# 1) Implement Haskell Functions for basic Set Operations

```
To load the haskell program run:
$ ghci
Prelude>:load first
Functions avaliable are:
isEmptySet
Works for all String, Int and Float lists
*Main> isEmptySet [1, 2]
unionSet
Works for all String, Int and Float lists
*Main> unionSet [1, 2] [3, 4]
intersectionSet
Works for all String, Int and Float lists
*Main> intersectionSet [1, 2] [1, 3]
subtractionSet
Works for all Strings, Int and Float lists
*Main> subtractionSet [1, 2] [1, 3]
additionSet
```

Works for only Int and Float lists as addition is not defined on Strings

# 2) IITG Football League

\*Main> additionSet [1, 2] [1, 3]

```
To load the haskell program run:
```

\$ ghci

Prelude>:load second

## If System.Random is not already installed install it using

\$ sudo apt-get install libghc-random-dev

### Generating all fixtures:

\*Main> fixture "all"

## Match Details of a particular team:

\*Main> fixture "CS"

```
*Main> fixture "CS"
CS vs EE 1-12-2020 9:30
Next Match Details:
```

\*Main> nextMatch 1 13.25

```
*Main> nextMatch 1 13.25
DS vs CV 1-12-2020 7:30
```

# 3) House Planner

## To load the haskell program run:

\$ ghci

Prelude>:load third

### To Run the designer use

\*Main> design spaceArea bedroomCount hallCount

### **Examples**

```
Average Running time example takes around 5 sec:
    *Main> design 1000 2 3
    Bedroom: 2 (10 x 10)
   Hall: 3 (15 x 10)
   Kitchen: 1 (7 x 5)
    Bathroom: 3(4 \times 5)
    Balcony: 1 (9 x 10)
    Garden: 1 (11 x 15)
    Unused Space:: 0
```

Worst Case Running time example takes around 60 sec:

```
*Main> design 10000 12 14
Bedroom: 12 (15 x 15)
Hall: 14 (20 x 15)
Kitchen: 4 (15 x 13)
Bathroom: 13 (8 x 9)
Balcony: 1 (10 x 10)
Garden: 1 (20 x 20)
Unused Space:: 884
```