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State Finished
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Time taken 10 mins 1 sec
Grade 10.00 out of 10.00 (100%)

Question 1

Correct

Mark 3.00 out of 3.00

Fill in the gaps to make the code below type check (compile without type errors):

```
n :: Int
n = 42

i :: Bool
i = False

x :: Double
x = 3.14

y :: Double
y = 1.61

example1 = x + [fromIntegral] (n * [floor] y - [(\z -> if not z then 1 else 0)] i)
```

Your answer is correct.

The correct answer is: Fill in the gaps to make the code below type check (compile without type errors):

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example1 = x + [fromIntegral] (n * [floor] y - [(\z -> if not z then 1 else 0)] i)
```

Question 2

Correct

Mark 4.00 out of 4.00

Match the following expressions with their corresponding types.

[False, False]	[Bool]	✓
[(), (), ()]	[()]	✓
[[], [0]]	[[Int]]	✓
["hello", 1]	TYPE ERROR	✓
(1, 2, 3)	(Int, Int, Int)	✓
[1, 2, 3]	[Int]	✓
[["hello", 1]]	[(String, Int)]	✓
([0], [1])	([Int], [Int])	✓

Your answer is correct.

The correct answer is: [False, False] → [Bool], [(), (), ()] → [()], [[], [0]] → [[Int]], ["hello", 1] → TYPE ERROR, (1, 2, 3) → (Int, Int, Int), [1, 2, 3] → [Int], [["hello", 1]] → [(String, Int)], ([0], [1]) → ([Int], [Int])

Question 3

Correct

Mark 3.00 out of 3.00

Consider the following declaration:

```
data Vector = Vector Double Double Double
```

Which of the following is a valid program (will compile without a type or syntax error)?

Select one:

- ☐ a. `len Vector x y z = sqrt (x^2 + y^2 + z^2)`
- ☐ b. `len Vector (x y z) = sqrt (x^2 + y^2 + z^2)`
- ☐ c. `len = sqrt (x^2 + y^2 + z^2)`
- ☐ d. `len (x, y, z) = sqrt (x^2 + y^2 + z^2)`
- ☐ e. `len v = sqrt (v.x^2 + v.y^2 + v.z^2)`
- ☐ f. `len (x y z) = sqrt (x^2 + y^2 + z^2)`
- ☐ g. `len (Vector x, y, z) = sqrt (x^2 + y^2 + z^2)`
- ☒ h. `len (Vector x y z) = sqrt (x^2 + y^2 + z^2)` ✓
- ☐ i. `len (Vector (x, y, z)) = sqrt (x^2 + y^2 + z^2)`
- ☐ j. `len x y z = sqrt (x^2 + y^2 + z^2)`
- ☐ k. `len v = sqrt (x^2 + y^2 + z^2)`
- ☐ l. `len Vector (x, y, z) = sqrt (x^2 + y^2 + z^2)`

Your answer is correct.

The correct answer is: `len (Vector x y z) = sqrt (x^2 + y^2 + z^2)`