

1. `filt :: [a] -> (a -> Bool) -> (a -> b) -> [b]`

`filt xs p f = map f (filter p xs)`

```
Prelude> :load 1.hs
[1 of 1] Compiling Main             ( 1.hs, interpreted )
Ok, modules loaded: Main.
*Main> filt [1,4,3,2] even (+1)
[5,3]
*Main> filt [1,4,3,2] even (*2)
[8,4]
*Main> filt [1,4,3,2] odd (*2)
[2,6]
*Main> filt [1,4,3,2] odd (-2)
[3,5]
*Main>
<interactive>:8:1:
  Non type-variable argument in the constraint: Num (a -> b)
  (Use FlexibleContexts to permit this)
  When checking that `it' has the inferred type
    it :: forall b a. (Integral a, Num (a -> b)) => [b]
*Main> filt [1,4,3,2] odd (+2)
[3,5]
*Main>
```

2. a. `all' :: (a -> Bool) -> [a] -> Bool`

`all' p = and.map p`

```
*Main> :load 2.hs
[1 of 1] Compiling Main             ( 2.hs, interpreted )
Ok, modules loaded: Main.
*Main> all odd [2,4,4,6]
False
*Main> all odd [2,4,4,8]
False
*Main> all even [2,4,4,8]
True
*Main> any even [1,2,3,5]
True
*Main>
```

- b. `any' :: (a -> Bool) -> [a] -> Bool`

`any' p = or.map p`

```
Prelude> :load 2b.hs
[1 of 1] Compiling Main             ( 2b.hs, interpreted )
Ok, modules loaded: Main.
*Main> any even [1,2,4,5]
True
*Main> any odd [2,4,5,6]
True
*Main> any odd [2,4,4,6]
False
*Main>
```

- c. `takeWhile' :: (a -> Bool) -> [a] -> [a]`

`takeWhile' _ [] = []`

`takeWhile' p (x:xs) | p x = x : takeWhile' p xs`  
`| otherwise = []`

```
*Main> :load 2c.hs
[1 of 1] Compiling Main             ( 2c.hs, interpreted )
2c.hs:4:1: Warning: Tab character
Ok, modules loaded: Main.
*Main> takeWhile (<3) [1,2,3,4,5,6]
[1,2]
*Main> takeWhile (<1) [1,2,3,4,5,6]
[]
*Main> takeWhile (<5) [1,2,3,4,5,6]
[1,2,3,4]
*Main>
```

- d. `dropWhile' :: (a -> Bool) -> [a] -> [a]`

`dropWhile' _ [] = []`

`dropWhile' p (x:xs) | p x = x : dropWhile' p xs`  
`| dropWhile = x:xs`

```
*Main> :load 2d.hs
[1 of 1] Compiling Main             ( 2d.hs, interpreted )
2d.hs:4:1: Warning: Tab character
Ok, modules loaded: Main.
*Main> takeWhile (<5) [1,2,3,4,5,6]
[1,2,3,4]
*Main> dropWhile (<5) [1,2,3,4,5,6]
[5,6]
*Main> dropWhile (<2) [1,2,3,4,5,6]
[2,3,4,5,6]
*Main>
```

3. `mapF :: (a -> b) -> [a] -> [b]`

mapF f = foldr ((:).f) []

filterF :: (a -> Bool) -> [a] -> [a]

filterF p = foldr (\x xs -> if p x then x : xs else xs) []

```
*Main> :load 3.hs
[1 of 1] Compiling Main          ( 3.hs, interpreted )
Ok, modules loaded: Main.
*Main> mapF (*4) [1,2,3,4,5,6,7,8,9]
[4,8,12,16,20,24,28,32,36]
*Main> filterF (<9) [1,2,3,4,5,6,7,8,9,0]
[1,2,3,4,5,6,7,8,0]
*Main>
```

4. dec2int :: [Int] -> Int

dec2int = foldl (\v -> \x -> 10\*v + x) 0

```
*Main> :load 4.hs
[1 of 1] Compiling Main          ( 4.hs, interpreted )
Ok, modules loaded: Main.
*Main> dec2int [1,2,3,4]
1234
*Main> dec2int [10,12,13,14]
11344
*Main>
*Main> dec2int [2,3,4,5]
2345
*Main>
```

5. curry' :: ((a,b) -> c) -> a -> b -> c

curry' f = \x y -> f (x, y)

uncurry' :: (a -> b -> c) -> ((a, b) -> c)

uncurry' f = \ (x, y) -> f x y

```
*Main> :load 5.hs
[1 of 1] Compiling Main          ( 5.hs, interpreted )
Ok, modules loaded: Main.
*Main> curry fst 1 9
1
*Main> uncurry mod (10,3)
1
*Main> uncurry div (10,3)
3
*Main>
```

6. unfold p h t x | p x = []

| otherwise = h x : unfold p h t (t x)

int2bin :: Int -> [Int]

int2bin = unfold (==0) (`mod` 2) (`div` 2)

chop8 :: [Int] -> [[Int]]

chop8 = unfold (==[]) (take 8) (drop 8)

map' :: Eq a => (a -> b) -> [a] -> [b]

map' f = unfold (==[]) (f.head) (tail)

iterate :: (Int -> Int) -> Int -> [Int]

iterate f = unfold (>144) id f

```
*Main> :load 6.hs
[1 of 1] Compiling Main          ( 6.hs, interpreted )
6.hs:2:1: Warning: Tab character
Ok, modules loaded: Main.
*Main> map (*2) [1..9]
[2,4,6,8,10,12,14,16,18]
*Main> chop8 [1,1,1,0,0,0,1,1,0]
[[1,1,1,0,0,0,1,1],[0]]
*Main> int2bin 10
[0,1,0,1]
*Main>
```

7. `parity :: [Int] -> [Int]`  
`parity xs | even (sum xs) = xs ++ [0]`  
`| otherwise = xs ++ [1]`

```
cek :: [Int] -> [Int]
cek [] = []
cek xs | even (sum xs) = init xs
          | otherwise = error "Error"
```

```
*Main> :load 7.hs
[1 of 1] Compiling Main          ( 7.hs, interpreted )

7.hs:8:1: Warning: Tab character
7.hs:9:1: Warning: Tab character
Ok, modules loaded: Main.
*Main> parity [1,1,1,0,0,0,0,1,0,1]
[1,1,1,0,0,0,0,1,0,1]
*Main> cek [1,1,1,0,0,0,0,1,0,1]
[1,1,1,0,0,0,0,1,0,1]
*Main>
```

8. —
9. `altMap :: (a->b) -> (a -> b) -> [a] -> [b]`  
`altMap _ _ [] = []`  
`altMap f _ (x0 : []) = f x0 : []`  
`altMap f g (x0:x1:[]) = f x0 : g x1 : []`  
`altMap f g (x0:x1:xs) = f x0 : g x1 : altMap f g xs`

```
*Main> :load 9.hs
[1 of 1] Compiling Main          ( 9.hs, interpreted )
Ok, modules loaded: Main.
*Main> altMap (*1) (+5) [1..9]
[1,7,3,9,5,11,7,13,9]
*Main> _
```

10. `altMap :: (a->b) -> (a -> b) -> [a] -> [b]`  
`altMap _ _ [] = []`  
`altMap f _ (x0 : []) = f x0 : []`  
`altMap f g (x0:x1:[]) = f x0 : g x1 : []`  
`altMap f g (x0:x1:xs) = f x0 : g x1 : altMap f g xs`

```
luhnDouble :: Int -> Int
luhnDouble n
  | n*2 < 9 = n*2
  | otherwise = (n*2 - 9)
```

```
luhn :: [Int] -> Bool
luhn ns | mod ((sum. altMap id luhnDouble . reverse) ns) 10 == 0 = True
          | otherwise = False
```

Muhammad Hargi Muttaqin  
191524027

```
10.hs:14:1: Warning: Tab character
Ok, modules loaded: Main.
*Main> luhn [9,8,7,6,5,4,3,2,1,2,3,4,5,6,7,8,9]
False
*Main> luhn [9,8,1]
False
*Main> luhn [5,8,1]
False
*Main> luhn [5,2,2,1]
False
*Main> luhn [9,8,7,6,5,4,3,2,1,2,3,4,5,6,7,8,]
False
<interactive>:7:39: parse error on input `]'
*Main> luhn [9,8,7,6,5,4,3,2,1,2,3,4,5,6,7,8]
False
*Main> luhn [9,8,7,6,5,4,3,2,1,2,3,4,5,6,7]
False
*Main> luhn [1,2,3,4,5,6,7,8,9,8,7,6,5,4,3,2]
False
*Main> luhn [6,0,1,3,4,0,0,2,3,4,1,2,4,3,2,1]
False
*Main> luhn [5,2,2,1,8,4,2,1,3,1,4,2,1,9,3,2]
True
*Main>
```

8.9

1. type Nat = Int

addN :: Nat -> Nat -> Nat

addN m n = m + n

multNat :: Nat -> Nat -> Nat

multNat 0 n = 0

multNat n 0 = 0

multNat m n = addN n (multNat (m-1)n)

```
Prelude> :load 1.hs
[1 of 1] Compiling Main             ( 1.hs, interpreted )
Ok, modules loaded: Main.
*Main> multNat 10 0

<interactive>:3:1:
  Not in scope: 'multNat'
  Perhaps you meant 'multipNat' (line 6)
*Main> multNat 10 0
0
*Main> multNat 10 10
100
*Main> multNat 2 26
52
*Main>
```

2. data Tree a = Leaf a | Node (Tree a) a (Tree a)

t :: Tree Int

t = Node (Node (Leaf 1) 3 (Leaf 4)) 5 (Node (Leaf 6) 7 (Leaf 9))

occurs :: Ord a => a -> Tree a -> Bool

occurs x (Leaf y) = x == y

occurs x (Node l y r) = case compare x y of LT -> occurs x l

EQ -> True

Muhammad Hargi Muttaqin  
191524027

GT -> occurs x r

```
"Main> :load 2.hs
[1 of 1] Compiling Main          ( 2.hs, interpreted )
OK, modules loaded: Main.
"Main> occurs 3 t
True
<interactive>:10:1:
  Not in scope: 'occurs'
  Perhaps you meant 'occurs' (line 7)
"Main> occurs 3 t
True
"Main> occurs 1 t
True
"Main> occurs 9 t
True
"Main> occurs 10 t
False
"Main> _
```

3. data TreeBal a = LeafBal a | NodeBal (TreeBal a) (TreeBal a) deriving Show

tBal :: TreeBal Int

tBal = NodeBal (NodeBal (LeafBal 1) (LeafBal 4))  
                  (NodeBal (LeafBal 6) (LeafBal 9))

tBal2 :: TreeBal Int

tBal2 = NodeBal  
          (NodeBal  
            (LeafBal 4)  
            (NodeBal  
              (LeafBal 13)  
              (LeafBal 0)))  
          (NodeBal  
            (NodeBal  
              (LeafBal 333)  
              (NodeBal  
                (LeafBal 6)  
                (LeafBal 9)))  
            (LeafBal 42))

isBal :: TreeBal Int -> Bool

isBal (LeafBal \_) = True

isBal (NodeBal l r) = (diffLeaves <= 1) && isBal l && isBal r

where

diffLeaves = abs (numLeaves l - numLeaves r)

numLeaves :: TreeBal Int -> Int

numLeaves (LeafBal \_) = 1

numLeaves (NodeBal l r) = numLeaves l + numLeaves r

```
3.hs:25:1: Warning: Tab character
3.hs:26:1: Warning: Tab character
3.hs:27:1: Warning: Tab character
Ok, modules loaded: Main.
*Main> isBal tBal
True
```

4. data TreeBal a = LeafBal a | NodeBal (TreeBal a) (TreeBal a) deriving Show

balance :: [a] -> TreeBal a

balance [] = error " Tidak Boleh Kosong"

balance [y] = LeafBal y

balance ys = NodeBal (balance (fst (halveL ys))) (balance (snd (halveL ys)))

halveL :: [a] -> ([a],[a])

halveL [] = ([],[])

halveL ys = splitAt (half ys) ys

where

half :: [a] -> Int

half ys = div (length ys) 2

```
*Main> :load 4.hs
[1 of 1] Compiling Main           ( 4.hs, interpreted )
Ok, modules loaded: Main.
*Main> balance []
*** Exception: Tidak Boleh Kosong
*Main> balance [1..3]
NodeBal (LeafBal 1) (NodeBal (LeafBal 2) (LeafBal 3))
*Main> _
```

5. data Expr' = Val' Int | Add' Expr' Expr'

folde :: (Int -> i) -> (i -> i -> i) -> Expr' -> i

folde f g (Val' x) = f x

folde f g (Add' x y) = g (folde f g x) (folde f g y)

```
*Main> folde succ (-) (Add' (Val' 5) (Val' 3))
2
*Main> folde succ (+) (Add' (Val' 5) (Val' 3))
10
```

Muhammad Hargi Muttaqin  
191524027

6. data Expr' = Val' Int | Add' Expr' Expr'

folde :: (Int -> i) -> (i -> i -> i) -> Expr' -> i

folde f g (Val' x) = f x

folde f g (Add' x y) = g (folde f g x) (folde f g y)

evalE :: Expr' -> Int

evalE (Val' k) = k

evalE (Add' e1 e2) = folde toEnum (+) (Add' e1 e2)

numVals :: Expr' -> Int

numVals (Val' k) = 1

numVals (Add' e1 e2) = numVals e1 + numVals e2

```
Main> :load 6.hs
[1 of 1] Compiling Main             ( 6.hs, interpreted )
No modules loaded: Main.
Main> evalE (Add' (Val' 10) (Val' 10))
20
Main> numVals (Add' (Val' 10) (Val' 10))
2
Main> numVals (Add' (Val' 10) (Val' 10) (Val' 10))
```