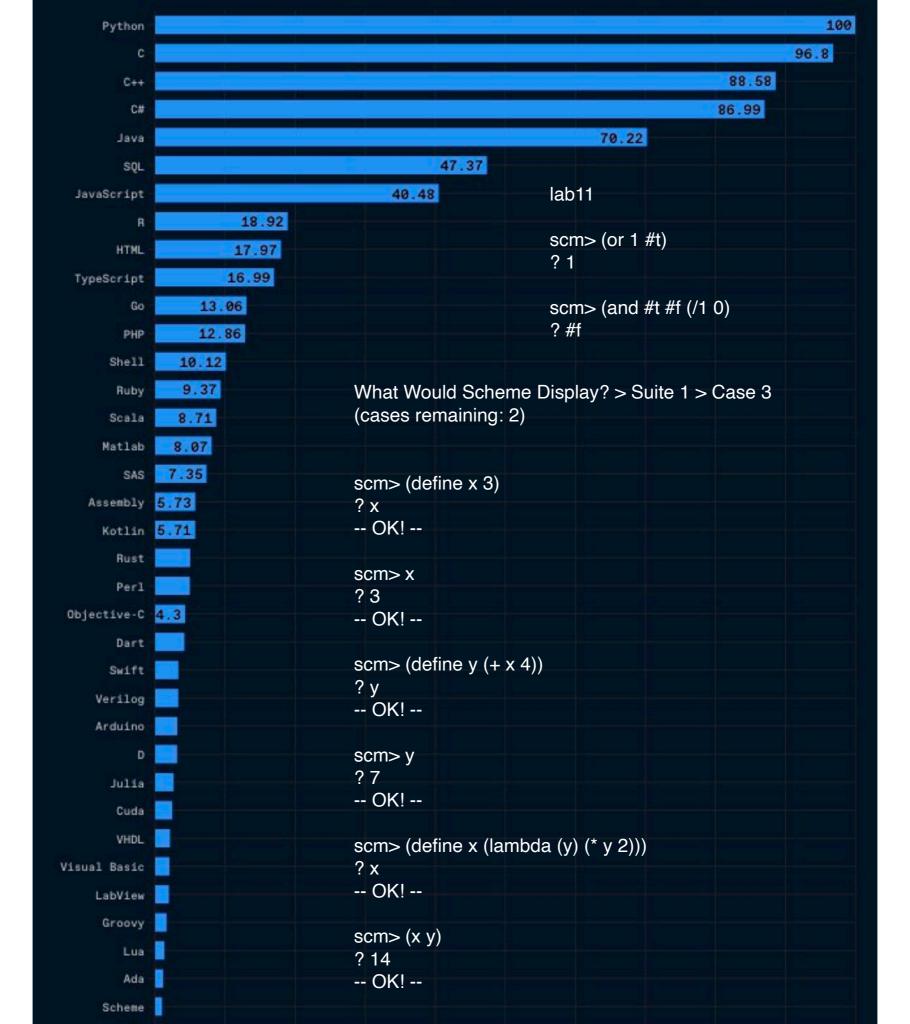
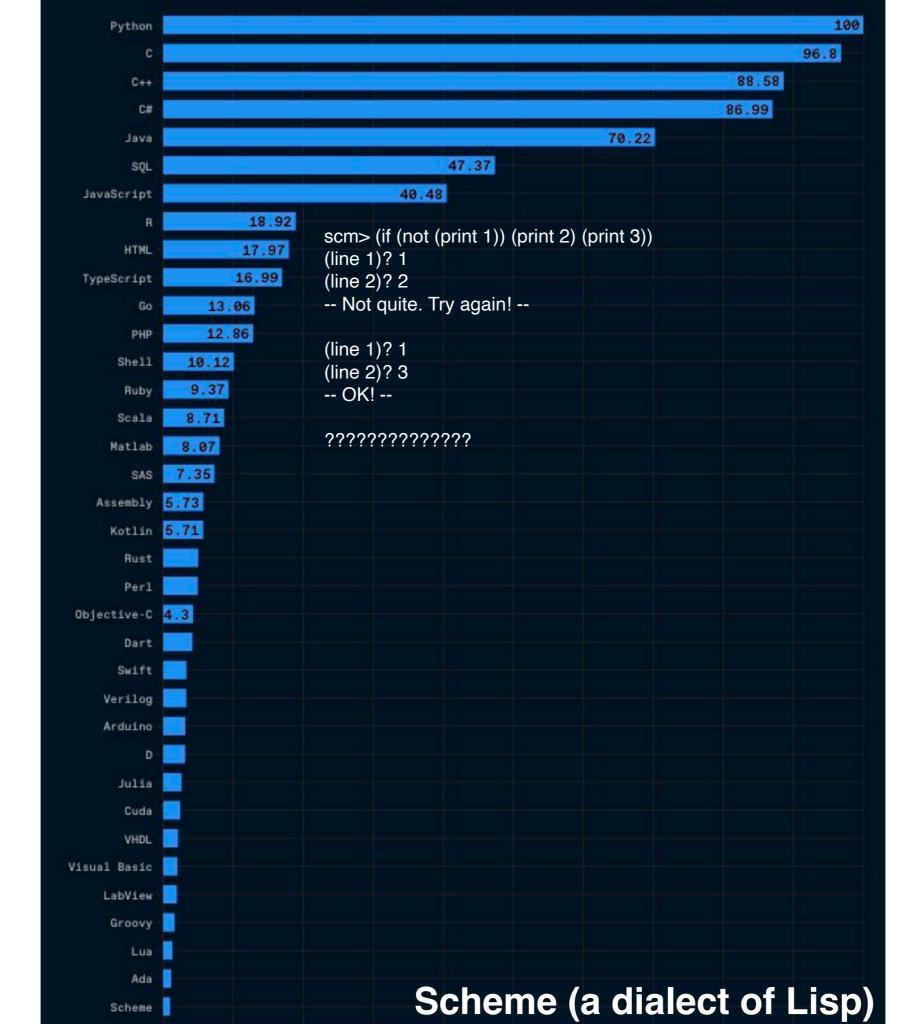
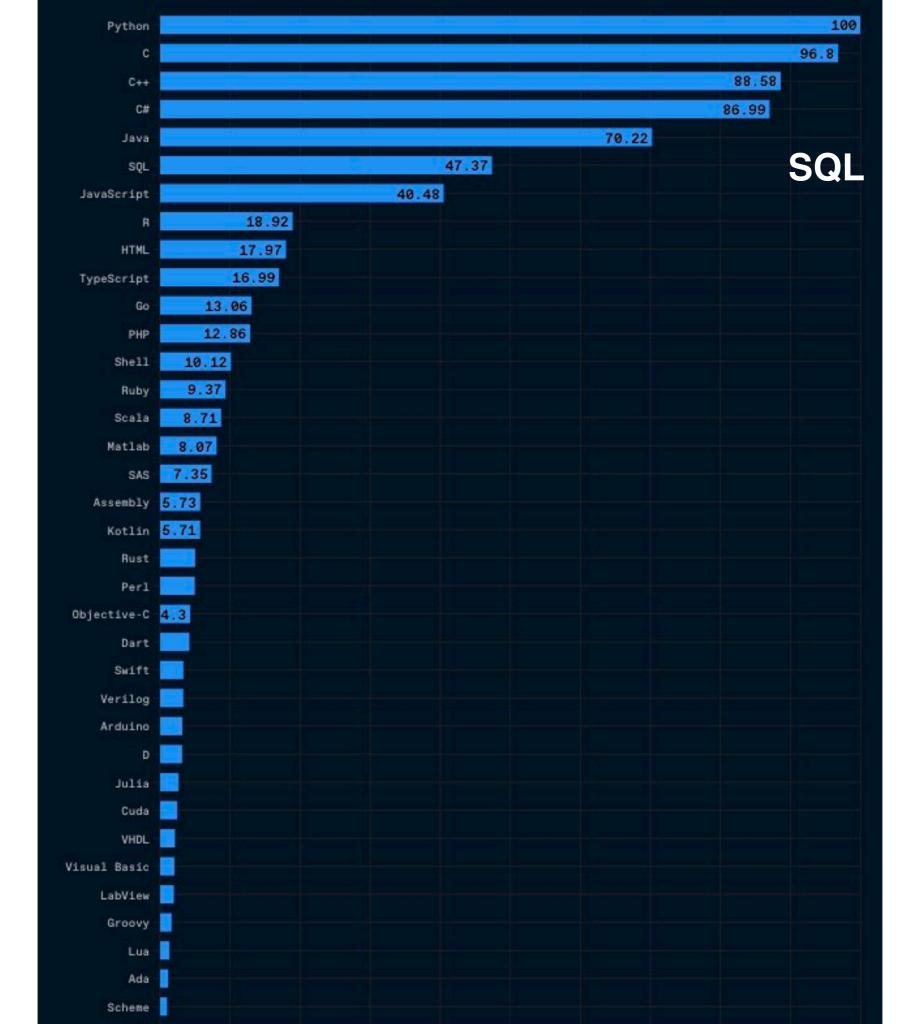
Programming Languages



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Login Save Save As Share Settings Help Open Console New 61A Code v2.6.5 No recent local files. Create new file OKPy Backups Open existing file Start Python interpreter Login to view backups Start Scheme interpreter Start SQL interpreter

Python	Scheme
1 + 2 3 + 4 + 5 + 6	(+ 1 2) (+ 3 4 5 6)

Python	Scheme
1 + 2 3 + 4 + 5 + 6	(+ 1 2) (+ 3 4 5 6)
(2 * 4) + (3 + 5)	(+ (* 2 4) (+ 3 5))

Python	Scheme
1 + 2 3 + 4 + 5 + 6	(+ 1 2) (+ 3 4 5 6)
(2 * 4) + (3 + 5)	(+ (* 2 4) (+ 3 5))
"string" 'string'	"string"

```
untitled.scm (Output) ×

CS61A Scheme Web Interpreter

Welcome to the 61A Scheme web interpreter!

The source for this interpreter is restricted, but you'll build it yourself as your Scheme Project!

To visualize a list, call (draw <list>).

To draw list visualizations automatically, call (autodraw).

To view an environment diagram of your entire program, call (visualize).

To launch an editor associated with your console, call (editor).

To run a doctest, call (expect <expr> <output>).

scm> (+ 1 2)

3

scm>
```

Python	Scheme
x = 3	(define x 3.14)

Python	Scheme
x = 3	(define x 3.14)
<pre>if x < 0: print(-x) else: print(x)</pre>	(if (< x 0) (- x) x)

Python	Scheme
x = 3	(define x 3.14)
<pre>if x < 0: print(-x) else: print(x)</pre>	(if (< x 0) (- x) x) (if (< x 0) (print (- x)) (print x))

Python	Scheme
x = 3	(define x 3.14)
<pre>if x < 0: print(-x) else: print(x)</pre>	(if (< x 0) (- x) x) (if (< x 0) (print (- x)) (print x)) (print (if (< x 0) (- x) x))

Python	Scheme
x = 3	(define x 3.14)
<pre>if x < 0: print(-x) else: print(x)</pre>	(if (< x 0) (- x) x) (if (< x 0) (print (- x)) (print x)) (print (if (< x 0) (- x) x))
<pre>def abs(x): if x < 0: return -x else: return x</pre>	(define (abs x)

Python	Scheme
x = 3	(define x 3.14)
<pre>if x < 0: print(-x) else: print(x)</pre>	(if (< x 0) (- x) x) (if (< x 0) (print (- x)) (print x)) (print (if (< x 0) (- x) x))
<pre>def abs(x): if x < 0: return -x else: return x</pre>	(define (abs x)(if (< x 0)(- x) x)) unlike python, white space doesn't matter

Python	Scheme
<pre>x = -1 if x < 0: print(x) print("done")</pre>	<pre>(define x -1) (if (< x 0) (begin (print x)</pre>

Python	Scheme
<pre>if(x < 0): print(-1) elif(x > 0): print(1) else: print(0)</pre>	(cond ((< x 0) -1) ((> x 0) 1) (else 0))

Python	Scheme
x = 3	(define x 3)
(x > 1) and (x < 10) true	(and (> x 1) (< x 10)) #t

Python	Scheme
x = 3	(define x 3)
(x > 1) and (x < 10) true	(and (> x 1) (< x 10)) #t
	(or (= x 3) (< (/ x 0) 1)) #t

Python	Scheme
x = 3	(define x 3)
(x > 1) and (x < 10) true	(and (> x 1) (< x 10)) #t
	(or (= x 3) (< (/ x 0) 1)) #t
	(define x 2) (or (= x 3) (< (/ x 0) 1)) Error: division by zero

Scheme Lambda Expressions

Python	Scheme
<pre>f = lambda x,y,z: x+y+abs(z) f(1,2,3)</pre>	<pre>(define f (lambda (x y z)</pre>

Scheme Let Expressions

Python	Scheme
<pre>a = 3 b = 4 c = math.sqrt(a*a + b*b) # a and b remain bound</pre>	<pre>(define c (let ((a 3)(b 4)) (sqrt (+ (* a a) (* b b))))) ; a and b are not bound here</pre>

Scheme Let Expressions

Python	Scheme
	<pre>; inline comment ;; short comment on own line ;;; longer explanatory comment</pre>

Scheme

```
(number? 3)
#t
(zero? 2)
#f
(integer? 2.2)
#f
(equal? 2 2); see also eq?
#t
(string? "foo")
#t
```

Python	Scheme
<pre>for x in range(10): print(x)</pre>	
<pre>x = 0 while(x < 10): print(x) x = x + 1</pre>	

Python	<pre>def factorial(n): if n == 0: return 1 else: return n * factorial(n-1)</pre>
Scheme	

```
Python

def factorial(n):
    if n == 0:
        return 1
    else:
        return n * factorial(n-1)

(define (factorial n)
    (if (= n 0)
        1
        (* n (factorial (- n 1)))
    ))
```

```
def perfectSquare(x,i=0):
              if i > sqrt(x):
Python
                  return False
              else:
                  return i*i==x or perfectSquare(x,i+1)
Scheme
```

```
def perfectSquare(x,i=0):
              if i > sqrt(x):
                   return False
Python
              else:
                   return i*i==x or perfectSquare(x,i+1)
           (define (perfectSquare n i)
              (if (> i (sqrt n))
                  #f
Scheme
                   (or (= (* i i) n) (perfectSquare n (+ i 1)))
           (perfectSquare 16 0)
```

```
def perfectSquare(x,i=0):
               if i > sqrt(x):
                   return False
Python
               else:
                   return i*i==x or perfectSquare(x,i+1)
           (define (perfectSquare n i)
              (if (> i (sqrt n))
                   #f
Scheme
                   (or (= (* i i) n) (perfectSquare n (+ i 1)))
           (perfectSquare 16 0)
           (define (perfectSquare n)
              (define (psHelper n i)
                 (if (> i (sqrt n))
                      #f
Scheme
                      (or (= (* i i) n) (psHelper n (+ i 1)))
                  ))
               (psHelper n 0))
           (perfectSquare 16)
```

```
def fib(n):
              if n == 1:
                return 0
Python
              elif n == 2:
                  return 1
              else:
                  return fib(n-2) + fib(n-1)
Scheme
```

```
def fib(n):
               if n == 1:
                   return 0
Python
               elif n == 2:
                   return 1
               else:
                   return fib(n-2) + fib(n-1)
           (define (fib n)
              (cond
                 ((= n 0) 0)
Scheme
                 ((= n 1) 1)
                 (else (+ (fib (- n 2)) (fib (- n 1))))
              ))
```

```
def countNines(num):
              if( num == 0 ):
                   return 0
              else:
Python
                   if( num % 10 == 9 ):
                       return 1 + countNines(num//10)
                   else:
                       return countNines(num//10)
Scheme
```

```
def countNines(num):
              if( num == 0 ):
                   return 0
              else:
Python
                   if( num % 10 == 9 ):
                       return 1 + countNines(num//10)
                   else:
                       return countNines(num//10)
           (define (countNines num)
              (if (= num 0)
                 0
Scheme
                 (if (= (modulo num 10) 9 )
                     (+ 1 (countNines (floor (/ num 10))))
                     (countNines (floor (/ num 10)))
                 )))
```

```
import math
          def isPrime(n,i=2):
              if i > math.sqrt(n):
                   return True
              else:
Python
                   if n % i == 0:
                      return False
                   else:
                       return isPrime(n,i+1)
          isPrime(9)
Scheme
```

```
import math
           def isPrime(n, i=2):
               if i > math.sqrt(n):
                   return True
               else:
Python
                   if n % i == 0:
                       return False
                   else:
                       return isPrime(n,i+1)
           isPrime(9)
           (define (isPrime n i)
              (if (> i (sqrt n))
                   #t
                   (if (= (modulo n 2) 0)
Scheme
                      #f
                      (isPrime n (+ i 1)))
           (isPrime 9 2)
```

```
import math
           def isPrime(n, i=2):
               if i > math.sqrt(n):
                   return True
               else:
Python
                   if n % i == 0:
                       return False
                   else:
                       return isPrime(n,i+1)
           isPrime(9)
           (define (isPrime n i)
              (cond ((> i (sqrt n)) #t)
                    ((= (modulo n 2) 0) #f)
Scheme
                    (else (isPrime n (+ i 1)))
               ))
           (isPrime 9 2)
```

```
(define (single-digit x)
   ; return true if x>=0 and x<10)
(single-digit 5)
#t
(single-digit 12)
#f</pre>
```

```
(define (single-digit x)
      (and (>= x 0) (< x 10)))
(single-digit 5)
#t

(single-digit 12)
#f</pre>
```

```
(define (single-digit x)
        (and (>= x 0) (< x 10)))

(single-digit 5)
#t

(single-digit 12)
#f

(if (= 5 (+ 2 3)) 10 20)</pre>
```

```
(define (single-digit x)
        (and (>= x 0) (< x 10)))

(single-digit 5)
#t

(single-digit 12)
#f

(if (= 5 (+ 2 3)) 10 20)
10</pre>
```

```
(define (single-digit x)
   (and (>= x 0) (< x 10)))
(single-digit 5)
#t
(single-digit 12)
#f
(if (= 5 (+ 2 3)) 10 20)
10
(define (my-max x y)
   ; your code)
(my-max 20 10)
20
```

```
(define (single-digit x)
   (and (>= x 0) (< x 10)))
(single-digit 5)
#t
(single-digit 12)
#f
(if (= 5 (+ 2 3)) 10 20)
10
(define (my-max x y)
   (if (> x y) x y))
(my-max 20 10)
20
```

```
(define (single-digit x)
   (and (>= x 0) (< x 10)))
(single-digit 5)
#t
(single-digit 12)
#f
(if (= 5 (+ 2 3)) 10 20)
10
(define (my-max x y)
   (if (> x y) x y))
(my-max 20 10)
20
(define (my-max3 x y z)
   (if (and ???)
       X
       (if ???
            z)))
(my-max3 4 12 8)
12
```

```
(define (single-digit x)
   (and (>= x 0) (< x 10)))
(single-digit 5)
#t
(single-digit 12)
#f
(if (= 5 (+ 2 3)) 10 20)
10
(define (my-max x y)
   (if (> x y) x y))
(my-max 20 10)
20
(define (my-max3 x y z)
   (if (and (> x y) (> x z))
       X
       (if (> y z)
            z)))
(my-max3 4 12 8)
12
```

```
(define (single-digit x)
   (and (>= x 0) (< x 10)))
(single-digit 5)
#t
(single-digit 12)
#f
(if (= 5 (+ 2 3)) 10 20)
10
(define (my-max x y)
   (if (> x y) x y))
(my-max 20 10)
20
(define (my-max3 x y z)
                                 (define (my-max3 x y z)
   (if (and (> x y) (> x z))
                                     (cond ((and (> x y) (> x z)) x)
       X
                                           ((> y z) y)
       (if (> y z)
                                           (else z)))
            z)))
(my-max3 4 12 8)
12
```