

CS 330 – Programming Languages
HW5Scheme 1

Name _____ Stuart Lech _____ Grade _____

Part I. Warming up - tell the result from evaluating the following scheme expressions. You could use DrRacket (Lang = Pretty Big or similar) to verify your answers for this part. (2x20=40 points)

- | | | | |
|-----|--|---|--|
| (a) | (cdr (car '((a b) d (c d)))) | → | ____(b)_____ |
| (b) | (car (car (cdr '(cdr ((a b) (c d) e f))))) | → | _____'(a b)_____ |
| (c) | (cadadr ' ((a b) (c d) (e f))) | → | _____d_____ |
| (d) | (cdr '(car (cdr (cdr ((a b) (c d) e f))))) | → | _____((cdr (cdr((a b) (c d) ef)))_____ |
| (e) | '(car '(car (cdr (cdr ((a b) (c d) e f))))) | → | _____(car '(car (cdr (cdr ((a b) (c d) e f)))))_____ |
| (f) | (cons 'a ' (b c d)) | → | _____(a b c d)_____ |
| (g) | (append '(a b) '(c d)) | → | _____(a b c d)_____ |
| (h) | (list '(a b) '(c d)) | → | _____((a b) (c d))_____ |
| (i) | (member 'a '(ba b a c)) | → | _____(a c)_____ |
| (j) | (list '(b c d) (list 'a)) | → | _____((b c d) (a))_____ |
| (k) | ((lambda x x) 1 2 3) | → | _____(1 2 3)_____ |
| (l) | (symbol? 'a) | → | _____#t_____ |
| (m) | (null? '()) | → | _____#t_____ |
| (n) | (reverse '(a (b c) d)) | → | _____(d (b c) a)_____ |
| (o) | (length '(a (b c) (d) e)) | → | _____4_____ |
| (p) | (display "Hello World!") | → | _____Hello World!_____ |
| (q) | (write "Hello World!") | → | _____"Hello World!"_____ |
| (r) | (let ((a 2)) (set! a (read)) a)
(input is <i>Hello World!</i>) | → | _____Hello_____ |
| (s) | (append '(b c d) (list 'a)) | → | _____(b c d a)_____ |
| (t) | (reverse (cdr (reverse '(x y z)))) | → | _____(x y)_____ |

Part II. Working with numbers on Leetcode – define racket scheme functions for the following leetcode problems. Note that leetcode heading include a contract def using -> which should not affect your solution. The easiest way to implement your scheme solutions in racket and then simply initiate a call from the leetcode interface function to your scheme function. Submit screenshot of your source code and leetcode acceptance for this part. (10X3=30 points)

1. Problem 136 single number

Hint:

- call your function (ex., sn) with a sorted list (asc),
 - check to see if car is same as cadr, if yes, recursive call on cdr, if no, return car
- What is the base case here?

```

1 (define (single-number lst)
2   (define (remove-all item lst)
3     (filter (lambda (x) (not (equal? x item))) lst))
4     (cond ((null? lst) (error "List is empty."))
5           ((null? (car lst)) (car lst))
6           ((eq? (car lst) (cadr lst)) (single-number (cadr lst)))
7           ((not (member (car lst) (cadr lst))) (single-number (remove-all (car lst) lst)))
8           (else (single-number (remove-all (car lst) lst))))))
9
10 (define (delete-item lst)
11   (filter (lambda (x) (not (equal? x item))) lst))
12

```

Testcase > Test Result

Accepted Runtime: 325 ms

Case 1 Case 2 Case 3

Input

nums =

[2,2,1]

Output

1

Expected

1

Contribute a test case

2. Problem 137 single number 2

Hint: extending from 136 appears to be cake

Accepted Runtime: 1799 ms Memory: 126.74 MB

Run 7.69% of users with Racket

Code: Racket

```

1 (define single-number
2   (lambda (nums)
3     (cond ((null? (cdr nums)) (car nums))
4           ((list? (member (car nums) (cdr nums))) (single-number (delete (car nums) nums)))
5           (else (car nums))))))
6
7 (define delete
8   (lambda (item lst)
9     (cond ((null? lst) '())
10           ((equal? item (car lst)) (delete item (cdr lst)))
11           (else (cons (car lst) (delete item (cdr lst)))))))
12

```

Testcase > Test Result

Accepted Runtime: 375 ms

Case 1 Case 2

Input

nums =

[1,2,2,1,2]

Output

3

Expected

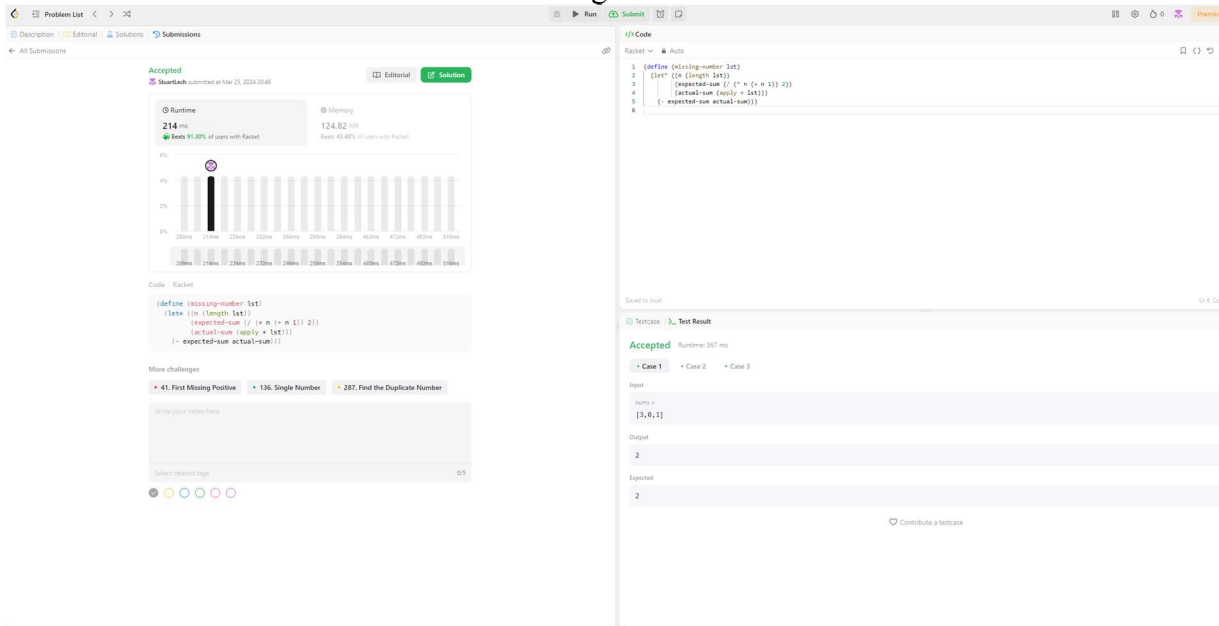
3

Contribute a test case

3. Problem 268 missing number

Hint:

- call your main function with the list sorted in DSC order.
- At reverse order, car should equal list length
- How do we know the list is missing a 0?



Part III. Working with list – Define any three of the following scheme functions and store them in a single scheme file. Defining helper function as needed. Be sure to include your name(s) as well as other necessary comments in your scheme file. (3x10=30 points each)

- `removeHT` – a function that accepts a list argument and returns a list with the first (i.e., Head) and last elements (i.e., Tail) removed. It returns `()` if original list has fewer than 3 elements. if Ex.,

$(\text{removeHT } ((a\ b)\ c\ d\ e)) \rightarrow (c\ d)$
 $(\text{removeHT } (a\ b)) \rightarrow ()$

- `level` - a procedure that takes a list argument and returns a list that contains all the original atoms as top-level elements. For example, $(\text{level } '(a\ ("bb"\ c)\ d\ (e\ (4\ g)))) \rightarrow (a\ "bb"\ c\ d\ e\ 4\ g)$.
- `insert` – a procedure that accepts an object `obj`, a nonnegative integer `n`, and a list `L`. It inserts `obj` into `L` at position `n`. Note that `n` is between 0 and `(length L)`. For example, $(\text{insert } 'a\ 0\ '(b\ c\ d)) \rightarrow (a\ b\ c\ d)$, $(\text{insert } 'a\ 3\ '(b\ c\ d)) \rightarrow (b\ c\ d\ a)$, and $(\text{insert } 'a\ 0\ '()) \rightarrow (a)$
- `permutation` - a procedure that accepts a list argument `L` and returns a list of all the permutations of `L`. For example, $(\text{permutations } '(a\ b\ c))$ should return something like the following:

$((a\ c\ b)\ (c\ a\ b)\ (c\ b\ a)\ (a\ b\ c)\ (b\ a\ c)\ (b\ c\ a))$

Hint: You could get permutation of `(a b c d)` by inserting `a` (the car of list) into every position of each top-level element (i.e., sublist) of the permutation of `(a b c)` (the cdr of list).

This assignment is worth 100 points and is due on Monday (3/25) at 10 PM. Please submit two documents on moodle: a document file (word or pdf) for part 1 and 2, and a scheme file for part 3.