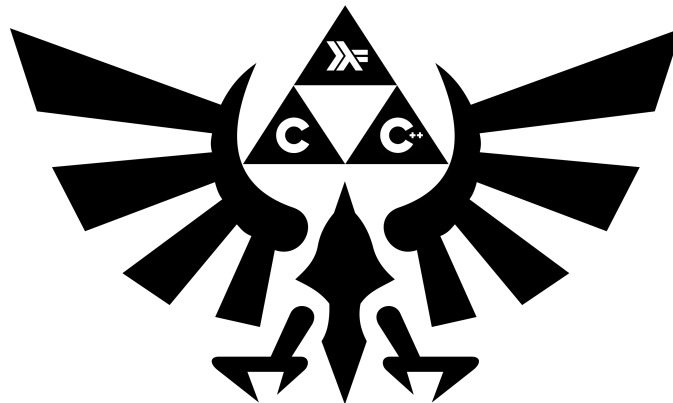


B3 - Paradigms Seminar

B-PDG-300

Day 03

a gentle introduction to functional programming



Day 03

binary name: Game.hs, Tree.hs
repository name: FUN_day3_\$ACADEMICYEAR
language: haskell



- The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.
- All the bonus files (including a potential specific Makefile) should be in a directory named *bonus*.

Today's goal is to discover how to:

- create custom types
- declare data structures
- handle algebraic data types

STEP 0 - YET ANOTHER RPG

You've been asked to implement the part of a role playing video-game handling hostile non-playing characters (Mobs).

Some of these mobs are able to hold an item in their hands. There are 3 different items and they are defined as:

- Sword
- Bow
- MagicWand

TASK 01

Write the data structure to describe these items. The name of the data-structure must be Item, and each item can be created using its name:



```
Terminal
*Game> :t Sword
Sword :: Item
*Game> :t Bow
Bow :: Item
*Game> :i Item
[...]
```

TASK 02

Item must be deriving from **Eq**, so you should be able to compare two items.

```
Terminal
*Game> Sword == Bow
False
*Game> Sword == Sword
True
*Game> Sword /= MagicWand
True
```

TASK 03

Now we want items to be displayed in a specific manner when we print them. To achieve this we want **Item** to be an instance of **Show**. Provide a custom implementation to achieve this behavior:

```
Terminal
*Game> Sword
sword
*Game> Bow
bow
*Game> MagicWand
magic wand
```



STEP 1 - THE MOBS

Now that we have well defined items, we're ready to implement the mobs.

TASK 4

There are 3 kinds of mobs in this game: **Mummy**, **Skeleton** and **Witch**

- All the mummies come bare handed.
- The skeleton always holds an item.
- A witch can either **Just** hold an item or **Nothing**.

Create a data structure to represent them.



There's not a lot of ways to do that properly...



Your data structure **Mob** must be deriving from **Eq** and **Show**

TASK 5

But some also come in different varieties, therefore you must implement the following functions to create each specific type of mob:

```
createMummy :: Mob      -- a Mummy
createArcher :: Mob      -- a Skeleton holding a Bow
createKnight :: Mob      -- a Skeleton holding a Sword
createWitch  :: Mob      -- a Witch holding Nothing
createSorceress :: Mob   -- a Witch holding a MagicWand
```

TASK 6

We also want a single function to create any kind of mob depending on a string. As this function can fail if the string doesn't correspond to any mob, it returns a **Maybe Mob**.

```
create :: String -> Maybe Mob
```

The string corresponding to each type of mob are respectively:

- "mummy"
- "doomed archer"
- "dead knight"

- “witch”
- “sorceress”

TASK 7

We also want to be able to equip Skeletons and Witch with any Item, replacing the one they already hold. As mummies can't hold anything, this function can also fail...

```
equip :: Item -> Mob -> Maybe Mob
```

TASK 8

As with items, we want to provide a custom way to print mobs.



If you provide a custom implementation you have to remove **Show** from the list of type classes your data type “automatically” derives from...

- a Mummy must be shown as “mummy”
- a Skeleton holding a Bow must be shown as “doomed archer”
- a Skeleton holding a Sword must be shown as “dead knight”
- a Skeleton holding anything else as “skeleton holding a ” followed by the said item
- a Witch holding nothing must be shown as “witch”
- a Witch holding a MagicWand must be shown as “sorceress”
- and a Witch holding another item as “witch holding a ” followed by the said item.

TASK 9

Now it is time to create our own type class. We want to have a way to know if a Mob, NPCs, Player, or any other character in the game currently holds an Item or not.

To achieve this you have to declare a new type class called **HasItem**.

This type class has two functions:

- `getItem` which takes an object as argument and returns a `Maybe Item`.
- `hasItem` which takes an object as argument and returns a `Bool`.

The minimal definition for this class is to provide an implementation for `getItem`, a generic `hasItem` implementation must be provided by the type class definition.



TASK 10

Make **Mob** an instance of **HasItem**

STEP 2 - BINARY TREE

In this last part, we're going to do something quite different and more generic: you're going to create your own "container" data structure which will be a simple binary tree.



For these exercises, create a new source file called **Tree.hs**

TASK 11

Define a new data type called **Tree** which takes a type "a" :

```
data Tree a = ...
```

A **Tree** can either be constructed with **Empty** as a constructor, or with the constructor **Node** which contains, in order, another **Tree** of the same type, a value of type **a**, and a last **Tree**. your **Tree** must be an instance of **Show**

At this point you should be able to create trees "by hand" such as:

```
Terminal
> Empty
Empty
> Node Empty 42 Empty
Node Empty 42 Empty
> Node (Node Empty 31 Empty) 42 (Node Empty 53 Empty)
Node (Node Empty 31 Empty) 42 (Node Empty 53 Empty)
```



You should have a look on the definition of **Maybe** or lists...



TASK 12

We now want a simple function to add a new value value in an existing tree. To add a new value in the right place in our tree, we need to be able to compare the values between each other, so for this function “a” must be an instance of **Ord**.

```
addInTree :: Ord a => a -> Tree a -> Tree a
```

This function takes a value, a tree, and returns a new tree with this value added in the right spot. The rules to add a new value are as follow:

- If the tree is **Empty**, create a **Node** containing the value, with **Empty** as its right and left branch.
- If the tree is a **Node** :
 - if the value to be inserted is strictly lower than the value stored in this **Node**, the value must be added to its left branch.
 - if it's greater or equal, the value must be added to its right branch.

Example:

```
Terminal
> addInTree 42 Empty
Node Empty 42 Empty
> addInTree 31 $ addInTree 42 Empty
Node (Node Empty 31 Empty) 42 Empty
> addInTree 53 $ addInTree 31 $ addInTree 42 Empty
Node (Node Empty 31 Empty) 42 (Node Empty 53 Empty)
```

TASK 13

We want to be able to apply a function on all the values stored in our **Tree**. To achieve this, make your tree an instance of the **Functor** type class.

```
Terminal
> fmap (*2) $ addInTree 53 $ addInTree 31 $ addInTree 42 Empty
Node (Node Empty 62 Empty) 84 (Node Empty 106 Empty)
```

TASK 14

We want to be able to convert a list of values to a **Tree**. Write the function **listToTree** which takes a list of “a” as argument and returns a Tree build using addInTree.

TASK 15

Likewise, we want to be able to convert a **Tree** to a list. Write a function **treeToList** which takes a tree of “a” as argument and returns a [a].

TASK 16

Using your existing function, write the function **treeSort**, which takes a list of “a” and returns a sorted list of “a”.

TASK 17

Make your **Tree** an instance of **Foldable**.



It should look like generalised version of a function you have already written



Once you’ve done it, you should be able to re-write some functions in a shorter manner