

# 2024/25 COMP0002 Coursework 2 (Haskell)

December 11, 2024

## 1 Introduction

If a function is marked as being *higher order*, it should not be written using *explicit* recursion. Submit a Haskell file `cwk2.24-25.hs`. This file must load into *ghci* without type or other errors.

You *must* provide type signatures for all defined functions. It is acceptable to use functions provided by Prelude, but write any other required functions *yourself*. Do not use those provided by imported libraries. While this is bad practice for real development, it is good practice for learning.

## 2 Basics

A Horse is an ascii image of a horse. Define either a *type alias* or *newtype* for Horse and instantiate it with at least one member, *e.g.*

```
horse :: Horse
horse = [ "      ,//)      "
        , "      ;;' \  "
        , "      ,;;' (  \  "
        , "      /  \ -) " ]
```

Define a *higher order function*, **transpose** that takes a **Horse** and rotates it 90° to the right. Define another (higher order) function **mirror** which flips the Horse on its vertical access. Using **transpose** and **mirror** define functions that rotate a horse 180° and 270°.

## 3 Integer Sequences

Define functions to generate *two* mathematical sequences, the *Tribonacci* and the *Lazy Caterer's* sequence. These should be higher order functions. *Hint:* you may want to look at the On-Line Encyclopedia of Integer Sequences <https://oeis.org/> for inspiration. As such sequences may be infinite, it should be

possible to pass a parameter to the functions to limit the length of the returned list.

## 4 IO

Write a function `pretty :: Horse -> IO ()` which takes an element of type `Horse` and prints it to the terminal.

Write a function `horseSeq` which takes a function  $f$ , a positive integer  $n$  and a `Horse` as an argument and pretty prints Horses in accordance with  $f$ , *e.g.*

$$\begin{aligned} \text{horseSeq} &:: (\mathbf{Int} \rightarrow [\mathbf{Int}]) \rightarrow \mathbf{Int} \rightarrow \text{Horse} \rightarrow \mathbf{IO} \quad () \\ \text{horseSeq } f \, n \, h &= \dots \end{aligned}$$

```
horseSeq fibonacci 5 horse =
```

$$\begin{array}{c}
// \\
;;' \backslash \\
;;;' ( '\backslash \\
/ '\backslash -)
\end{array}
\quad
\begin{array}{c}
// \\
;;' \backslash \\
;;;' ( '\backslash \\
/ '\backslash -)
\end{array}
\quad
\begin{array}{c}
// \\
;;' \backslash \\
;;;' ( '\backslash \\
/ '\backslash -)
\end{array}
\quad
\begin{array}{c}
// \\
;;' \backslash \\
;;;' ( '\backslash \\
/ '\backslash -)
\end{array}
\quad
\begin{array}{c}
// \\
;;' \backslash \\
;;;' ( '\backslash \\
/ '\backslash -)
\end{array}$$

## 5 Monads

Recall this user defined type from lectures:

```
data Maybe a = Nothing | Just a
```

Use this type `Maybe a` to define safe versions of the `head` and `tail` list functions so that they fail gracefully. Call your new functions `shead` and `stail`.