CSE 335 Winter 2017 Homework 05

Suggested reading: EOPL 2.4

This homework introduced you to "define-datatype", a tool available in the "eopl" library (meaning it comes with your textbook, and its not part of the standard scheme language).

Essentially, define-datatype is a more sophisticated way that allows you to easily define recursive datatypes, it automatically generates:

a constructor for each variant

(define (number-of-string? x)
 (or (number? x) (string? x))

- one predicate for the top level datatype, e.g. Env?, it doesn't generate one predicate per variant.

```
> (#%require (lib "eopl.ss" "eopl"))
;define-datatype takes two top level parameters, its detailed
structure is explained below:
> (define-datatype name-of-datatype name-of-predicate
     ;each variant is described by a list of field-name predicate
     ;pairs
     ;here f1, f2 have to be numbers
     ;f3 is a list-of numbers, please refer to the "list-of" function
     ;from the "eopl" library for more information (you can look it
     ;up in the online racket index)
    (variant1 (f1 number?)
              (f2 number?)
              (f3 (list-of number?))
            )
  ;as you can notice, the fields may be named as you please, and you
  ; can use custom predicates to describe them
  (variant2 (i-can-give-the-fields-whatever-name-I-want string?)
            (n-or-s number-of-string?)
            ; it is possible to use the predicate of the data-type we
            ; are currently defining
            (field-of-this-datatype name-of-predicate)
   (empty-variant)
```

The role of extractors and predicates is taken over by the "cases", syntactically it resembles a "cond" expression:

Please read section 2.4. very carefully as define-datatype is specific to our textbook (EOPL).

NOTE: Please experiment with "define-datatype" and "cases" thoroughly because we will be building our interpreter using these two expressions extensively.

IMPORTANT:

The test cases will not compile until you implement your datatype using "define-datatype"; currently all the test cases are commented out.

1. [40p] Step revisited, again

Recall the <step> data-type:

1.a

Re-implement the interface using define-datatype.

1.b

Implement the function:
(move starting-point step)

Input:

- starting-point: a point in the x,y coordinate system, represented

```
as a 2-element list
- step: a step, as defined in 1.a
```

Output:

- the end-point after moving the specified number of steps

For this exercise you *are required* to use the "cases" expression in the implementation of move. From here on out, when using define-datatype, we will no longer write entire interfaces unless necessary. The cases expression will do the job that was previously assigned to predicates and extractors.

2. [60p] Define-datatype implementation of environment

Recall the <environment> data type described in the lecture slides and in your textbook:

```
<environment> ::=
```

"empty-env"

| "extend-env" symbol value <environment>

(empty-env)

initializes an environment

(extend-env)

adds a new mapping from "symbol" to "value" in the old environment. If the same symbol is added twice, then the previous mapping is not replaced, it is only shadowed.

This data-type is accompanied by the function:

(apply-env env sym)

this function will return the "value" mapped to "sym" in the given environment; it raises an exception if no such mapping exists.

2.a [20p]

Implement the environment using define-datatype.

2.b [40p]

Implement a procedure (extend-env-wrapper sym val old-env final?) Compared to the constructor "extend-env" it has a boolean parameter "final?" indicating whether or not the new mapping should be shadow-able.

Whenever an environment is extended using the "final" variant, the symbol from its corresponding mapping cannot be shadowed, any attempt to shadow the value of a "final" symbol will result in an error.