

```
greeting = "Hello, world!"
```

```
-- problem 1
```

```
largest::String->String->String
```

```
largest x y =
```

```
    if (length x) >= (length y)
```

```
        then x
```

```
        else y
```

```
-- problem 2
```

```
{-
```

Since Haskell is left associative the recursive calls to reflect will never get the chance to increment or decrement the num input. To fix this we change the num value within paranthesis as seen below

```
-}
```

```
reflect::Integer->Integer
```

```
reflect 0 = 0
```

```
reflect num
```

```
    | num < 0 = (-1) + reflect (num+1)
```

```
    | num > 0 = 1 + reflect (num-1)
```

```
-- problem 3a
```

```
all_factors::Integer->[Integer]
```

```
all_factors x = [y | y <- [1..x], (mod x y) == 0]
```

```
-- problem 3b
```

```
perfect_numbers = [y | y <- [2..], (sum (init(all_factors y))) == y]
```

```
-- problem 4.1
```

```
is_even::Integer->Bool
```

```
{-
```

```
is_even x =
```

```
    if x == 0
```

```
        then True
```

```
        else is_odd (x-1)
```

```
-}
```

```
is_odd::Integer->Bool
```

```
{-
```

```
is_odd x =
```

```
    if x == 0
```

```
        then False
```

```
        else is_even (x-1)
```

```
-}
```

```
--problem 4.2
```

```
{-
```

```
is_even x
```

```
    | x == 0 = True
```

```
    | otherwise = is_odd (x-1)
```

```
is_odd x
```

```
    | x == 0 = False
```

```
    | otherwise = is_even (x-1)
```

```
-}
```

--problem 4.3

is_even 0 = True

is_even x = is_odd (x-1)

is_odd 0 = False

is_odd x = is_even (x-1)

--problem 5

count_occurrences [] _ = 1

count_occurrences x [] = 0

count_occurrences x y =

if head x == head y

then (count_occurrences (tail x) (tail y)) + (count_occurrences x (tail y))

else count_occurrences x (tail y)