## Programming I: Functional Programming in Haskell Solutions to Unassessed Exercises

## Set 6: Type classes

- (a) minBound :: Colour
   (b) i. succ Green
   ii. fromEnum Blue
   iii. toEnum 0 :: Colour note that you need to force the type, otherwise Haskell has no way to know that you want a Colour, rather than a Bool, for example iv. enumFromTo Red Blue
- 2. We'll make the 24-hour format constructor take two integers (hours and minutes), but you could equally define it to take one. If you do this, however, you'll need to do div and mod base 100, to extract the hours and minutes components of the integer.

```
data AmPm = AM | PM
data Time = TwentyFour Int Int |
           WallClock Int Int AmPm
          deriving (Eq) -- Delete this for part (c)
(a) to24 :: Time -> Time
    to24 (WallClock h m AM)
      | h == 12 = TwentyFour 0 m
      | otherwise = TwentyFour h m
    to24 (WallClock h m PM)
      | h == 12 = TwentyFour h m
      | otherwise = TwentyFour (h + 12) m
    to24 t
      = t
(b) equalTime :: Time -> Time -> Bool
    equalTime t1 t2
      = isSame (to24 t1) (to24 t2)
      where
        isSame (TwentyFour h m) (TwentyFour h' m')
          = h == h' && m == m'
(c) instance Eq Time where
      (==) = equalTime
(d) instance Show Time where
      show (WallClock 12 0 AM)
                                 = "Midday"
      show (WallClock 12 0 PM) = "Midnight"
                                = show' h ++ ":" ++ show' m ++ "AM"
      show (WallClock h m AM)
                                 = show' h ++ ":" ++ show' m ++ "PM"
      show (WallClock h m PM)
      show (TwentyFour h m) = show' h ++ show' m ++ "HRS"
```

```
show' n
                     = "0" ++ show n
         | n < 10
         | otherwise = show n
3. Something like the following will do. This uses from Just from Data. Maybe.
  instance Vars Exp where
    x = Id "x"
    y = Id "y"
    z = Id "z"
  -- This requires the FlexibleInstances language extension...
  instance Vars String where
    x = "x"
    y = "y"
    z = "z"
  lift :: Fun -> Exp -> Exp -> Exp
  lift f x y = App f x y
  instance Num Exp where
    fromInteger = Val . fromInteger
    (+) = lift Add
    (-) = lift Sub
    (*) = lift Mul
  lookUp :: Eq a \Rightarrow a \Rightarrow [(a, b)] \Rightarrow b
    = (fromJust .) . lookup
  update :: VarName -> Int -> Environment Int -> Environment Int
  update v x env
    = (v, x) : [p | p@(v', x') \leftarrow env, v /= v']
  eval :: Exp -> Environment Int -> Int
  eval (Val n) env
    = n
  eval (Id id) env
    = lookUp id env
  eval (App f e e') env
    = apply f (eval e env) (eval e' env)
  apply op v v'
    = lookUp op [(Add, (+)),(Sub, (-)), (Mul, (*))] v v'
  evalS :: Statement -> Environment Int -> Environment Int
  evalS (A (v, e)) env
    = update v (eval e env) env
  evalS (Loop n p) env
    = foldr run' env (replicate n p)
```

show' :: Int -> String

run :: Program -> Environment Int

```
run p
= run' p []
where
  run' p env
= foldr evalS env (reverse p)
```