```
import Char
-- 1
f :: [Int] -> Bool
f xs = and [ x 'mod' 2 == 0 | x <- xs, x > 0 ]
g :: [Int] -> Bool
g []
                      = True
                      = x 'mod' 2 == 0 && g xs
g(x:xs) | x > 0
         | otherwise = g xs
h :: [Int] -> Bool
h = foldr (&&) True . map ((== 0) . ('mod' 2)) . filter (>0)
test1 = ok f && ok g && ok h
  where
  ok f = f [2,10,8] && not (f [2,9,8]) && f [2,-9,8]
-- 2
p :: Int -> Int -> Int
p i j | i > j = i-j
      | i == j = 0
      |j\rangle i = j-i
q :: [Int] -> Int
q (i:is) = sum [pij|(i,j) \leftarrow zip is (i:is)]
r :: [Int] \rightarrow Int
r [i]
r (i:j:js) = p i j + r (j:js)
test2 = ok q \&\& ok r
  where
  ok q = q [1,2,4,7,3,8] == 15 \&\&
           q [8,3,7,4,2,1] == 15 &&
           q [1,2,3,4,5,6] == 5 \&\&
           q [6,5,4,3,2,1] == 5 \&\&
           q [3,3,3,3,3,3] == 0
-- 3
t :: Int -> Int -> [a] -> [a]
t i j = take (j-i) . drop i
t' :: Int -> Int -> [a] -> [a]
t' i j xs = [x | (k,x) \leftarrow zip [0..] xs, i \leftarrow k, k < j]
u :: Int -> Int -> [a] -> [a]
u 0 0 xs
                      = []
u 0 (j+1) (x:xs)
                    = x : u 0 j xs
```

test = test1 && test2 && test3