Assignment 10(The Error Monad) December 2019

1. Consider the following Haskell datatypes:

```
data Term =
      NUM
             Int
    | PLUS
             Term
                   Term
    | TIMES Term
                   Term
    | DIVIDE Term
                   Term
data Result =
      Ok
             Int
    | Error String
```

Define a function

```
interp :: Term -> Result
```

Make sure to raise an exception when dividing by zero.

2. It is most likely that the function you defined in the previous problem uses nested case statements for pattern matching. We can avoid this and refactor our code using a continuation. Define a function

```
check :: Result -> (Int -> Result) -> Result
```

3. define a new function

```
interp' :: Term -> Result
```

Use *check* (write it in infix notation) in your definition.

4. As it turns out, Haskell has a built in mechanism to simulate the imperative-looking style of programming used in *interp*'. It is called **do notation**. To use do notation however, we need to define a **monad** instance for our *Result* datatype.

Remember that a **monad** is a type class defined by two functions:

```
class Monad m where
   return
                    :: a -> m a
                    :: m a -> (a -> m b) -> m b
    (>>=)
```

That is, in order to define an instance of a monad, two functions have to be defined. return and bind written as >>=.

Consider this modified datatype for our result type:

Define a monad instance for this result type.

5. A third function is often added to the list of functions a monad has to define.

From the type of this function, we can infer that it ignores its first argument and only returns the computation done by its second argument. This function is helpful to understand do notation.

The do syntax provides a simple shorthand for chains of monadic operations. The essential translation of a do is captured in the following two rules:

do e1; e2 = e1 >> e2
do p <- e1; e2 = e1 >>=
$$p$$
 -> e2

Using do notation, define a function