COMP 141: Haskell — Part 3

Instructions: In this exercise, we are going to review a bunch of Haskell structures.

In the first three questions, we are aiming to define greatest common divisor of two numbers, in a step-by-step fashion.

- (1) Define function divisors that receives a number and returns a list of all divisors of that number. For example, if the input is 20, then the output would be [1, 2, 4, 5, 10, 20]. You may use list comprehension, list ranges, and function mod for this purpose.
- (2) Define function commonDiv that receives two numbers as input, and returns the list of all common divisors of those two input numbers. For example if the inputs are 24 and 30, the output would be [1, 2, 3, 6]. You may use list comprehension and function divisor defined earlier.
- (3) Define function greatestCommonDiv that receives two numbers as input and returns the greatest common divisor of those two input numbers. For example, if the inputs are 24 and 30, then the output would be 6. You may use maximum function along with commonDiv defined earlier.

 Note: function gcd is already part of standard library. Do not use that!
- (4) Define function sumProduct that receives a list of numbers and returns a pair, where the first component is the summation of list elements, and the second component is the multiplication of list elements. For example, if the input is [2, 4, 3, 5] then the output is (14, 120).
- (5) Define function pyth that receives a list triples of numbers and filters the ones that satisfy Pythagorean theorem. That is, all (a,b,c) where $a^2=b^2+c^2$. For example if the input list is [(1, 6, 2), (10, 8, 6), (4,2,1), (5,3,4)], then the output would be [(10,8,6), (5,3,4)]. You may use list comprehension for this purpose.
- (6) Use <u>list comprehensions</u> to define function trimAlpha that receives a string and eliminates every alphabetic (uppercase and lowercase) characters from that string. For example, if the input is "Ks%bU#n9x" then the output must be "%#9".
- (7) Define function cartesian3 that receives three lists as input and creates the cartesian product list of them.
- (8) Let's assume we have a database of people names associated with their age and nationality. We can simply show that with a list of triples as below:

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ppl = [ ("joe", 26, "usa"), ("amy", 18, "uk"), ("greg", 20, "usa"), ("ed",
25, "canada"), ("joan", 17, "usa"), ("fred", 19, "usa"), ("carla", 20,
    "germany")]
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- Use <u>list comprehensions</u> to define function american that ranges over such list of triples and returns names of <u>americans</u> who are 20 years or younger. For example, americans ppl would return ["greg", "joan", "fred"].
- (9) A vector is represented in a 3D \mathbb{R}^3 space with a triple of numbers, e.g., $v_1 = \langle 1, 2, 3 \rangle$ and $v_2 = \langle 10, 20, 30 \rangle$. Define function
 - (a) addVector that receives two such 3D vectors as input and computes the their addition. For example, addVectors v1 v2 returns (11,22,33).
 - (b) dotProduct that receives two such 3D vectors as input and computes the their dot product. For example, dotProduct v1 v2 returns 140.
 - (c) scalarMult that receives a scalar value and a 3D vector, and computes their scalar multiplication. For example, scalarMult 5 v1 returns (5, 10, 15).

(10) Define function isPrime that receives a number and returns true if the input is a prime number. Otherwise, it returns false. For example, isPrime 53 returns True, whereas isPrime 57 returns False.

Note: You cannot use any prime-related function from Haskell library.

Hint: You can divisors function from above, or use list comprehension to define the function.

(11) Define function primeRange that receives a positive number and returns the list of all prime numbers less-than-or-equal-to that number. For example, primeRange 20 returns [2, 3, 5, 7, 11, 13, 17, 19].

Note: You cannot use any prime-related function from Haskell library.

Hint: Use isPrime and list comprehensions to define it.