

1.1.

a)

Code:

```
#!/usr/bin/env stack
-- stack --install-ghc runghc
allEven :: [Int] -> Bool
allEven [] = True
allEven(x:xs) = ((x `mod` 2) == 0) && allEven(xs)
```

```
main = do
    print (allEven [1,3,5,8,6])
    print (allEven [2])
    print (allEven[2,4,6,0])
```

Output:

```
False
True
True
```

b)

Code:

```
#!/usr/bin/env stack
-- stack --install-ghc runghc

f :: [Int] -> [Int]
f(x) = zipWith(*) [0..length(x)] x
```

```
main = do
    print (f[3,5,7])
    print (f[])
    print (f[1])
```

Output:

```
[0,5,14]
[]
[0]
```

1.2.

a)

Code:

```
#!/usr/bin/env stack
-- stack --install-ghc runghc
-- | comment
quadsolns :: Float -> Float -> Float -> [Float]
quadsolns a b c =
    if ((b * b) - (4 * a * c)) < 0
    then []
    else
        [(-b + sqrt((b * b) - (4 * a * c)))/(2*a) , (-b - sqrt((b * b) - (4 * a * c)))/(2*a) ]

main = do
    print (quadsolns 1 2 (-4))
    print (quadsolns 1 4 10)
    print (quadsolns 2 (-5) 3)
```

Output:

```
[1.236068,-3.236068]
[]
[1.5,1.0]
```

b) Roots are 1.5 and 1

1.3.

a)

Code:

```
#!/usr/bin/env stack
-- stack --install-ghc runghc
-- | comment
isPrime :: Int -> Bool
isPrime 1 = False
isPrime x = x > 1 && length(filter(==0) (map (x `mod` ) [2..(x-1)])) == 0

main = do
    print (isPrime 3)
    print (isPrime 7)
    print (isPrime 8)
    print (isPrime (-2))
    print (isPrime 1)
    print (filter(isPrime) [1..30])
    let allPrimes = filter(isPrime) [1..]
    print "Done!"
```

Output:

True

True

False

False

False

[2,3,5,7,11,13,17,19,23,29]

"Done!"

b) [2,3,5,7,11,13,17,19,23,29]

c) let allPrimes = filter(isPrime) [1..]

d) Haskell has lazy evaluation. As long as I never do anything with allPrimes, it'll never evaluate it, so it won't get in an infinite loop.