

CSC 345-01 Assignment #3

Original Due: 4:25 PM, Tuesday, November 15

Extended: 4:25 PM, Tuesday, November 22

You must complete this assignment by yourself. You cannot work with anyone else in the class or with someone outside of the class. You may not copy solutions from the world wide web. The code you write must be your own.

Provided Files:

- A3.ml - A shell file.

Description: Complete the OCaml functions in the provided file named A3.ml.

- In coding your functions, you may only use what you have learned so far in this course – **you are NOT allowed to use OCaml's *pattern matching* for this assignment.** Using any other language features of OCaml will result in no credit for a given problem.
- For your convenience, the types of the functions are already specified for you. **Do NOT change problem descriptions, function names, parameter names and parameter types.** Also, do not reorder the original problem descriptions and function definitions.
- The shell file contains placeholders (see below) that indicate where you fill in your code. **Do not make any changes to the shell file except the placeholders.** You are only allowed to replace the placeholders with your OCaml code. You must use the shell file for this assignment.

```
(* FILL IN HERE *)
```

Submission: your A3.ml file

General Programming Assignment Requirements:

- If your program that does not compile, you will lose all points.
- If you submit the wrong file, you will lose all points.
- You must add the header and fill it in the shell file. Otherwise, you will lose all points.

Checklist: Did you remember to:

- worked on the programming assignment by yourself?
- fill in the header in your file A3.ml?
- ensure your program does not suffer a compile error or runtime error?
- ensure your program creates the correct output and that it matches the expected output exactly?
- properly indent your source code so that your indenting is readable and consistent?
- use good names for variables to make your program easy to understand?
- turn in your OCaml source code in a file named A3.ml through D2L?