

Programming Assignment #2.

OCaml Exercise

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General Information

- **Check "HW #2" in *Assignment* tab of *Cyber Campus***
 - Skeleton code (HW2.tgz) is attached in the post
 - Deadline: **11/10** Fri. 23:59
 - Submission will be accepted in that post, too
 - Late submission deadline: **11/12** Sun. 23:59 **(-20% penalty)**
- **Please read the instructions in this slide carefully**
 - It contains important submission guidelines
 - If you do not follow the guidelines, you will get penalty

Skeleton Code

- Copy HW2.tgz into CSPRO server and decompress it
 - Don't decompress-and-copy; copy-and-decompress
 - This course will use cspro5.sogang.ac.kr (don't miss the "5")
- P1/~P7/: Directory for each problem
 - 10 point for P1, and 15 point each for P2 ~ P7
- check.py: Script for self-grading with test cases
- config: Used by the grading script (you don't have to care)

```
jason@ubuntu:~/OCaml-Exercise$ ls
check.py  config  P1  P2  P3  P4  P5  P6  P7
```

Before We Start

- **Once you adapt to the OCaml language, these exercise problems will be really easy**
 - Each of the problem can be solved with just few lines of code
- **And this programming assignment will take up 5% from the total score of the semester**
 - So take it as a *gift*
- **Carefully read and understand the OCaml tutorial slide from our previous lecture: that will be enough**

Problem Directory Structure

■ Each directory will contain three files

1. Source file that contains the function you must fill in
 - For P1, it is `sum_to_n.ml`
2. OCaml source file that contains the test code for this function
 - It starts with the prefix `"test_"`
3. `Makefile` that compiles the two files into a binary executable

■ When you type "make" in this problem directory, it will generate an executable binary named `P1.bin`

- It also creates many by-products; type `"make clean"` to remove

```
jason@ubuntu:~/OCaml-Exercise/P1$ ls
Makefile  sum_to_n.ml  test_sum_to_n.ml
jason@ubuntu:~/OCaml-Exercise/P1$ make
ocamlc sum_to_n.ml test_sum_to_n.ml -o P1.bin
```

Specification

- The requirement of each function that you have to write is **simple and straightforward**
 - So the specification is directly written **in the comment**
 - Feel free to ask a question if you need a clarification of the spec

P1/sum_to_n.ml

```
(* Return the summation of integer from 0 to n.  
 * Assume that n >= 0. *)  
let rec sum_to_n n =  
  1 (* TODO *)
```

Test Cases

■ The test cases in test_*.ml file can be also helpful

- In general, the test code will have a structure like below
- "check_testcase 5 15": **5** is input and **15** is expected output

P1/test_sum_to_n.ml

```
open Sum_to_n

let check_testcase test_input answer =
  try
    if sum_to_n test_input = answer
    then Printf.printf "O"
    else Printf.printf "X"
  with _ -> Printf.printf "E"

let _ = check_testcase 5 15
```

Exception Handling in OCaml

■ In OCaml, you can catch exceptions using **try-with**

- `Division_by_zero`, `Not_found`, ...
- `"_"` for any exception (wildcard)
- For each exception, define the value to return (cf. `match-with`)

■ You can also define or raise (throw) an exception

- I will not discuss it later if needed

```
let print_division x y =  
  try Printf.printf "%d\n" (x / y) with  
  Division_by_zero -> Printf.printf "Div-by-zero\n"  
  
let find_from_map k m =  
  try IntMap.find k m with  
  | Not_found -> -1
```


Self-Grading

- After filling in a function, you can compile and run the **P*.bin** file to see if the function works as you expected
- And if you think you have solved all the problems, run **check.py** as a final check
 - 'O': Correct, 'X': Incorrect, 'E': exception, 'C': Compile error
'T': Timeout (maybe infinite recursion)

```
jason@ubuntu:~/OCaml-Exercise$ ./check.py
[*] Grading P1 ...
[*] Result: XXXX
[*] Grading P2 ...
[*] Result: XXX
[*] Grading P3 ...
[*] Result: XOX
```

Pre-defined Types

- For some problems, pre-defined types are provided
 - Do **NOT** change those types, just fill in the function below

```
(* DO NOT change the definition of this type *)
type exp =
  | Num of int
  | Add of exp * exp
  | Sub of exp * exp
  | Mul of exp * exp
  | Div of exp * exp

(* Return the integer value represented by 'e'. *)
let rec eval e =
  match e with
  ...
```

Some (Syntax) Tips for P3

■ What kind of conditional expressions (syntaxes) exist in OCaml?

- Various comparisons, *And*, *Or*, *Not*, ...

```
let b1 = 1 < 2
let b2 = 1 = 2    (* Caution: It's not "==" *)
let b3 = 1 <> 2    (* Caution: It's not "!=" *)

let b4 = b1 && b2
let b5 = b1 || b2
let b6 = not b1    (* Caution: Cannot use "!" *)

(* Caution: ^ does not mean XOR in OCaml *)
let b7 = b1 <> b2  (* For XOR, you can use <> *)
```

Submission Guideline

- You should submit the following seven files **(be careful not to submit compile by-product files like *.cmo)**

- `sum_to_n.ml`
- `exp_eval.ml`
- `cond_eval.ml`
- `sum_of_tree.ml`
- `filter_list.ml`
- `multiply_tree.ml`
- `count_with_map.ml`

- **Submission format**

- Upload these files directly to *Cyber Campus* **(do not zip them)**
- **Do not change the file name** (e.g., adding any prefix or suffix)
- If your submission format is wrong, you will get **-20% penalty**