# Functional Programming I (Cs4620) Assignment 2

Recursion (Due: October 22. Marks: 5)

#### 1 Introduction

For this assignment you will learn how to implement recursive functions in Haskell.

- The solution of this assignment requires a mutual-recursive solution technique, with recursive calls among two or several functions.
- o To tackle the problem you should apply the five-steps identified by Hutton [2016, Section 6.6]:
  - **1.** Define the type of the functions;
  - **2.** Enumerate the cases;
  - **3.** Define the simple cases;
  - 4. Define the other cases;
  - **5.** Generalise and simplify.

Please remember that your programs should be properly commented. Also please note that all function definitions in your programs should include a proper type signature. Not only is adding them a proper form of documentation but it is also a good exercise.

## 2 Assignments Details

For this assignment you will implement a function called paint\_interior\_bricks. The function takes two arguments: colours and walls, where colours is a list of type a elements and walls is a list of list of type a elements. A member of the list colours is called a *colour*. A member of the list walls is called a *wall*. A wall consists of *brick* elements.

The purpose of the function is to replace, "paint," each internal brick of the walls in walls with some colour in colours. The colours in colours are used cyclicly, which means that the ith time you paint a brick in walls you should paint it with the ith (cyclic) colour in colours. The following are some examples.

You should implement the function paint\_interior\_bricks using recursion, pattern matching, and the constructors : and []. You are not allowed to use any other built-in or library functions.

For this assignment, all functions should be defined at the top level. All these functions should have a proper signature. For each function, please and add a short comment that explains the purpose of the function.

This assignment is not difficult. When I implemented it, it took me 13 lines, 4 of which were signatures. (I did not count comment lines.)

Hint: in order to use the colours cyclicly, some functions you may require an additional argument that lets you "refill" your colours when you run out of colours.

Please remember that every Haskell program starts by calling the main function. Please insert the following code for the main.

## 3 Submission Details

• Your program should start with a comment like the following:

```
{-
- Name: Fill in your name.
- Number: Fill in your student ID.
- Assignment: O2.
-}
```

- Use the Cs4620 moodle site to upload your program as a single .tgz archive called Lab-2.tgz before 23.55p.m., October 22, 2017. To create the .tgz archive, do the following:
  - \* Create a directory Lab-2 in your working directory.
  - \* Copy Main.hs (or Main.lhs) into the directory. Do not copy any other files into the directory.
  - \* Run the command 'tar cvfz Lab-2.tgz Lab-2' from your working directory. The option 'v' makes tar very chatty: it should tell you exactly what is going into the .tgz archive. Make sure you check the tar command's output before submitting your archive; alternatively, use tar -t or tar --list.
  - \* Notice that file names in Unix are case sensitive and should not contain spaces.
- Notice that the format is .tgz: do not submit zip files, do not submit tar files, do not submit bzip files, and do not submit rar files. If you do, it may not be possible to unzip your assignment.
- Marks are deducted for poor choice of identifier names and/or poor layout.
- Please should make sure your assignment submission has a Main class with a main in it. The main should be the main thread of execution of the program.
- No marks shall be awarded for scripts that do not compile.

#### **References**

Hutton, Graham [2016]. *Programming in Haskell*. Second. Cambridge University Press. ISBN: 978-1-316-62221-1.