

CPSC-354 Report

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September 17, 2022

Abstract

To be written at a later date.

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1 Introduction

This report is written by Eleas Vrahnos. It details all assignments and progress made in the Programming Languages course at Chapman University. It includes weekly homework assignments, programming assignments, and a final project that demonstrate understanding and application in various class topics.

2 Homework

This section will contain my solutions to the weekly homework assignments.

2.1 Week 1

The following is a Python implementation of the Euclidean algorithm:

```
def gcd(a,b):  
    while a != b:  
        if a > b:  
            a = a-b  
        else:  
            b = b-a  
    return a
```

We can test this code by going through the function with a sample input `gcd(9, 33)`, step by step.

1. `gcd(9, 33)`
 - The function is called, assigning 9 to variable `a` and 33 to variable `b`.
2. `while a != b:`
 - The while loop condition returns True, so the loop starts.
3. `else:`
 - `a > b` (`9 > 33`) returns False, so the else block executes.
4. `b = b-a`
 - `b` is now assigned to $33 - 9$, which is 24.
5. `while a != b:`
 - The while loop condition returns True, so the loop starts.
6. `else:`
 - `a > b` (`9 > 24`) returns False, so the else block executes.
7. `b = b-a`
 - `b` is now assigned to $24 - 9$, which is 15.
8. `while a != b:`
 - The while loop condition returns True, so the loop starts.
9. `else:`
 - `a > b` (`9 > 15`) returns False, so the else block executes.
10. `b = b-a`
 - `b` is now assigned to $15 - 9$, which is 6.
11. `while a != b:`
 - The while loop condition returns True, so the loop starts.
12. `if a > b:`
 - `a > b` (`9 > 6`) returns True, so the first block executes.
13. `a = a-b`
 - `a` is now assigned to $9 - 6$, which is 3.
14. `while a != b:`
 - The while loop condition returns True, so the loop starts.
15. `else:`
 - `a > b` (`3 > 6`) returns False, so the else block executes.
16. `b = b-a`
 - `b` is now assigned to $6 - 3$, which is 3.
17. `while a != b:`
 - The while loop condition returns False (`3 == 3`), so the loop ends.
18. `return a`
 - `a` is returned from the function, giving the correct greatest common divisor of **3**.

2.2 Week 2

The following are implementations of various functions in Haskell.

`select_evens`, lists the even-indexed elements of a given list:

```
-- Implementation
select_evens [] = [] -- in the case of a list with even number elements
select_evens (x:[]) = [] -- in the case of a list with odd number elements
select_evens (x:y:xs) = y : select_evens (xs)

-- Execution Sequence with example ["a","b","c","d","e"]
select_evens ["a","b","c","d","e"] =
  "b" : (select_evens["c","d","e"]) =
  "b" : ("d" : (select_evens["e"])) =
  "b" : ("d" : ([])) =
  ["b","d"]
```

`select_odds`, lists the odd-indexed elements of a given list:

```
-- Implementation
select_odds [] = [] -- in the case of a list with even number elements
select_odds (x:[]) = [x] -- in the case of a list with odd number elements
select_odds (x:y:xs) = x : select_odds (xs)

-- Execution Sequence with example ["a","b","c","d","e"]
select_odds ["a","b","c","d","e"] =
  "a" : (select_odds["c","d","e"]) =
  "a" : ("c" : (select_odds["e"])) =
  "a" : ("c" : ("e")) =
  ["a","c","e"]
```

`member`, determines whether an element is part of a given list:

```
-- Implementation
member a [] = False
member a (x:xs)
  | a==x = True
  | otherwise = member a (xs)

-- Execution Sequence with example 2 [5,2,6]
member 2 [5,2,6] =
  member 2 [2,6] =
  True
```

append, appends a list to another list:

```
-- Implementation
append [] ys = ys
append (x:xs) ys = x : append xs ys

-- Execution Sequence with example [1,2] [3,4,5]
append [1,2] [3,4,5] =
  1 : (append [2] [3,4,5]) =
  1 : (2 : (append [] [3,4,5])) =
  1 : (2 : ([3,4,5])) =
  [1,2,3,4,5]
```

revert, reverses a list:

```
-- Implementation
revert [] = []
revert (x:xs) = append (revert(xs)) [x]

-- Execution Sequence with example [1,2,3]
revert [1,2,3] =
  append (revert [2,3]) [1] =
  append (append (revert [3]) [2]) [1] =
  append (append (append (revert []) [3]) [2]) [1] =
  append (append (append [] [3]) [2]) [1] =
  append (append [3] [2]) [1] =
  append (3 : (append [] [2])) [1] =
  append (3 : [2]) [1] =
  append [3,2] [1] =
  3 : (append [2] [1]) =
  3 : (2 : (append [] [1])) =
  3 : (2 : [1]) =
  [3,2,1]
```

less_equal, checks if the element in a list is less than or equal to the same-indexed element in another list:

```
-- Implementation
less_equal [] [] = True
less_equal (x:xs) (y:ys)
  | x > y = False
  | otherwise = less_equal (xs) (ys)

-- Execution Sequence with example [1,2,3] [2,3,2]
less_equal [1,2,3] [2,3,2] =
  less_equal [2,3] [3,2] =
  less_equal [3] [2] =
  False
```

2.3 Week 3

The following investigates the Tower of Hanoi problem. Here is a given Haskell implementation describing moves in the game, as well as the execution sequence for the test input `hanoi 5 0 2`.

`-- Implementation`

```
hanoi 1 x y = move x y
```

```
hanoi (n+1) x y =  
    hanoi n x (other x y)  
    move x y  
    hanoi n (other x y) y
```

`-- Execution Sequence`

```
hanoi 5 0 2  
    hanoi 4 0 1  
        hanoi 3 0 2  
            hanoi 2 0 1  
                hanoi 1 0 2 = move 0 2  
                move 0 1  
                hanoi 1 2 1 = move 2 1  
            move 0 2  
            hanoi 2 1 2  
                hanoi 1 1 0 = move 1 0  
                move 1 2  
                hanoi 1 0 2 = move 0 2  
        move 0 1  
        hanoi 3 2 1  
            hanoi 2 2 0  
                hanoi 1 2 1 = move 2 1  
                move 2 0  
                hanoi 1 1 0 = move 1 0  
            move 2 1  
            hanoi 2 0 1  
                hanoi 1 0 2 = move 0 2  
                move 0 1  
                hanoi 1 2 1 = move 2 1  
    move 0 2  
    hanoi 4 1 2  
        hanoi 3 1 0  
            hanoi 2 1 2  
                hanoi 1 1 0 = move 1 0  
                move 1 2  
                hanoi 1 0 2 = move 0 2  
            move 1 0  
            hanoi 2 2 0  
                hanoi 1 2 1 = move 2 1  
                move 2 0  
                hanoi 1 1 0 = move 1 0  
        move 1 2  
        hanoi 3 0 2  
            hanoi 2 0 1  
                hanoi 1 0 2 = move 0 2  
                move 0 1  
                hanoi 1 2 1 = move 2 1  
            move 0 2
```

```

hanoi 2 1 2
  hanoi 1 1 0 = move 1 0
  move 1 2
  hanoi 1 0 2 = move 0 2

```

From this execution, the moves for a 5-ring Tower of Hanoi game can be seen as follows:

```

0->2, 0->1, 2->1, 0->2, 1->0, 1->2, 0->2, 0->1, 2->1, 2->0, 1->0, 2->1, 0->2, 0->1, 2->1, 0->2,
1->0, 1->2, 0->2, 1->0, 2->1, 2->0, 1->0, 1->2, 0->2, 0->1, 2->1, 0->2, 1->0, 1->2, 0->2

```

Analysis: From this computation, the word `hanoi` appears exactly 31 times in the execution. Based on executions of the game with a different number of starting rings, the formula $2^n - 1$ can be derived to determine how many times `hanoi` will appear, with `n` being the number of disks in the game.

3 Project

To be written at a later date.

4 Conclusions

To be written at a later date.