CIENCIAS DE LA COMPUTACIÓN UNIVERSIDAD DE CHILE

LENGUAJES DE PROGRAMACIÓN 2020 — 2° SEMESTRE

CLASE 3:

- Functions as values
- A good programming practice
- Pattern matching

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Anonymous and higher-order functions

Anonymous functions

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SYNTAX: (\lambda (arg_1 \dots arg_n) func-body)
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EXAMPLE: $(\lambda (n) (+ n 3))$

Higher-order functions

• That takes as argument a function:

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(\text{map } (\lambda (n) (+ n 3)) '(1 2 3)) \sim (4 5 6)
(filter even? '(1 2 3)) \sim (4 5 6)
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• That returns a function as output:

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(define (add-n n) (\lambda (x) (+ x n))
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- 1. Define function (negate p) that takes a predicate p and returns its negation.
- 2. Define function (reject p 1) that takes a list 1 and a predicate p and removes from the list the elements satisfying p.
- 3. Define a function (apply-twice f) that takes a function f:A → A and returns the functions that applies f twice to its argument.

Currying

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 C CURRYING f^{\sharp} : A \rightarrow (B \rightarrow C)

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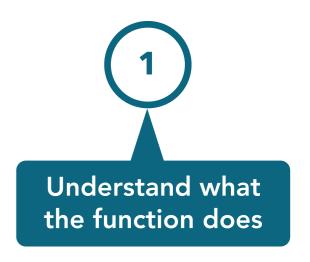
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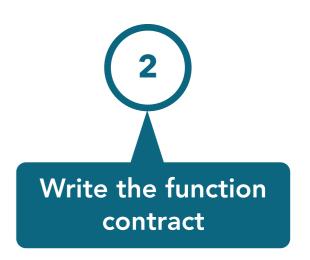
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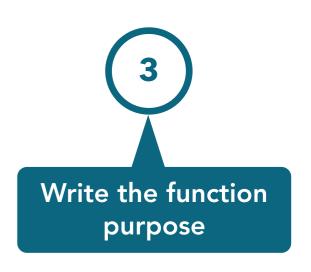
```
((curry <) 1)
    [def. curry]
((\lambda (a) (\lambda (b) (< a b))) 1)
   [funct. application]
(\lambda (b) (< 1 b))
```



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;; Doubles the elements of the list
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(test (double-list '(1 2 3)) '(2 4 6))
(test (double-list empty) empty)

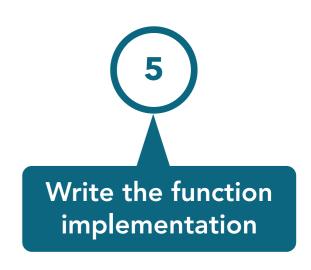
Requires
#lang play
```



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- Implementation should be the last step!!!
- Tests should cover all "significant" cases
- GIGO: garbage-in garbage-out

- Support for testing functions on inputs that throw an (error "bla ...")
 - ► See <u>PrePLAI</u> [Section 5.2]

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> (def (list x y z) '(1 2 3))
> y
2
>
```

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> (def (list x y z) '(1 2 3))
> y
2
>
```

```
;; distance :: (cons Int Int) (cons Int Int) -> Float
;; Calcula la distancia entre dos puntos
(define (distance p1 p2)
   (def (cons x1 y1) p1)
   (def (cons x2 y2) p2)
   (sqrt (+ (expt (- x1 x2) 2) (expt (- y1 y2) 2))))
```

Define function (apply-f-n f n) that returns the function obtained by composing f with itself n times

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Function implementation as last step

Lecture material

Bibliography

PrePLAI: Introduction to functional programming in Racket [Sections 3, 4.1 and 5.1]

For a more detailed reference, see the online Racket documentation:

- Racket Guide: tutorial
- Racket Reference: reference manual