| <image/> <section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><text></text></section-header></section-header></section-header></section-header></section-header></section-header></section-header></section-header></section-header></section-header></section-header></section-header></section-header></section-header> | <section-header><section-header><list-item><list-item><list-item><list-item><list-item><list-item><list-item><list-item><list-item></list-item></list-item></list-item></list-item></list-item></list-item></list-item></list-item></list-item></section-header></section-header> |
|---|---|
| <section-header><section-header><section-header><text><text><code-block><code-block></code-block></code-block></text></text></section-header></section-header></section-header> | Mutual Recursion Workaround We can use higher order functions to get this working It works, but there has got to be a better way! fun earlier (f, x) = |
| Mutual Recursion with and • SML has a keyword for that • Works with mutually recursive datatype bindings too fun earlier x = index is a second sec | Module System Good for organizing code, and managing namespaces (useful, relevant) Good for maintaining invariants (interesting) |

Currying and High Order Functions

7

- List.map!
- List.filter!
- List.foldl!
- Emacs unite!