



## Solution to the exercises

### Exercise 1:

In file solutions.cry:

```
type Circle = { radius : Rational, left : [64], top : [64] }  
a : Circle  
a = { radius=(ratio 5 2), left=20, top=16}
```

Running in Cryptol:

```
Cryptol> :l solutions.cry  
Loading module Cryptol  
Loading module Main  
Main> :s base=10  
Main> aCircle  
{radius = (ratio 5 2), left = 20, top = 16}
```

### Exercise 2:

Add this to solutions.cry:

```
areaCircle : Circle -> Rational  
areaCircle b = (b.radius * b.radius * (ratio 355 113))  
aCircleArea = areaCircle aCircle
```

Running in Cryptol:

```
Main> :l solutions.cry  
Loading module Cryptol  
Loading module Main  
Main> aCircleArea  
(ratio 8875 452)
```

### Exercise 3:

Add the following to solutions.cry:

```
type Displacement = { left : [64], top : [64] }  
disp : Displacement  
disp = { left= 12, top=2 }  
  
nudgeCircle : Circle -> Displacement -> Circle  
nudgeCircle circle d =  
  { radius = circle.radius, left = circle.left+d.left, top = circle.top+d.top }  
  
movedaCircle = nudgeCircle aCircle disp  
  
newDisp : Displacement  
newDisp = { left= -32, top=2 }  
  
secondTry = nudgeCircle aCircle newDisp
```

Running in Cryptol:

```
Main> :l solutions.cry  
Loading module Cryptol  
Loading module Main  
Main> movedaCircle  
{radius = (ratio 5 2), left = 32, top = 18}  
Main> secondTry  
{radius = (ratio 5 2), left = 18446744073709551604, top = 18}
```

#### Exercise 4:

Add the following to solutions.cry (recall import Float is at the top of the file):

```
type BMI = { weight : Float16, height : Float16 }
type BMIimp = { weight : Float16, feet : Float16, inches : Float16 }

calcBMI : BMI -> Float16
calcBMI bmi = bmi.weight /. bmi.height /. bmi.height * 10000

calcBMIimp : BMIimp -> Float16
calcBMIimp bmi = bmi.weight /. (bmi.feet*12+bmi.inches) /.
    (bmi.feet*12+bmi.inches) * 703

t1 = { weight=80, height=174 }           // for testing
t2 = { weight=180.0, feet=5.0, inches=8.5 } // for testing
```

Running in Cryptol:

```
Main> :l solutions.cry
Loading module Cryptol
Loading module Float
Loading module Main
Main> calcBMI t1
0x1a.6c
Main> calcBMIimp t2
0x1a.f8
```