

Q1.) Upon testing the code in Java my output was:

- a) I are the same
- b) I are the same

Q2.) Upon Java testing:

The size of keyvalueue is 2

The count is 0

Q3.)

- A.) 3, 5
- B.) 6, 10
- C.) 6, 10

Q4.) A multiple selector can be built from two-way selectors and go to statements.,

However the resulting structures are just bad in general, being unwieldy inefficient, and difficult to use at all(writing and reading).

Q5.)

- a) (left->right) sum1 is 46; sum2 is 48
- b) (right-> left) sum1 is 48; sum2 is 46

Q6.)

addition(X,[],[X]).

addition(X,[Y|Tail],[Y|Tail2]) :- addition(X,Tail,Tail2).

Q7.)

del(a, [a|B], B).

del(a, [B, C|D], [B|E]) :- delete(A, [C|D], E).

Q8.)

quick([], []).

quick([HEAD | TAIL], SORTED) :- partify(HEAD, TAIL, LEFT, RIGHT),

quick(LEFT, SORTEDL),

quick(RIGHT, SORTEDR),

appendify(SORTEDL, [HEAD | SORTEDR], SORTED).

partify(pivot_point, [], [], []).

partify(pivot_point, [HEAD | TAIL], [HEAD | LEFT], RIGHT) :- HEAD @=< pivot_point,

partify(pivot_point, TAIL, LEFT, RIGHT).

partify(pivot_point, [HEAD | TAIL], LEFT, [HEAD | RIGHT]) :- HEAD @> pivot_point,

partify(pivot_point, TAIL, LEFT, RIGHT).

appendify([], LIST, LIST).

appendify([HEAD | LIST1], LIST2, [HEAD | LIST3]) :- appendify(LIST1, LIST2, LIST3).

Q9.)

flattenize(List, flattenizeed):-

flattenize(List, [], flattenizeed).

flattenize([], flattenizeed, flattenizeed).

flattenize([Item|Tail], L, flattenizeed):-

flattenize(Item, L1, flattenizeed),

flattenize(Tail, L, L1).

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flattenize(Item, flattenizeed, [Item|flattenizeed]);
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Q10.) this is what I get by checking the system

a) 'a -> 'b, 'b -> 'a.

b) int -> 'a.

c) 'a list * ('a -> 'b) -> 'b list.

11.)fun reduce1 (nil,FUNC) = raise EmptyList

reduce1 ([a].FUNC) = a (* rem I want F to take two args *)

reduce1 (FUNC,x::xs) = F(x,reduce(F,xs)) ;

Q12.) the result of reduce(op -, L) would be the list but negative. so (-a1,-a2 ect).

Q13.)

a.) Reduce(Or,List[])

b.)

fun concatz (x:strings):string =

case y of []

[] => "" // looks for empties

| h::t=> h ^ (concatz t);

Q14.)

a.)

fun filtrate(Y,nil) = nil;

filtrate(Y,x) =

if Y(x) then x::filtrate(Y,xz)

else filtrateY,xz);

x++;

if x<3 then stop;

Q15.) `reduce(map(x,y),z);`

Q16.) `fun leapz(y:int)= if x mod 400 = 0 then true`

`else if x mod 100 = 0 then false`

`else if x mod 4 = 0 then true else false;`

Q17.)

`fun quick nil = nil`

`| quick (pivot_point :: rest) =`

`let`

`fun split(nil) = (nil,nil)`

`split(y :: yz) =`

`let`

`value (below, above) = split(yz)`

`in`

`if y < pivot_point then (y:: below, above)`

`else (below, y :: above)`

`end;`

`value (below, above) = split(rest)`

`in`

`quick below quick above`

`end;`