\$cse112-wm/Assignments/asg2-ocaml-interp .score/00-hello-world.sb

```
1: # $Id: 00-hello-world.sb,v 1.1 2019-01-18 11:47:25-08 - - $
2: #
3: # Classic Hello World program.
4: #
5: print "Hello, World!"
```

\$cse112-wm/Assignments/asg2-ocaml-interp .score/01-1to10.sb

```
1: # $Id: 01-1to10.sb,v 1.1 2019-01-18 11:47:25-08 - - $
 3: # Print the numbers 1 to 10, one number per line.
 4: #
 5:
           print
                  1
 6:
           print 2
 7:
           print
                  3
           print 4
 8:
 9:
           print 5
           print 6
10:
11:
           print
                  7
12:
           print 8
13:
           print 9
14:
           print 10
```

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01/22/20 16:07:43

```
1: # $Id: 02-exprs.sb,v 1.1 2019-01-18 11:47:25-08 - - $
 2: #
 3: # some expressions using print
 4:
             print "1+1 = ", 1+1
print "2-2 = ", 2-2
print "3*3 = ", 3*3
 5:
 6:
 7:
 8:
 9:
             print
10:
             print "4/9 = ", 4/9
print "3*4+5*6 = ", 3*4+5*6
11:
12:
13:
```

32:

```
1: # $Id: 10-exprs.sb,v 1.1 2019-01-18 11:47:25-08 - - $
 3: # All of the following should print something without error messages.
 4: # This program checks to see if expressions can be interpreted.
 6:
7:
           let pi = 4 * atan(1)
8:
           let e = exp(1)
9:
                           = ", 1+1
10:
           print "1+1
                           = ", 2- 2
11:
           print "2-2
                          = ", 3*3
12:
           print "3*3
                           = ", 4/9
13:
           print "4/9
           print "2^10
                           = ", 2^10
14:
           print "3*4+5*6 = ", 3*4+5*6
15:
16:
17:
           print "log(10) = ", log(10)
           print "sqrt(2) = ", sqrt(2)
18:
                          = ", pi
19:
           print "pi
                          = ", e
20:
           print "e
21:
           print "+1/+0 = ", +1/+0
22:
                          = ", -1/+0
23:
           print "-1/+0
                           = ", +1/-0
24:
           print "+1/-0
                           = ", -1/-0
25:
           print "-1/-0
                           = ", +0/+0
26:
           print "+0/+0
           print "-0/-0
                           = ", -0/-0
27:
28:
           print "sqrt(-1) = ", sqrt(-1)
29:
                           = ", log(0)
           print "log(0)
30:
31:
          print "6.02e23 = ", 6.02*10*23
```

print (1+2)/7 = (1+2)/7

\$cse112-wm/Assignments/asg2-ocaml-interp .score/11-let.sb

\$cse112-wm/Assignments/asg2-ocaml-interp .score/12-let-dim.sb

```
1: # $Id: 12-let-dim.sb,v 1.1 2019-01-18 11:47:25-08 - - $
2:
3: # Simple let without expressions.
4:
5:     let i = 6
6:     print i
7:     dim a[10]
8:     let a[i] = 9
9:     print a[i]
```

\$cse112-wm/Assignments/asg2-ocaml-interp .score/20-goto.sb

```
1: # $Id: 20-goto.sb,v 1.1 2019-01-18 11:47:25-08 - - $
 2: #
 3:
            goto zero
 4: four:
           print "four"
 5:
            goto done
 6: one:
            print "one"
 7:
           goto two
 8: three: print "three"
 9:
            goto four
           print "two"
10: two:
11:
            goto three
12: zero:
           print "zero"
13:
            goto one
14: done:
```

\$cse112-wm/Assignments/asg2-ocaml-interp .score/21-let-if.sb

```
1: # $Id: 21-let-if.sb,v 1.1 2019-01-18 11:47:25-08 - - $
2: #
3: let i = 1
4: loop: print i
5: let i = i + 1
6: if i <= 10 goto loop
```

```
1: # $Id: 22-fibonacci.sb,v 1.1 2019-01-18 11:47:25-08 - - $
 3: # Print out all Fibonacci numbers up to max.
 4: #
            let max = 10^6
 5:
 6:
 7:
            let fib0 = 0
           let fib1 = 1
 8:
 9:
           print "fib(", 0, ")=", fib0
            print "fib(", 1, ")=", fib1
10:
11:
            let i=1
           let fib = fib0 + fib1
12: loop:
13:
            let i=i+1
           print "fib(", i, ")=", fib
14:
15:
           let fib0 = fib1
16:
           let fib1 = fib
17:
           if fib <= max goto loop
```

```
1: # $Id: 25-pi-e-fns.sb,v 1.2 2020-01-22 16:09:25-08 - - $
2:
3:
            print pi, e
 4:
            let pi = 4 * atan(1)
 5:
            let e = exp(1)
 6:
            print "pi = ", pi
            print "e = ", e
7:
8:
9:
            print "sqrt
                          (pi) = ", sqrt
                                           (pi)
                          (pi) = ", exp
10:
            print "exp
                                           (pi)
11:
            print "log
                          (pi) = ", log
                                           (pi)
12:
                          (pi) = ", sin
            print "sin
                                           (pi)
            print "cos
                          (pi) = ", cos
13:
                                           (pi)
                          (pi) = ", tan
14:
            print "tan
                                           (pi)
                          (pi) = ", acos
15:
            print "acos
                                           (pi)
16:
            print "asin
                          (pi) = ", asin
                                           (pi)
17:
            print "atan
                          (pi) = ", atan
                                           (pi)
                          (pi) = ", abs
18:
            print "abs
                                           (pi)
19:
                          (pi) = ", ceil
            print "ceil
                                           (pi)
            print "floor (pi) = ", floor (pi)
20:
            print "round (pi) = ", round (pi)
21:
22:
```

```
1: # $Id: 31-collatz.sb,v 1.1 2020-01-22 16:10:01-08 - - $
 3: # Given the value of N1, is the following program guaranteed
 4: # to terminate? If so, what is the big-O of time for termination?
 5: # http://en.wikipedia.org/wiki/Collatz_conjecture
 6:
 7: # Big-O
 8: # C:
            while (n>1) n=n&1?3*n+1:n/2;
 9: \# APL: L: -> Lxi1 < N < -((|_N/2), 3xN+1)[1=2|N]
10:
11:
            input N1
12:
            let i = 0
13:
            let n = N1
14: while: if n <= 1 goto done
15:
            let i = i + 1
16:
            let f = floor (n / 2)
17:
            if n != f * 2 goto odd
18:
            let n = f
19:
            goto while
20: odd:
            let n = n * 3 + 1
21:
            goto while
22: done: print N1, "loops ", i, "times."
```

```
1: # $Id: 32-factorial.sb,v 1.2 2020-01-17 14:21:14-08 - - $
 2: #
 3: # Factorial.
 4: #
 5: read: print "Factorial of:"
 6:
            input x
 7:
            # check the variable eof for a valid value or not.
           if eof = 1 goto stop
 8:
 9:
            if x != x goto error
            if x < 0 goto error
10:
11:
            goto letfac
12: error: print "Invalid input."
13:
           goto read
14:
15: #
16: #
17: #
18:
19: letfac: let factorial = 1
           let itor = 2
20:
21: loop: if itor > x goto prt
            let factorial = factorial * itor
22:
23:
           let itor = itor + 1
24:
            goto loop
           print "factorial(", x, ") = ", factorial
25: prt:
26:
            goto read
27:
28: #
29: # end of file.
30: #
31:
32: stop: print "Program stopping."
```

```
1: # $Id: 33-quadratic.sb,v 1.2 2020-01-22 16:10:33-08 - - $
 3: # Quadratic equation solver
 4: #
 5:
 6:
           print "Quadratic Equation solver."
 7: loop:
           print "Input a, b, c"
 8:
           input a, b, c
 9:
           if eof = 1 goto stop
           let q = sqrt (b ^ 2 - 4 * a * c)
10:
           print "Equation: ", a, " * x ^ 2 +", b, " * x +", c
11:
12:
           print "root1 = ", (-b + q) / (2 * a)
13:
           print "root2 = ", (-b - q) / (2 * a)
14:
           goto loop
15: stop:
```

```
1: # $Id: 40-sort-array.sb,v 1.3 2020-01-17 14:21:14-08 - - $
 3: # sort numbers
 4: #
 5: # Input is a sequence of numbers ending with end of file.
 6: # User is assumed to have not more than 100 numbers.
7: # Note that nan != nan, other was x = x for all x that is not nan.
8: #
9:
            let size = 100
10:
            dim a[size]
11:
            let max = 0
            input x
12: read:
13:
            if eof != 0 goto eof
14:
            if x != x goto error
            let a[max] = x
15:
16:
            let max = max + 1
17:
            if max < size goto read
18: eof:
19:
            print ""
20:
            print "unsorted"
21:
            let i = 0
22: prtlp: print "a[", i, "]=", a[i]
            let i = i + 1
24:
            if i < max goto prtlp
25:
            if i < 1 goto sorted</pre>
26:
27:
            let i = max - 1
28: outer: let j = 0
29: inner: if a[j] \le a[j + 1] goto noswap
30:
            let t = a[j]
31:
            let a[j] = a[j+1]
            let a[j+1]=t
32:
33: noswap: let j = j + 1
            if j <= i - 1 goto inner
34:
35:
            let i = i - 1
36:
            if i > 0 goto outer
37:
38: sorted: print ""
39:
            print "sorted"
40:
            let i = 0
41: sortlp: print "a[", i, "]=", a[i]
42:
            let i = i + 1
43:
            if i < max goto sortlp</pre>
44:
            goto stop
45: error: print "Invalid input"
46: stop:
```

```
1: # $Id: 41-eratosthenes.sb,v 1.2 2020-01-17 14:21:14-08 - - $
 2: #
 3:
            let n = 100
 4:
            dim sieve[n]
 6: # Assume all numbers in the sieve are prime
 7:
            let i = 2
 8:
 9: init:
            let sieve[i] = 1
10:
            let i = i + 1
11:
            if i < n goto init
12:
13: # Find primes and punch out their multiples.
14:
15:
            let prime = 2
16: primes: if sieve[prime] = 0 goto next
17:
            print prime
18:
            let i = prime * 2
19:
            goto punch
20: loop:
           let sieve[i] = 0
21:
            let i = i + prime
22: punch: if i < n goto loop
23:
24: next:
            let prime = prime + 1
25:
            if prime <= n goto primes
```

```
1: $Id: SCORE, v 1.3 2019-01-31 17:02:20-08 - - $
 3: Grader: copy this file into the student's directory and grade
 4: according to the following point values. There are a max of 30
 5: points for the program and 30 points for the test run.
 6:
7: The numbers in parens are the max points for a particular section.
 8: Enter some number between 0 and the max depending on the quality
 9: of the work.
10:
11:
12:
13: PROGRAM SOURCE CODE. (30)
14:
            (3) Run checksource. Deduct 1 point per different
15:
16:
                file complained about, but not more than 2 points.
17:
                checksource README *.ml >check.log
18:
19:
                DO NOT DEDUCT POINTS for complaints about generated
20:
                files: parser.{mli,ml} and scanner.ml.
21:
22:
            (3) Look at the code. Formatted reasonably? Properly
23:
                indented? Good choice of identifiers?
24:
25:
            (3) Code to implement the INPUT statement
26:
27:
            (3) Code to implement the DIM statement
28:
29:
            (3) Code to implement the LET statement
30:
31:
            (3) Code to implement the IF statement
32:
            (3) Code to implement the GOTO statement
33:
34:
35:
            (3) code to evaluate operator expressions
36:
37:
            (3) code to evaluate function calls and arrays from
38:
                the symbol table
39:
40:
            (3) function interpret uses tail recursion in all cases
41:
42: total source code score: /30
43: Minimum score is 1 if the directory exists.
44:
45:
46:
47: TEST RUN.
               (30)
48:
49: Record a score of zero to two points for each of the following
50: test programs. Indicate why any point loss. Add up the best
51: 15 scores for a total max of 30, and ignore the lowest score.
52:
              00-hello-world.sb
53:
54:
              01-1to10.sb
55:
              02-exprs.sb
56:
              10-exprs.sb
              11-let.sb
57:
58:
              12-let-dim.sb
```

```
$cse112-wm/Assignments/asg2-ocaml-interp
01/22/20
                                                                        2/2
16:07:38
                                .score/SCORE
 59:
                20-goto.sb
 60:
                21-let-if.sb
 61:
                22-fibonacci.sb
 62:
                25-pi-e-fns.sb
 63:
                30-input-pi.sb
 64:
                31-big-o-.sb
 65:
                32-factorial.sb
 66:
                33-quadratic.sb
 67:
                40-sort-array.sb
 68:
                41-eratosthenes.sb
 69:
 70: total test run score: /30
 71:
 72:
 73:
 74: Add up the two numbers out of 30 and enter the score below at
 75: the end of the line that says SCORE=. TOTAL SCORE ENTERED BELOW
 76: BETWEEN 1 and 60. A score of 0 is used to indicate nothing was
 77: submitted. If they submitted anything at all, it is worth at
 78: least 1 point.
```

82: If the student is doing pair programming verify that the partner's

83: directory exists. If not mkdir. Then cp SCORE into it. 84: make sure the symlink PARTNER points in both directions.

79:

81:

85:

80: TOTALSCORE=

```
1:
 2: Grader: If the student is working alone, ignore this file and
 3: do not deduct any points described here. If the students are
 4: working in a pair, grade *ONLY* one of the pair's work.
 6: Make a *relative* symlink in the non-graded partner's directory
7: called SCORE pointing at the SCORE file in this directory. Do
 8: not copy the SCORE file. Create the symlink via:
        ln -s ../(partner)/SCORE
10: where (partner) is the partner's actual username. After that,
11: ls -la should show something like
                    17 Jun 10 18:04 SCORE -> ../(partner)/SCORE
        lrwxr-xr-x
13:
14: (2) Did both partners' names and usernames appear in a comment
        at or near the top of all text files submitted (except
15:
16:
        see below for PARTNER file)?
17:
18: (2) Did they both submit a README which contained the required
        contents? Deduct the full 2 points if either partner
19:
        did not.
20:
21:
22: (6) Was the PARTNER file exactly correctly formatted?
23:
        Use partnercheck to verify this. Both partners must have
24:
        a PARTNER file pointing at each other for either of them
        to get these points. Both users' PARTNER files must be
25:
26:
        reported as valid by the partnercheck script. Deduct the
27:
        full 6 points if either partner did not.
28:
29: These files must be spelled README and PARTNER, respectively,
30: in exactly that way, in upper case. Add up the negative points
31: above and enter that on the TOTALPAIR line.
32:
33: TOTALPAIR=
34: .between -10 and 0, inclusive.
36: In the SCORE file, reduce TOTALSCORE by TOTALPAIR.
37:
38: $Id: SCORE.pair, v 1.3 2019-10-30 14:38:48-07 - - $
```

\$cse112-wm/Assignments/asg2-ocaml-interp .score/mk.build

```
1: #!/bin/bash
2: # $Id: mk.build, v 1.1 2019-01-18 11:47:25-08 - - $
3: # Checksource and do the build.
4:
5: export PATH=$PATH:/afs/cats.ucsc.edu/courses/cmps112-wm/bin/
6: partnercheck 2>&1 | tee partnercheck.log
7: checksource Makefile README* *.ml* >checksource.log 2>&1
8: gmake >gmake.log 2>&1
```

```
1: #!/bin/sh -x
 2: # $Id: mk.tests, v 1.3 2019-01-28 15:18:17-08 - - $
 4: export PATH=$PATH:/afs/cats.ucsc.edu/courses/cmps112-wm/bin
 6: checksource *.ml* >check.log
 7: # Don't deduct points for parser.ml and scanner.ml.
 8: # parser.ml and scanner.ml are generated files.
10: ./sbinterp 00-hello-world.sb >00-hello-world.log
                                                       2>&1
11: ./sbinterp 01-1to10.sb
                                  >01-1to10.log
                                                        2>&1
12: ./sbinterp 02-exprs.sb
                                                        2>&1
                                  >02-exprs.log
13: ./sbinterp 10-exprs.sb
                                  >10-exprs.log
                                                        2>&1
14: ./sbinterp 11-let.sb
                                  >11-let.log
                                                        2>&1
15: ./sbinterp 12-let-dim.sb
                                >12-let-dim.log
                                                        2>&1
16: ./sbinterp 20-goto.sb
                                 >20-goto.log
                                                       2>&1
17: ./sbinterp 21-let-if.sb
                                >21-let-if.log
                                                        2>&1
18: ./sbinterp 22-fibonacci.sb >22-fibonacci.log
19: ./sbinterp 25-pi-e-fns.sb >25-pi-e-fns.log
                                                        2>&1
                                                        2>&1
20:
21: echo 0 | \
22: ./sbinterp 30-input-pi.sb >30-input-pi.log
                                                        2>&1
23: echo 1 \
24: ./sbinterp 30-input-pi.sb
                                >>30-input-pi.log
                                                        2>&1
25:
26: echo 4269 \
27: ./sbinterp 31-big-o-.sb
                                >31-big-o-.log
                                                        2>&1
28:
29: echo 1 42 69 107
30: ./sbinterp 32-factorial.sb
                                  >32-factorial.log
                                                        2>&1
31:
32: echo 1 0 0
                 1 1 0
                         2 2 2 | \
                                  >33-quadratic.log
33: ./sbinterp 33-quadratic.sb
                                                        2>&1
35: echo 5 1 4 2 3 10 1024 0 \
36: ./sbinterp 40-sort-array.sb >40-sort-array.log
37:
38: ./sbinterp 41-eratosthenes.sb >41-eratosthenes.log 2>&1
39:
```