

**CISS445: Programming Languages**  
**Assignment 3**

**OBJECTIVES**

This is the first of several OCAML assignments where the main object is to help you learn the basic OCAML language, including basic types and operators, tuples and lists with their operations, declarations, recursion, and matchings.

This is an easy assignment. Therefore no discussion is allowed.

You MUST refer to a02 for general assignment instructions.

Q1. Write a function `power` so that `(power x n)` returns the power of `x` to the `n`-th power. Assume that `x` is an integer. Ignore the case where `n` is  $< 0$ . You should use the “obvious” recursion, i.e.

$$x^n = \begin{cases} xx^{n-1} & \text{if } n > 0 \\ 1 & \text{if } n = 0 \end{cases}$$

| Tests                     | Expected value |
|---------------------------|----------------|
| <code>power 2 0</code>    | 1              |
| <code>power 0 5</code>    | 0              |
| <code>power 0 1</code>    | 0              |
| <code>power 2 2</code>    | 4              |
| <code>power (-3) 3</code> | -27            |

Q2. Write a function `power2` that has the same output as `power` from Q1 but is computed using this recursion:

$$x^n = \begin{cases} 1 & \text{if } n = 0 \\ x^{n/2}x^{n/2} & \text{if } n > 0 \text{ is even} \\ xx^{(n-1)/2}x^{(n-1)/2} & \text{if } n > 0 \text{ is odd} \end{cases}$$

Q3. Write a function `sum_to` such that `(sum_to n)` computes the sum from 0 to `n`. If `n` is negative, then 0 is returned.

| Tests                    | Expected value |
|--------------------------|----------------|
| <code>sum_to 0</code>    | 0              |
| <code>sum_to (-1)</code> | 0              |
| <code>sum_to 1</code>    | 1              |
| <code>sum_to 2</code>    | 3              |
| <code>sum_to 3</code>    | 6              |
| <code>sum_to 4</code>    | 10             |

Q4. Write a function `isprime` such that `(isprime n)` is `true` if and only if `n` is a prime.

| Tests                   | Expected value     |
|-------------------------|--------------------|
| <code>isprime 0</code>  | <code>false</code> |
| <code>isprime 1</code>  | <code>false</code> |
| <code>isprime 2</code>  | <code>true</code>  |
| <code>isprime 3</code>  | <code>true</code>  |
| <code>isprime 4</code>  | <code>false</code> |
| <code>isprime 5</code>  | <code>true</code>  |
| <code>isprime 6</code>  | <code>false</code> |
| <code>isprime 7</code>  | <code>true</code>  |
| <code>isprime 8</code>  | <code>false</code> |
| <code>isprime 9</code>  | <code>false</code> |
| <code>isprime 10</code> | <code>false</code> |
| <code>isprime 11</code> | <code>true</code>  |

Q5. Write a function `head` that returns the first element of a list. (Ignore the case where the list passed in is empty).

| Tests                        | Expected value |
|------------------------------|----------------|
| <code>head [1]</code>        | 1              |
| <code>head [2; 1]</code>     | 2              |
| <code>head [3; 2; 1]</code>  | 3              |
| <code>head [1.1, 2.2]</code> | 1.1            |

Q6. Write a function `tail` that returns the elements of a list (as a list) without the head. If the list is empty, the empty list is returned. Use pattern matching.

| Tests                       | Expected value     |
|-----------------------------|--------------------|
| <code>tail []</code>        | <code>[]</code>    |
| <code>tail [1]</code>       | <code>[]</code>    |
| <code>tail [3; 1]</code>    | <code>[1]</code>   |
| <code>tail [4; 5; 1]</code> | <code>[5;1]</code> |

Q7. Write a function `second` that returns the second element of a list. (Hint: Use what you have already written. Ignore the case where the list does not have a second element)

| Tests                               | Expected value |
|-------------------------------------|----------------|
| <code>second [1; 2]</code>          | 2              |
| <code>second [3; 1; 2]</code>       | 1              |
| <code>second [4; 3; 2; 1]</code>    | 3              |
| <code>second [3.3; 4.4; 5.5]</code> | 4.4            |