Laboration 3

Johan Sollenius Henrik Eriksson

Multiplikation och addition

```
Haskell Interactive Shell (pungsvett.hs) λ s2
[("x",Intval 10),("y",Intval 20)]
Haskell Interactive Shell (pungsvett.hs) λ eval (Aop "*" (Var "x") (Var "y")) s2
Intval 200
h0 = run (Assignment "x" (Aop "+" (Lit(Intval 5)) (Lit(Intval 5))))
 Haskell Interactive Shell (pungsvett.hs) λ h0
 [("x",Intval 10),("y",Intval 0)]
```

Enkel if sats utan else (if x = 0, y = 0, then x = 100)

```
b0 = run ( (Conditional (Bop ("&&") (Rop "==" (Var "x") (Lit(Intval 0))) (Rop "==" (Var "y") (Lit(Intval 0)))) (Assignment "x" (Lit(Intval 100))) Skip))
```

Haskell Interactive Shell (pungsvett.hs) λ b0 [("x",Intval 100),("y",Intval 0)]

```
Skrivet i Python
if y == 0 && x == 0:
    x = 100
```

Fakultet

```
(Block (Nonnil c2 (Nonnil c3 Nil)))) Nil))))
                             Haskell Interactive Shell (pungsvett.hs) λ factorial (Intval 10)
                             Intval 3628800
                             Haskell Interactive Shell (pungsvett.hs) λ factorial (Intval 5)
                             Intval 120
                             Haskell Interactive Shell (pungsvett.hs) λ factorial (Intval 39)
                             Intval 20397882081197443358640281739902897356800000000
```

Modulo

```
modulo :: Value -> Value -> Value
modulo a b = get "y" ( run (Block (Nonnil (Assignment "x" (Aop "/" (Lit(a)) (Lit(b)))) (Nonnil
(Assignment "y" (Aop "*" (Lit(b)) (Var "x"))) (Nonnil (Assignment "y" (Aop "-" (Lit(a)) (Var "y")))
Nil))))))
Skrivet i Python
                     Haskell Interactive Shell (pungsvett.hs) λ modulo (Intval 10) (Intval (-1))
                     Intval 0
                     Haskell Interactive Shell (pungsvett.hs) λ modulo (Intval 10) (Intval 10)
                     Intval 0
                     Haskell Interactive Shell (pungsvett.hs) λ modulo (Intval 3) (Intval 6)
                     Intval 3
                     Haskell Interactive Shell (pungsvett.hs) λ modulo (Intval (-2)) (Intval (-4))
                     Intval (-2)
```