


```

        (else (append (rev (cdr l)) (cons (car l) '()))))))))

;; (rev '(a((b)(c d)((e))))) --> '((((e))(d c)(b))a)
;; Note: Do not use the Scheme build-in function "reverse".

3. (define delete
    (lambda (a l)
      (cond
        ((null? l) '())
        ((list? (car l)) (cons (delete a (car l)) (delete a (cdr l))))
        (else (if (eq? a (car l))
                    (delete a (cdr l))
                    (cons (car l) (delete a (cdr l))))))))

;; (delete 'c '(a((b)(c d)((e))))) --> (a((b)(d)((e))))
;; (delete 'f '(a((b)(c d)((e))))) --> (a((b)(c d)((e))))

4. (define merge-sorted
    (lambda (x y)
      (cond
        ((null? x) y)
        ((null? y) x)
        ((< (car x) (car y)) (cons (car x) (merge-sorted (cdr x) y)))
        ((eq? (car x) (car y)) (merge-sorted (cdr x) y))
        (else
         (cons (car y) (merge-sorted x (cdr y))))))

;; lists x and y are sorted; no duplications in result list
;;(merge-sorted '(4 8 12 17 45) '(2 4 9 24)) --> '(2 4 8 9 12 17 24 45)

```

Problem 3

Implement a symbol table data type that supports the following operations:

1. `NewTable()` : returns an empty table value;
2. `InsertIntoTable((variable value), table)` : inserts a variable/value pair into the table;
3. `LookupTable(variable, table)` : finds entry for variable and returns its value. If no variable is found, the empty list is returned. If more than one entry for a variable, the most recently entered value for that variable will be returned.

```
(define NewTable
  (lambda () '()))

(define InsertIntoTable
  (lambda (entry table) ;; entry is a list of a variable and a value
    (cons entry table)))

(define LookupTable
  (lambda (variable table)
    (cond
      ((null? table) '())
      ((eq? variable (caar table)) (cadar table))
      (else
       (LookupTable variable (cdr table))))))

(define table
  (InsertIntoTable '(b (2 4 5)) (InsertIntoTable '(a 7) (NewTable))))

;;(LookupTable 'a table) --> 7
;;(LookupTable 'b table) --> '(2 4 5)
;;(LookupTable 'c table) --> '()
```

Problem 4

Use the map and reduce functions defined as

```
(define map
  (lambda (f l)
    (if (null? l)
        '()
```

```
(cons (f (car l)) (map f (cdr l))) )))
```

```
(define reduce
  (lambda (op l id)
    (if (null? l)
        id
        (op (car l) (reduce op (cdr l) id)) )))
```

to implement functions `minSquareVal` and `maxSquareVal` that determine the minimal square value and maximal square value, respectively, of a list of integer numbers. Note: **Solution cannot accept an empty list as an actual argument.**

```
(define minSquareVal
  (lambda (l)
    (let ((sqr1 (map (lambda (x) (* x x)) l))
          (initval (* (car l) (car l))))
      (reduce
        (lambda (x y) (if (< x y) x y))
        sqr1
        initval))))
```

```
(define maxSquareVal
  (lambda (l)
    (let ((sqr1 (map (lambda (x) (* x x)) l))
          (initval (* (car l) (car l))))
      (reduce
        (lambda (x y) (if (> x y) x y))
        sqr1
        initval))))
```