Tuples and Lists

CSC345: Programming Languages and Paradigms



Number Typeclasses

- <u>Tuples and Lists:</u> constructed by combining a number of pieces of data into a single object
- Tuple: fixed number of values of fixed types (can be different types)
- List: arbitrary number of values, all of the same type

Tuples

- A pair is a 2-item tuple.
- Triple is a 3-item tuple.
- Quadruple is a 4-item tuple.

•

```
p :: (Int, Char)
p = (5, 'r')
```

(x,y) notation used for both the type and pair value.

```
Type (t1, t2, ..., tn) consist of tuples of values (v1, v2, ..., vn) where v1 :: t1, ..., vn :: tn
```

Lists

- [] is the empty list
- Contains no items
- is an element of every list type

```
Type Error:
stuff = [1, "rich", 'c']
```

```
nums :: [Int]
nums = [1,2,4,9]
```

Collection of items of the given type

```
[v1, v2, v3, v4] :: [t]
v1, v2, v3, v4 :: t
v1 :: t
v2 :: t
v3 :: t
v4 :: t
```

```
nums2 :: [Int]
nums2 = []
```

A **String** is really just a list of **Char**'s

```
hello1 :: [Char]
hello1 = ['h','e','l','l','o']

hello2 :: String
hello2 = "hello"

helloSame :: Bool
helloSame = hello1 == hello2
```

Nested Lists

```
nested :: [[Int]]
nested = [[1], [2,4,2], [], [5..10]]
```

Range Notation w/ Lists

- [m..n] is the list [m, m+1, ..., n]
- If m > n, the list is empty
- [m,p..n] is the list where the first two elements are m and p, the last is n, and the step size is p-m

```
range :: [Int]
range = [1..100]
```

```
range2 :: [Int]
range2 = [1,3..9]
```

More Range Examples

Try out:

```
['a'.. 'm']
[7,6..3]
[0.0, 0.3 .. 1.0]
[3.1 .. 7.0]
```

- Last item will be element in the sequence that is closest to n
 - Overshooting possible

Using Tuples in Functions

• Example: a function that returns a compound result

```
minAndMax :: Int -> Int -> (Int, Int)
```

Using Tuples in Functions

addPair :: (Int, Int) -> Int

Tuple Selector Functions for pairs only

• Built-in to Haskell: fst and snd

But fst and snd are easy to define for ourselves anyway

Alternative ways of writing addPair

- 1. Using fst and snd
- 2. Pattern matching

Example

```
shift :: ((Int,Int), Int) -> (Int, (Int, Int))
```

Example

```
maxOccurs :: Int -> Int-> (Int, Int)
maxThreeOccurs :: Int -> Int -> (Int, Int)
```