

F# - NAMESPACES

http://www.tutorialspoint.com/fsharp/fsharp_namespaces.htm

Copyright © tutorialspoint.com

A **namespace** is designed for providing a way to keep one set of names separate from another. The class names declared in one namespace will not conflict with the same class names declared in another.

As per the MSDN library, a **namespace** lets you organize code into areas of related functionality by enabling you to attach a name to a grouping of program elements.

Declaring a Namespace

To organize your code in a namespace, you must declare the namespace as the first declaration in the file. The contents of the entire file then become part of the namespace.

```
namespace [parent-namespaces.]identifier
```

The following example illustrates the concept –

Example

```
namespace testing

module testmodule1 =
    let testFunction x y =
        printfn "Values from Module1: %A %A" x y
module testmodule2 =
    let testFunction x y =
        printfn "Values from Module2: %A %A" x y

module usermodule =
    do
        testmodule1.testFunction ( "one", "two", "three" ) 150
        testmodule2.testFunction (seq { for i in 1 .. 10 do yield i * i }) 200
```

When you compile and execute the program, it yields the following output –

```
Values from Module1: ("one", "two", "three") 150
Values from Module2: seq [1; 4; 9; 16; ...] 200
```