Operatii

```
-/= diferit
-== egal
- <= si >=
-rem restul impartirii
-div impartire
-* inmultire
- * ridicare la putere
-sqrt radical
```

Liste

Se adauga lista la alta lista cu `++`

```
Prelude> [1,2,3] ++ [12] [1,2,3,12]
```

Se iau elemente din lista cu :

```
-- Double every second number in a list starting on the left. doubleEveryOther :: [Integer] \rightarrow [Integer] doubleEveryOther [] = [] doubleEveryOther [x] = [x] doubleEveryOther (x : y : ls) = x : 2 * y : doubleEveryOther(ls)
```

Multimi

Map

Aplica functie fiecarui element din lista map functie lista. Merge apelata si ca functie `map` lista

```
Prelude Data.Char> map toUpper "teSt"
"TEST"
```

```
Prelude > map (\x -> x * x) [1, 2, 3, 4, 5] [1, 4, 9, 16, 25]

Prelude Data.Char> toLower `map` "AbCCADAS" "abccadas"

Filter
```

Returneaza numai elementele ce trec prin filtru.

```
"AAbcs"

Prelude> filter(== 1) [1, 12, 1, 14]
[1,1]
```

Prelude> filter(/= 'a') "aAAbcsa"

Prelude Data.Char> filter(isLetter) "1a2b3c5d"
"abcd"

```
FoldI si prietenii

foldr functie element_initial (1:2:3:[])
= 1 `functie` (2 `functie` (3 `functie` element_initial))

Prelude> foldl (+) 0 [1,2,3,4,5]

foldl (-) 100 [1] = 99 = ((100)-1)
foldl (-) 100 [1,2] = 97 = ((99)-2) = (((100)-1)-2)
foldl (-) 100 [1,2,3] = 94 = ((97)-3)
foldl (-) 100 [1,2,3,4] = 90 = ((94)-4)
foldl (-) 100 [1,2,3,4,5] = 85 = ((90)-5)

Prelude> foldr (\x y -> concat ["(", x, "+", y, ")"]) "0" (map show [1..13])
"(1+(2+(3+(4+(5+(6+(7+(8+(9+(10+(11+(12+(13+0)))))))))))"

Prelude> foldl (\x y -> concat ["(", x, "+", y, ")"]) "0" (map show [1..13])
"((((((((((((((((((1+1)+2)+3)+4)+5)+6)+7)+8)+9)+10)+11)+12)+13)"
```