1 < 2;;  
- : bool = true  
  
# 1. < 2.;;  
- : bool = true  
  
# "abc" < "xyz";;  
- : bool = true  
  
# 'a' < 'A';;  
- : bool = false  
  
#
```