

# Ozyegin University

## CS 321 Programming Languages

### Sample Problems on Interpretation

1. (From PLC, Exercise 1.1) Given the definition of the simple ArithLang below, extend this language with conditional expressions (i.e. “if”) corresponding to Java’s expression  $e_1 ? e_2 : e_3$ , or OCaml’s `if  $e_1$  then  $e_2$  else  $e_3$` . Evaluation of a conditional expression should evaluate  $e_1$  first. If it yields a non-zero value, evaluate  $e_2$ , otherwise evaluate  $e_3$ .

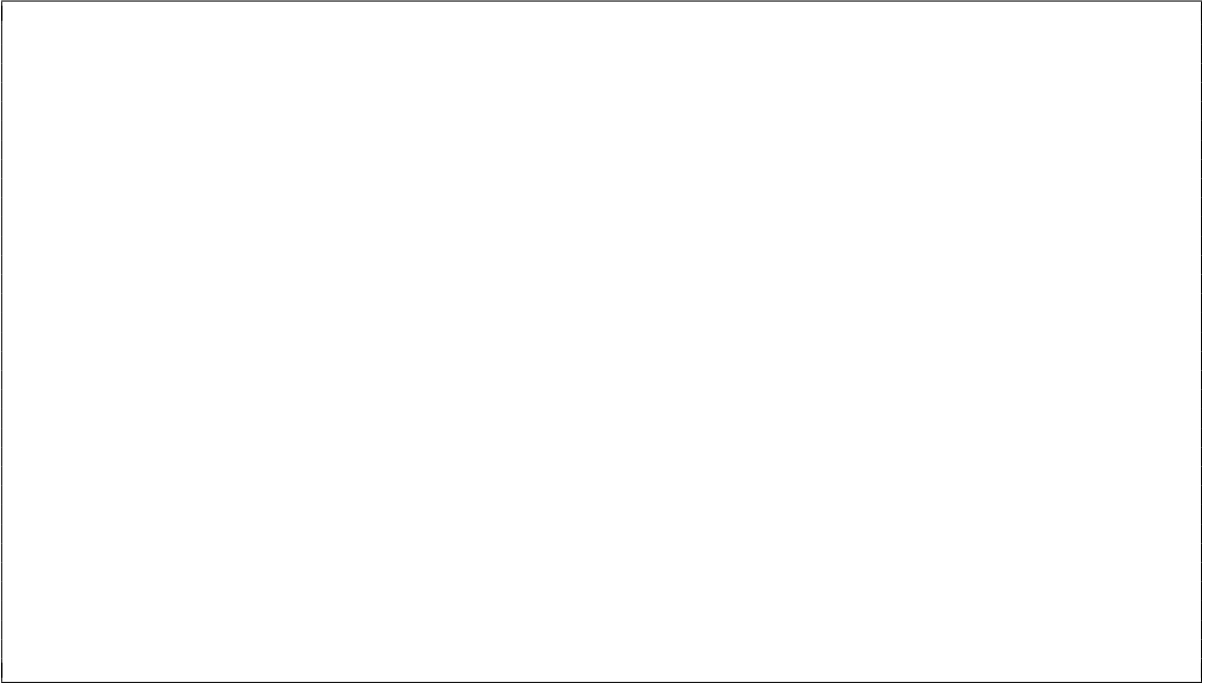
```

type exp = CstI of int
         | Var of string
         | Add of exp * exp
         | Mult of exp * exp
         | Subt of exp * exp
         | Div of exp * exp
         | LetIn of string * exp * exp

(* lookup: string -> (string * int) list -> int *)
let rec lookup x env =
  match env with
  | [] -> failwith ("Unbound name " ^ x)
  | (y,i)::rest -> if x = y then i
                    else lookup x rest

(* eval: exp -> (string * int) list -> int *)
let rec eval e env =
  match e with
  | CstI i -> i
  | Var x -> lookup x env
  | Add(e1, e2) -> eval e1 env + eval e2 env
  | Mult(e1, e2) -> eval e1 env * eval e2 env
  | Subt(e1, e2) -> eval e1 env - eval e2 env
  | Div(e1, e2) -> eval e1 env / eval e2 env
  | LetIn(x, e1, e2) -> let v = eval e1 env
                        in let env' = (x, v)::env
                        in eval e2 env'

```



2. (From PLC, Exercise 1.1) Extend ArithLang to handle three additional operators: “max”, “min”, and “=”. Like the existing binary operators, they take two argument expressions. The equals operator should return 1 when true and 0 when false.

3. Write the representation of the following ArithLang expressions using the `exp` data type.

(a)  $v * 5 - k + 6$

(b)  $x + y + z + p$

(c)  $5 - (y - 3) * (g + 1)$



```
        CstI 7))));  
- : exp = Div(CstI 0, CstI 7)
```

