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# Tutorial Problem Set 4

## CS 152 – Abstractions and Paradigms in Programming

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1. Write a macro to implement C-style while loops in dracket. In general, the syntax of while is:

```
(while boolean-expression one-or-more-statements)
```

The example below illustrates the use of the while macro:

```
(define i 10)
(define y 0)
(while (> i 0)
  (set! y (+ y i))
  (set! i (- i 1)))
```

2. Consider a non-terminating system which keeps on accepting a sequence of numbers as inputs from the keyboard using the function called (read). Read about read (pun intended) from the racket documentation. The system, on receiving an input, (display)s the sum of the last three inputs read. Write a function called which simulates the system. Once again, clearly identify the state variable.
3. Write a function to-decimal to convert a list of characters into decimal numbers. Your number should, for instance, convert (#\2 #\4 #\3 #\5 #\6 #\5) into 243.65. If you think some variable represents the state of the system, name the variable as state.
4. Consider a non-terminating system which keeps on accepting a sequence of numbers as inputs from the keyboard using the function called (read). Read about read (pun intended) from the racket documentation. The system, on receiving an input, (display)s the sum of the last three inputs read. Write a function called (sum-of-last-three) which simulates the system. Once again, clearly identify the state variable.
5. Consider the bank account objects created by make-account, with the password modification. Suppose that our banking system requires the ability to make joint accounts. Define a procedure make-joint that accomplishes this. make-joint should take three arguments. The first is a password-protected account. The second argument must match the password with which the account was defined in order for the make-joint operation to proceed. The third argument is a new password. make-joint is to create an additional access to the original account using the new password. For example, if peter-acc is a bank account with password open-sesame, then:

```
(define paul-acc
  (make-joint peter-acc 'open-sesame 'rosebud))
```

will allow one to make transactions on `peter-acc` using the name `paul-acc` and the password `rosebud`. The original `make-account` is given below:

```
(define (make-account balance)
  (define (withdraw amount)
    (if (>= balance amount)
        (begin (set! balance (- balance amount))
                balance)
        "Insufficient funds"))
  (define (deposit amount)
    (set! balance (+ balance amount))
    balance)
  (define (dispatch m)
    (cond [(eq? m withdraw) withdraw]
          [(eq? m deposit) deposit]
          [else "Unknown request"]))
  dispatch)
```

6. If the language is without side-effects, we do not have to specify the order in which the sub-expressions should be evaluated (e.g., left to right or right to left). When we introduce assignment, the order in which the arguments to a procedure are evaluated can make a difference to the result. Define a simple procedure `f` such that evaluating `(+ (f 0) (f 1))` will return 0 if the arguments to `+` are evaluated from left to right but will return 1 if the arguments are evaluated from right to left.

```
> (+ (f 0) (f 1))
0
```

Since `dracket` evaluates expressions from left to right, I shall simulate a right-to-left evaluation by flipping the arguments:

```
> (+ (f 1) (f 0))
1
```

A second time evaluation also produces the same result

```
> (+ (f 1) (f 0))
1
> (+ (f 0) (f 1))
0
>
```

7. **Pen and paper exercise:** Using the environmental model of execution, explain the output of the following program:

```
(define (f i q)
  (define (p) @i)
  (if (> i 3) (f (-i 2) p)
      (begin
        (+ (p)(q)))))
(define (g) ())
(define (main) (f 4 g))
(main)
```

Your explanation should include the figures of the environment at the point marked with @ every time it is visited.