Files you should submit AParser.hs. You should take the versions that we have provided and add your solutions to them.

sources at: src/Homework/Week9

Introduction

A *parser* is an algorithm which takes unstructured data as input (often a String) and produces structured data as output. For example, when you load a Haskell file into ghci, the first thing it does is *parse* your file in order to turn it from a long String into an *abstract syntax tree* representing your code in a more structured form.

Concretely, we will represent a parser for a value of type a as a function which takes a String representing the input to be parsed, and succeeds or fails; if it succeeds, it returns the parsed value along with whatever part of the input it did not use.

For example, satisfy takes a Char predicate and constructs a parser which succeeds only if it sees a Char that satisfies the predicate (which it then returns). If it encounters a Char that does not satisfy the predicate (or an empty input), it fails.

Using satisfy, we can also define the parser char, which expects to see exactly a given character and fails otherwise.

```
char :: Char -> Parser Char
char c = satisfy (== c)
  For example:

*Parser> runParser (satisfy isUpper) "ABC"
Just ('A', "BC")
```



```
*Parser> runParser (satisfy isUpper) "abc"
Nothing
*Parser> runParser (char 'x') "xyz"
Just ('x', "yz")
```

For convenience, we've also provided you with a parser for positive integers:

```
posInt :: Parser Integer
posInt = Parser f
  where
    f xs
      | null ns = Nothing
      | otherwise = Just (read ns, rest)
      where (ns, rest) = span isDigit xs
```

Tools for building parsers

However, implementing parsers explicitly like this is tedious and error-prone for anything beyond the most basic primitive parsers. The real power of this approach comes from the ability to create complex parsers by combining simpler ones. And this power of combining will be given to us by...you guessed it, Applicative.

Exercise 1

First, you'll need to implement a Functor instance for Parser. Hint: You may find it useful to implement a function

```
first :: (a -> b) -> (a,c) -> (b,c)
```

Exercise 2

Now implement an Applicative instance for Parser:

- pure a represents the parser which consumes no input and successfully returns a result of a.
- p1 <*> p2 represents the parser which first runs p1 (which will consume some input and produce a function), then passes the remaining input to p2 (which consumes more input and produces some value), then returns the result of applying the function to the value. However, if either p1 or p2 fails then the whole thing should also fail (put another way, p1 <*> p2 only succeeds if both p1 and p2 succeed).

So what is this good for? Recalling the Employee example from class,

```
type Name = String
data Employee = Emp { name :: Name, phone :: String }
```

we could now use the Applicative instance for Parser to make an employee parser from name and phone parsers. That is, if

```
parseName :: Parser Name
parsePhone :: Parser String
then
```

```
Emp <$> parseName <*> parsePhone :: Parser Employee
```

is a parser which first reads a name from the input, then a phone number, and returns them combined into an Employee record. Of course, this assumes that the name and phone number are right next to each other in the input, with no intervening separators. We'll see later how to make parsers that can throw away extra stuff that doesn't directly correspond to information you want to parse.

Exercise 3

We can also test your Applicative instance using other simple applications of functions to multiple parsers. You should implement each of the following exercises using the Applicative interface to put together simpler parsers into more complex ones. Do not implement them using the low-level definition of a Parser! In other words, pretend that you do not have access to the Parser constructor or even know how the Parser type is defined.

Create a parser

```
abParser :: Parser (Char, Char)
which expects to see the characters 'a' and 'b' and returns them
as a pair. That is,
```

```
*AParser> runParser abParser "abcdef"
Just (('a','b'),"cdef")
*AParser> runParser abParser "aebcdf"
Nothing
```

Now create a parser

```
abParser_ :: Parser ()
```

which acts in the same way as abParser but returns () instead of the characters 'a' and 'b'.

```
*AParser> runParser abParser_ "abcdef"
Just ((), "cdef")
*AParser> runParser abParser_ "aebcdf"
Nothing
```

• Create a parser intPair which reads two integer values separated by a space and returns the integer values in a list. You should use the provided posInt to parse the integer values.

```
*Parser> runParser intPair "12 34"
Just ([12,34],"")
```

Exercise 4

Applicative by itself can be used to make parsers for simple, fixed formats. But for any format involving *choice* (e.g. "... after the colon there can be a number **or** a word **or** parentheses...") Applicative is not quite enough. To handle choice we turn to the Alternative class, defined (essentially) as follows:

```
class Applicative f => Alternative f where
  empty :: f a
  (<|>) :: fa -> fa -> fa
```

(<|>) is intended to represent *choice*: that is, f1 <|> f2 represents a choice between f1 and f2. empty should be the identity element for (<|>), and often represents failure.

Write an Alternative instance for Parser:

- empty represents the parser which always fails.
- p1 <|> p2 represents the parser which first tries running p1. If p1 succeeds then p2 is ignored and the result of p1 is returned. Otherwise, if p1 fails, then p2 is tried instead.

Hint: there is already an Alternative instance for Maybe which you may find useful.

Exercise 5

```
Implement a parser
intOrUppercase :: Parser ()
```

which parses either an integer value or an uppercase character, and fails otherwise.

```
*Parser> runParser intOrUppercase "342abcd"
Just ((), "abcd")
*Parser> runParser intOrUppercase "XYZ"
Just ((), "YZ")
*Parser> runParser intOrUppercase "foo"
Nothing
```

Next week, we will use your parsing framework to build a more sophisticated parser for a small programming language!