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## Functional Programming

<https://proglang.informatik.uni-freiburg.de/teaching/functional-programming/2022/>

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### Exercise Sheet 5

#### Exercise 1 (Maybe, maybe not)

A very versatile data type available from the `Prelude` is `Maybe`. A value of type `Maybe a` holds either a value of type `a` or no value. The goal of this exercise is to make you comfortable working with `Maybe` values which you will come across in the following exercises.

The module `Data.Maybe` defines functions for working with `Maybe` values. Take a look through the documentation and choose three functions to implement yourself. You can check the solution yourself by clicking on the `Source` links.

#### Exercise 2 (Unfolding)

As a dual to `foldr` there exists the function `unfoldr :: (b -> Maybe (a, b)) -> b -> [a]`

<https://hackage.haskell.org/package/base-4.16.3.0/docs/Data-List.html#v:unfoldr>

Instead of reducing a list to a final result, `unfoldr f seed` builds a new list: The elements of the list are created by repeatedly applying `f` to the (updated) `seed`. Once `f seed` returns `Nothing` the list is terminated.

1. Define `unfoldr`.
2. Using `unfoldr`, define `map`.
3. Using `unfoldr`, write a function `range` such that `range m n` produces the ordered list of integers from `m` to `n` (inclusively).

#### Exercise 3 (Tries)

The goal of this exercise is to implement `tries`. Tries, or “prefix trees”, are trees where each branch is indexed by a character. Each path in the trie then represent a list of characters, aka a string.

**Note** We will make use of the `Map` type from the `containers` library. A value of type `Map k v` is a dictionary/finite map from keys of type `k` to values of type `v`. The type and its functions are documented in `Data.Map.Lazy`. You will have to add the library to either your `package.yaml` file (stack) or the `.cabal` file (cabal), just as you did for `QuickCheck`.

We consider the following definition of tries, where each node contains a boolean (indicating if the string from the root node to this node is in the trie) and the branches of the tries represented as a map from characters to sub-tries.

```
import qualified Data.Map as Map
data Trie = Trie Bool (Map.Map Char Trie)
```

1. Implement the functions stubbed functions `Trie.hs` linked on the lecture home page.

Additionally, derive or implement appropriate instances. You can also look through the API of `Data.Set` and `Data.Map.Lazy` for inspiration for additional functions.

2. Test your implementation using QuickCheck. Use the function `fromList` to generate arbitrary tries. You can consider tests such as “for any trie `t` if I insert something in `t` it is now a member.”

Make sure, that your `delete` returns a minimal `Trie`: “if I insert a word `w` into some trie `t` and I delete `w` again the result should be structurally equal to `t`.”

3. The generalization from our `Trie` type, which stores words over `Char`, to storing words over any type `a` is relatively easy. As this translation is quite mechanical we will only consider what changes would be necessary.
  - a) Give the new data definition.
  - b) Are there required typeclass constraints? How do the type signatures change?
  - c) How do the function implementations change?
4. We now consider the case of a dictionary-trie, where each word is associated with a value. Create a new module containing the new data type `TrieMap`. Adapt the various functions and tests.