02157 Functional Programming - Assignment 2

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Task 1

1.

2.

Rules for generating values of type T:

- 1. If a list $[t_1; t_2; ...; t_n]$ is of type T list then the tree A is a member of T.
- 2. For every boolean b, the tree B is a member of T.
- 3. If t_1 and t_2 in (t_1, t_2) are of type T, then the tree C is a member of T. 4. The tree T contains no other values than the trees generated by Rules 1, 2 and 3.

3.

In this section it is going to be shown how the rules defined are going to be used to generate values of T.

Value 1: A []

Step a: The tree A [] is a member of T by Rule 1.

Value 2: B true

Step a: The tree B true is a member of T by Rule 2.

Value 3: C(A [B false; B true], B true)

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Step a: The tree B false is a member of T by Rule 2.
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Step b: The tree B true is a member of T by Rule 2.

Step c: The tree A [B false; B true] is a member of T by Step a and Step b and Rule 1.

Step d: The tree C(A [B false; B true], B true) is a member of T by Step c, Step b and Rule 3.

Value 4: C(A [B true; C(A [B true], B true); B false], A [B true; C(A [B true], B true); B false])

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Step a: The tree B false is a member of T by Rule 2.
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Step b: The tree B true is a member of T by Rule 2.

Step c: The tree A [B true] is a member of T by Step b and Rule 1.

Step d: The tree C(A [B true], B true) is a member of T by Step c and Step b and Rule 3.

Step e: The tree A [B true; C(A [B true], B true); B false] is a member of T by Step b, Step d, Step a and Rule 1.

Step f: The tree C(A [B true; C(A [B true], B true); B false], A [B true; C(A [B true], B true); B false]) is a member of T by Step e and Rule 3.

4.



Figure 1: Value 1



Figure 2: Value 2

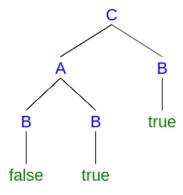


Figure 3: Value 3

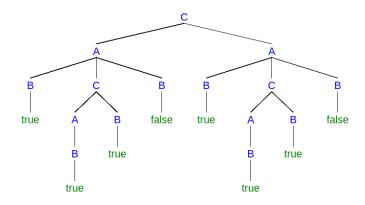


Figure 4: Value 4