

19CSE313

Principles of Programming Languages

Lab 8

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1 - Use foldr and foldl to define functions lengthr and lengthl respectively to find the number of elements in a list.

`lengthr :: [Int] -> Int`

`lengthl :: [Int] -> Int`

`lengthr = foldr (\x y -> 1 + y) 0`

`lengthl = foldl (\x y -> x + 1) 0`

```
*Main> lengthr [1,2,3,4,5]
5
*Main> lengthl [1,2,3,4,5]
5
*Main> lengthl [1,2,3,4]
4
*Main> lengthr [1,2,3,4]
4
```

2 - Find the smallest element of a list by defining functions `minr` and `minl` with the implementation of `foldr` and `foldl` respectively.

```
minr :: [Int] -> Int
```

```
minl :: [Int] -> Int
```

```
minr = foldr (\x y -> if x < y then x else y) 1000000
```

```
minl = foldl (\x y -> if x < y then x else y) 1000000
```

```
*Main> minr [4,7,8,9,10]
4
*Main> minl [0,-1,6,-10,3,-2,-11]
-11
*Main> minr [0,-1,6,-10,3,-2,-11]
-11
*Main> minl [4,7,8,9,10]
4
```

3 - Using `foldr`, define a function to reverse the current list

```
rev :: [Int] -> [Int]
```

```
rev = foldr (\x y -> y ++ [x]) []
```

```
*Main> rev [1,2,3,4,5]
[5,4,3,2,1]
*Main> rev [1,2,3]
[3,2,1]
*Main> rev [1,0,1,1]
[1,1,0,1]
*Main> rev [1]
[1]
```

4 - Define a function `remove` using `foldr` which takes two strings as its arguments and removes every letter from the second list that occurs in the first list.

```
remove :: String -> String -> String
```

```
remove str1 str2 = foldr(\x y -> if elem x str1 then y else x : y) "" str2
```

```
*Main> remove "ece" "cse"
"s"
*Main> remove "cse" "ece"
""
*Main> remove "abhi" "abhishek"
"sek"
```

5 - Remove adjacent duplicates from a list.

```
rmDup :: Eq a => [a] -> [a]
```

```
rmDup [] = []
```

```
rmDup [x] = [x]
```

```
rmDup (x:y:xs) | x == y = rmDup(y:xs)
```

```
  | otherwise = x : rmDup(y : xs)
```

```
joinr :: Eq a => a -> [a] -> [a]
```

```
joinr x [] = [x]
```

```
joinr x xs | x == head xs = xs
```

```
  | otherwise = [x] ++ xs
```

```
rmFoldr :: Eq a => [a] -> [a]
```

```
rmFoldr [] = []
```

```
rmFoldr ys = foldr joinr [] ys
```

```
joinl :: Eq a => [a] -> a -> [a]
```

```
joinl [] x = [x]
```

```
joinl xs x | last xs == x = xs
```

```
  | otherwise = xs ++ [x]
```

```
rmFoldl :: Eq a => [a] -> [a]
```

```
rmFoldl ys = foldl joinl [] ys
```

```
*Main> rmDup [1,1,1,2,2,3,4,5,6,7,7,8]
[1,2,3,4,5,6,7,8]
*Main> rmFoldr [1,1,1,2,2,3,4,5,6,7,7,8]
[1,2,3,4,5,6,7,8]
*Main> rmFoldl [1,1,1,2,2,3,4,5,6,7,7,8]
[1,2,3,4,5,6,7,8]
*Main> rmFoldl [1,1,1]
[1]
*Main> rmFoldl [1,2,3,1,1]
[1,2,3,1]
```

6 - Define a function `approx` using `foldl`

$$\text{approx } n = \sum_{i=0}^{i=n} \frac{1}{i!}.$$

For example,

$$\begin{aligned}\text{approx } 4 &= \frac{1}{0!} + \frac{1}{1!} + \frac{1}{2!} + \frac{1}{3!} + \frac{1}{4!}, \\ &= 1 + 1 + 0.5 + 0.\dot{3} + 0.25, \\ &= 3.08\dot{3},\end{aligned}$$

where $0.\dot{3}$ means ‘point 3 recurring’.

`approx :: Float -> Float`

`approx n = foldl findApprx 1 [1 .. n] where findApprx x y = x + (1/product[1 .. y])`

```
*Main> approx 4
2.7083335
*Main> approx 3
2.6666667
*Main> approx 1
2.0
*Main> approx 7
2.718254
```

7 - Define the function mult using lambda expressions

`mult :: Num a => a -> a -> a -> a`

`mult a b c = (\x y z -> x * y * z) a b c`

```
*Main> mult 2 3 4
24
*Main> mult 10 1 10
100
*Main> mult 10 1 5
50
*Main> mult 5 5 5
125
*Main> mult 10 10 10
1000
```

8 - Define the function add using lambda expressions.

`add :: Num a => (a,a) -> (a,a) -> (a,a)`

`add (a,b) (c,d) = (\x0 y0 x1 y1 -> (x0+x1, y0+y1)) a b c d`

```
*Main> add (1,2) (3,4)
(4,6)
*Main> add (1,1) (0,0)
(1,1)
*Main> add (1,5) (1,9)
(2,14)
```

9 - Using Lamda expression check whether an input list is palindrome or not

```
palindrome :: Eq a => [a] -> String
```

```
palindrome list = (\x -> if x == reverse x then "Palindrome" else "Not a Palindrome") list
```

```
*Main> palindrome [1,2,1]
"Palindrome"
*Main> palindrome [1,1]
"Palindrome"
*Main> palindrome [1]
"Palindrome"
*Main> palindrome [1,2,3,4]
"Not a Palindrome"
*Main> palindrome "MADAM"
"Palindrome"
```

10 - Check whether each list in the list is palindrome or not

```
checkPal :: Eq a => [a] -> Bool
```

```
checkPal x = (\x -> x == reverse x) x
```

```
palindromeList :: Eq a => [[a]] -> [Bool]
```

```
palindromeList list = map checkPal list
```

```
*Main> palindromeList [[1,2,1],[1,2,3,4]]
[True,False]
*Main> palindromeList [[],[1,1],[1]]
[True,True,True]
*Main> palindromeList ["Abhi","Mam"]
[False,False]
*Main> palindromeList ["Abhi","MaM"]
[False,True]
```

Thankyou!!