

Learning to Program with F#
Exercises
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0.1 Bindings

0.1.1: Enter the following program in a text file, compile, and execute the program:

Listing 1: Value bindings.

```
1 let a = 3
2 let b = 4
3 let x = 5
4 printfn "%A * %A + %A = %A" a x b (a * x + b)
```

Explain why the the parenthesis in the call to `printfn` is necessary. Add a line, which calculates the expression $ax + b$ and binds the result to the name `y`. Modify the call to `printfn`, such that it uses this new name. Is it still necessary to use parentheses?

0.1.2: Listing 1 uses F#'s Lightweight syntax. Rewrite the program with the `y`-binding, such that it uses regular syntax.

0.1.3: The following program,

Listing 2: Streng.

```
1 let firstName = "Jon"
2 let lastName = "Sporring" in let name = firstName + " " +
    lastName;;
3 printfn "Hello %A!" name;;
4
```

is supposed to write “Hello Jon Sporning!” to the screen, but unfortunately, it contains at least one mistake. Correct the mistake(s). Rewrite the program into a one-line program without the use of semicolons. Consider how many ways this can be done, where you still use the bindings `firstName`, `lastName`, `name`, and the `printfn` function.

0.1.4: Add the function

```
f : a:int -> b:int -> x:int -> int
```

to Listing 1 where `a`, `b`, and `x` are arguments to the expression $ax + b$, and modify the call to `printfn` such that it uses the function instead of the expression.

0.1.5: Using the function developed in Assignment 4, and print its value for $a = 3$, $b = 4$, and $x = 0 \dots 5$ using:

- (a) 6 `printfn`-statements,
- (b) a `for`-loop and a single `printfn`-statement,
- (c) a `while` løkke and a single `printfn`-statement,

Which version is simplest simplest to update, in case we later want to change the range of x ?

0.1.6: Lav et program, som udskriver 10-tabellen på skærmen, således at der er 10 søjler og 10 rækker formateret som

	1	2	...	10
1	1	2	...	10
2	2	4	...	20
⋮				
10	10	20	...	100

hvor venstre søjle og første række angiver de tal som er ganget sammen. Du skal benytte to `for` løkker, og feltbredden for alle tallene skal være den samme.

0.1.7: Consider multiplication tables of the form,

	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	2	4	6	8	10	12	14	16	18	20
3	3	6	9	12	15	18	21	24	27	30
...										

where the elements of the top row and left column are multiplied and the result is written at their intersection.

In this assignment, you are to work with a function

```
mulTable : n:int -> string
```

which takes 1 argument and returns a string containing the first $1 \leq n \leq 10$ lines in the multiplication table including `<newline>` characters. The resulting string must be printable with a `singleprintf "%s"` statement. For example, the call `mulTable 3` must return.

Listing 3: An example of the output from `mulTable`.

```
1 printf "%s" (mulTable 3);;
2      1  2  3  4  5  6  7  8  9 10
3      1  1  2  3  4  5  6  7  8  9 10
4      2  2  4  6  8 10 12 14 16 18 20
5      3  3  6  9 12 15 18 21 24 27 30
```

All entries must be padded with spaces such that the rows and columns are right-aligned. Consider the following sub-assignments:

(a) Create a function with type

```
mulTable : n:int -> string
```

such that it has one and only one value binding to a string, which is the resulting string for $n = 10$, and use indexing to return the relevant tabel for $n \leq 10$. Test `mulTable n` for $n = 1, 2, 3, 10$. The function should return the empty string for values $n < 1$ and $n > 10$.

(b) Create a function with type

```
loopMulTable : n:int -> string
```

such that it uses a local string variable, which is built dynamically using 2 nested `for`-loops and the `sprintf`-function. Test `loopMulTable n` for $n = 1, 2, 3, 10$.

(c) Make a program, which uses the comparison operator for strings, "=", and write a table to the screen with 2 columns: n , and the result of comparing the output of `mulTable n` with `loopMulTable n` as `true` or `false`, depending on whether the output is identical or not.

- (d) Use `printf "%s"` and `printf "%A"` to print the result of `mulTable`, and explain the difference.

0.1.8: Consider the faculty-function,

$$n! = \prod_{i=1}^n i = 1 \cdot 2 \cdot \dots \cdot n \quad (1)$$

- (a) Write a function

```
fac : n:int -> int
```

which uses a `while`-loop, a counter variable, and a local variable to calculate the faculty-function as (??).

- (b) Write a program, which asks the user to enter the number `n` using the keyboard, and which writes the result of `fac n`.

- (c) Make a new version,

```
fac64 : n:int -> int64
```

which uses `int64` instead of `int` to calculate the faculty-function. What are the largest values `n`, for which `fac` and `fac64` respectively can calculate the faculty-function for?

0.1.9: Consider the following sum of integers,

$$\sum_{i=1}^n i. \quad (2)$$

This assignment has the following sub-assignments:

- (a) Write a function

```
sum : n:int -> int
```

which uses the counter value, a local mutable value `s`, and a `while`-loop to compute the sum $1 + 2 + \dots + n$ as (??). If the function is called with any value smaller than 1, then it is to return the value 0.

- (b) By induction one can show that

$$\sum_{i=1}^n i = \frac{n(n+1)}{2}, n \geq 0 \quad (3)$$

Make a function

```
simpleSum : n:int -> int
```

which uses (??) to calculate $1 + 2 + \dots + n$ and which includes a comment explaining how the expression implemented is related to the mentioned sum.

- (c) Write a program, which asks the user for the number `n`, reads the number from the keyboard, and write the result of `sum n` and `simpleSum n` to the screen.
- (d) Make a program, which write a table to the screen with 3 columns: `n`, `sum n` og `simpleSum n`. The table should have a row for each of $n = 1, 2, 3, \dots, 10$. Verify that the two functions calculate identical results.
- (e) What is the largest value `n` that the two sum-functions can correctly calculate the value of? Can the functions be modified, such that they can correctly calculate the sum for larger values of `n`?