

1. ASCII Values

```
(define a 97)
(define A (- a 32))
(define b 98)
(define B (- b 32))
(define c 99)
(define C (- c 32))
```

2. Right Angel

```
(define isRightAngled
  (lambda (B L H)
    (if (= (+ (* BB)(* LL)(* HH)))
        #t
        #f)))
```

3.

a. Factorial

```
(define factorial
  (lambda (n)
    (if (= n 1)
        1
        (+ (factorial (- n 1))n))))
```

b. Fibonacci

```
(define fib
  (lambda (n)
    (if(= n1)
        1
        (if ( = n 2 )
            1
            (+ (fib (- n 1))(fib (- n 2)) )))))
```

4.

a.

```
(define max
  (lambda (n)
    (if (null? n)
        0
        (if (null ? (car list )) (car list)
            (if (> (car list)(max(cdr list)))(car list)
                (max(cdr list)) )))))
```

b.

```
(define helper
  (lambda (n)
    (if ( = n 0 )
        #t
        (if ( = n 1 )
            #f
            (helper(- n 2) ) ) ) )
```

```
(define even
  (lambda (n)
    (if (null? n ) (list)
        (if (helper(car n ))(cons (car n)(even(cdr x)) ) ) ) )
```

5.

a.

```
(define helper
  (lambda ((a b ) (list x y)) )
(define pairs
  (list ( pair( 5 1 ) ( 4 6 ) ( 8 7 ) (10 15)) )
```

b.

```
(define firstSum
  (lambda (list n )
    (if (null? n )
        0
        (+ (car(car n)) (firstSum (cdr n)) )))
```

6.

a. (define filter

```
(lambda(test_op lst)
  (if(null? lst) (list)
    (if(test_op (car lst))
        (cons(car lst)(filter test_op (cdr lst)))
        (filter test_op (cdr lst)) ))))
```

b.

```
(define foldl
  (lambda (op zero_ele lst)
    (if (null? lst)
        zero_ele
        (foldl op (op (car lst ) zero_ele) (cdr lst)))))
```

7.

- a. 

```
(define pair
  (lambda ((x y)
    (list x y ) )))
(define pairs
  ( pair ( 1 3)(4 2 )( 5 6) )
```
- b. 

```
(define nth
  (lambda (op lst x )
    (if (< x 0) -1
      (if (null? lst) -1
        (if (= n 0)
          (op(car(car(lst)) (car(cdr(car lst)))))
          (nth op (cdr lst)( x 1) )))))
```
- c. sad