

Lab session 9 – Lisp/Clojure (part II)

Unit	Programming languages: principles and design (6G6Z1110) Programming languages – SE frameworks (6G6Z1115)
Lecturer	Rob Frampton
Week	10
Portfolio element	This lab is not part of the portfolio.

Description

The aim with this lab exercises is to practise the several Lisp/Clojure elements as studied in the lecture “Lisp/Clojure – part II”.

Note: This lab is meant to be performed on *repl.it* (<https://repl.it/>). On *repl.it*, you can create Clojure programs and compile them using a remote JVM. You can also create an account on *repl.it*, which is free, then select “*New Repl*” under the “*my repls*” menu and then, “*Clojure*” under the “*Practical*” programming languages section. Although the use of *repl.it* is very intuitive, take few minutes to get familiar with its GUI before you start with the lab exercises.

Exercises

Exercise 1

Write a function named `min-seq` which takes a vector of numbers as an argument, and returns the smallest element of the vector. You should use the `reduce` function and the `min` function to do this.

An example output of your function might be:

```
(min-seq [ 3 1 4 3 ])
=> 1
```

Exercise 2

Write a function named `hasTenMultiple` which takes a vector of numbers as an argument, and returns `true` if there is at least one element which is a multiple of ten.

An example output of your function might be:

```
(hasTenMultiple [ 11 23 49 ])
=> false
(hasTenMultiple [ 11 23 40 ])
=> true
```

Exercise 3

Write a function named `filterStrings`, which takes a vector of strings as an argument. If the vector is empty, the function should print the message “*One or more strings must be provided*”. Otherwise, it returns all the strings from the input whose length is greater than 5.

An example output of your function might be:

```
(filterStrings [ ])
One or more strings must be provided
=> nil
(filterStrings [ "Assume", "Ample", "Extract", "End" ])
=> ("Assume" "Extract")
```

Exercise 4

- Write a function named `ten-divides` which takes an argument n . The function should return `true` if n is divisible by 10 and `false` otherwise. You will need to use the [mod](#) function.
- Create a function named `random-tens` which takes no arguments. On the first line, define a variable named `numbers` using the [def](#) function, with the following value (This code generates 10 random numbers between 0 and 99):

```
(repeatedly 10 #(rand-int 100))
```

- On the second line of your function, you will need to insert and complete the following if statement:

```
(if (not-any? <???)
    <??? code for true>
    <??? code for false>
)
```

The `not-any?` function will return `true` if a given function returns `true` for **none** of the elements in a given sequence. Add the appropriate arguments so that this `if` function tests to see if none of the random numbers are divisible by 10. You will use the function you wrote in part a.

- When none of the random numbers are divisible by 10, the function should print out “No multiples of ten” using the [println](#) function.
- Otherwise, the function should return all the values which are multiples of 10. You will need to use the [filter](#) function.

An example output of your function might be:

```
(random-tens)
No multiples of ten
=> nil
(random-tens)
=> (40 30)
```

- Write a function named `divides?` which takes as inputs a divisor x and a number n . The function should return `true` if x divides n and `false` otherwise. For example:

```
(divides? 2 10)
=> true
(divides? 10 13)
=> false
```

- g) You will now modify your `random-tens` function so that it uses the more generic `divides?` function rather than `ten-divides`. However, because you are passing the function *itself* as an argument to other functions, it is not obvious how you can do this while fixing the first argument to `divides?` as 10. Instead, you will need to create an *anonymous function* which takes a single argument x , and calls `divides?` with 10 as the first argument and x as the second, which can now replace `ten-divides`.

Test that your function works the same as in part e).