

Trabalho 4 - PLC

1º) A abordagem de usar polimorfismo de sobrecarga em Haskell, é para que tenha varias definições da mesma função.

Ex: A função “==”, igualdade, tem diversas definições, sendo uma para comparar Inteiros, outra Strings, Char etc..

Diferente da abordagem dinamica utilizada por java, o polimorfismo de sobreposição, que redefine a função herdada (herança é um polimorfismo).

Ex: Classe Formas que implementa a função Area, é rescrita para cada classe que herda de Formas, como a classe Círculo que implementa a função Area diferente da classe Quadrado, e ambas as classes herdam de Formas.

2)

```
cut:: Char -> String->String
```

```
cut c [] = []
```

```
cut c (x:xs) | c==x = (cut c xs)
              | otherwise = (x:xs)
```

```
count:: Char-> String-> Int->Int
```

```
count c [] i = i
```

```
count c (x:xs) i | c==x = (count c xs (i+1))
                  | otherwise = i
```

```
next:: String->String
```

```
next [] = []
```

```
next (x:xs) = (show (count x xs 1))++[x]++(next (cut x xs))
```

```
lookAndSayString::String ->Int->String
```

```
lookAndSayString [] n = []
```

```
lookAndSayString (x:xs) n | n==0 = (x:xs)
                           | otherwise = (lookAndSayString (next (x:xs)) (n-1))
```

```
lookAndSay:: Int->String
```

```
lookAndSay n | n==0 = []
```

```
              | otherwise =lookAndSayString (show 1) (n-1)
```

3)

```
remove:: (Eq t)=>t->[(t,[t])]->[(t,[t])]
remove r [] = []
remove r (x:xs)      | (fst x)==r = xs
                      | otherwise = (x: (remove r xs))
```

```
lookEnd::(Eq t)=>[t]->t->Bool
lookEnd [] e = False
lookEnd (x:xs) e      | x==e = True
                      | otherwise = (lookEnd xs e)
```

```
findNode::Eq t=>[(t,[t])] ->t->(t,[t])
findNode [] n = (n,[])
findNode (x:xs) id      | (fst x) == id = x
                      | otherwise = (findNode xs id)
```

```
searchFor:: (Eq t)=>[(t,[t])]->[t]->t->[t]
searchFor g [] e = []
searchFor g [x] e = search g x e
searchFor g (x:y:xs) e      |(lookEnd lx e) && (lookEnd ly e) && lly < lly = x:lx
                             |(lookEnd lx e) && (lookEnd ly e) = y:ly
                             |(lookEnd lx e) = x:lx
                             |(lookEnd ly e) = y:ly
                             |otherwise = []
                             where lx = (search g x e); ly = search g y e; lly =
length lx; lly = length ly
```

```
search::(Eq t) =>[(t,[t])]->t->t->[t]
search [] s e = []
search g s e  |(length (snd ns)) == 0 = []
              |(lookEnd (snd ns) e) = [e]
              | otherwise = s:(searchFor (remove s g) (snd ns) e)
              where ns = (findNode g s)
```

```
grafoo::[(Int,[Int])]
grafoo = [(1,[2,3]),(2,[3]),(3,[4]),(4,[1])]
```

4)

--- QUICK SORT AGAIN?

```
divide :: [Int] -> Int -> ([Int], [Int]) -> ([Int], [Int])
divide [] n p = p
divide (x:xs) n (me, ma) | x > n = (divide xs n (me, (x:ma)))
                        | otherwise = divide xs n ((x:me), ma)
```

```
qs :: [Int] -> [Int]
qs [] = []
qs p = (qs me) ++ (head p):(qs ma)
      where (me, ma) = (divide (tail p) (head p) ([], []))
```

-----FILTRO MEDIANA

```
getLinesUp :: [[Int]] -> Int -> Int -> Int -> [Int]
getLinesUp [] i j n v = []
getLinesUp img i j n v | v == 0 = []
                        | (i-v) < 0 = (getLinesUp img i j n (v-1))
                        | j == 0 = (take (n-pl) (drop (j-pl) (img !! (max (i-v)
0) ))) ++ (getLinesUp img i j n (v-1))
                        | otherwise = (take n (drop (j-pl) (img !! (max (i-v)
0) ))) ++ (getLinesUp img i j n (v-1))
                        where pl = (div (n-1) 2)

getLinesDown :: [[Int]] -> Int -> Int -> Int -> [Int]
getLinesDown [] i j n v = []
getLinesDown img i j n v | v < 0 = []
                        | i+v >= length img = (getLinesDown img i j
n (v - 1))
                        | j == 0 = (take (n-pl) (drop (j-pl) (img !! (min
(i+v) (length img)) ))) ++ (getLinesDown img i j n (v - 1))
                        | otherwise = (take n (drop (j-pl) (img !! (min
(i+v) (length img)) ))) ++ (getLinesDown img i j n (v - 1))
                        where pl = (div (n-1) 2)
```

```
getSquare :: [[Int]] -> Int -> Int -> [Int]
getSquare [] i j n = []
getSquare img i j n = (getLinesUp img i j n (div (n-1) 2)) ++ (getLinesDown img i j n (div (n-1)
2))
```

```

mediana:: [Int]->Int
mediana [] = -1
mediana b  | (mod (length b) 2) ==0 = (div ((sb!!(div (length sb) 2)) +(sb!!((div (length sb)
2)-1))) 2)
           | otherwise= (sb!!((div (length sb) 2)))
           where sb = (qs b)

```

```

itOverx:: [[Int]]->Int->Int->[[Int]]
itOverx [] i n = []
itOverx img i n | i < sz2 = (itOverx img i 0 n):(itOverx img (i+1) n)
                    | otherwise = []
                    where sz2 = length img

```

```

itOverx:: [[Int]]->Int->Int->Int->[[Int]]
itOverx [] i j n = []
itOverx img i j n  | j < sz2 = (mediana (getSquare img i (j) n)):(itOverx img i (j+1) n )
                    | otherwise = []
                    where sz2 = length (img!!0)

```

```

filtroMediana:: [[Int]]->Int-> [[Int]]
filtroMediana [] n =[]
filtroMediana img n | (mod n 2)== 0 = filtroMediana img (n+1)
                    | otherwise = (itOverx img 0 n)

```

```

imagem::[[Int]]
imagem =
[[1,2,3,4,5,6],[7,8,9,10,11,12],[13,14,15,16,17,18],[19,20,21,22,23,24],[25,26,27,28,29,30]]

```