Lesson 3

defining functions

In this lesson we see many ways to define functions

1. composition of old functions to define new ones

```
even :: Integral a => a -> Bool
even n = n ‘mod’ 2 ==0

splitAt :: Int ->[a] ->([a],[a])
splitAt n xs =(take n xs, drop n xs)
```

2. Conditional

```
abs :: Int -> Int
abs n = if n >=0 then n else –n

signum :: Int -> Int
signum n = if n<0 then -1 else
                    if n==0 then 0 else 1
```

always if then exp1 else exp2

exp1:: T exp2 :: T

no dangling else

3. Guarded equations

```
abs n | n >= 0 = n
      | otherwise =-n
```

easier to read when there are more than 2 choices

```
signum n | n<0 = -1
         | n==0 = 0
         | otherwise = 1
```

4. Pattern matching

```
not :: Bool -> Bool
not False = True
not True = False

(&&) :: Bool ->Bool ->Bool
True && True = True
True && False = False
False && True = False
False && False = False

True && True = True
_ && _ = False
```

```
True && b = b
False && _ = False
```

wrong!

not linear bacause B is present multiple times in guard

```
b && b = b
_ && _= False
```

no multiple occurrences of variables in pattern

only linear pattern accepted

but one can write :

```
b && c | b == c        = b
       | otherwise =False
```

Tuple patterns

```
fst :: (a,b) -> a
fst (x,_)=x

snd :: (a,b) -> b
snd (_,y) = y
```

List patterns

are not necessary, syntactic sugar of guards

```
test :: [Char]-> Bool
test [‘a’,_,_] = True
test _         = False
```

```
[1,2,3] = 1 : (2 : ( 3 : []))   --   (:) è detto Cons
```

```
test :: [Char] -> Bool
test (‘a’ : _) = True
test _         = False
```

Lambda expressions

```
\x  -> x+x
```

they express naturally curried functions:

```
add:: Int -> Int -> Int
add = \x -> (\y -> x+y)
```

const function

```
const :: a -> b-> a
const x _ = x
const x = \_ -> x
```

```
odds :: Int -> [Int]
odds n = map f [0..n-1]
            where f x = x*2+1

map:: (a->b) -> [a] -> [b]     -- higher-order function
map _  [] = []
map f (x: xs) = (f x) : map f xs

odds n = map (\x -> x*2+1) [0..n-1]
```

_ is a WIldcard: i dont't care value (whitchever)

function with no name used only locally

operators and sections

infix functions, like +, are called operators

any binary function can be used infix with ‘op’, like 7 ‘div’ 2

but we can do also the opposite (+) is a binary function

```
(+) 2 3
5
```

and also

```
(2+) 3 = 5
(+3) 2 =5
(+) :: Int -> Int -> Int
```

if # is an operator, then (#), (x #) and (# y) are called sections

(1 +) = \x -> 1+x
(1/) = \x -> 1/x
(/2) = \x -> x/2

sections are necessary when asking the type

useful in espressions such as;

```
dl :: [Num]->[Num]
dl xs = map (2*) xs
```

Exercises

2) define the function third in 3 ways:

a) with head and tail
b) with !!
c) pattern matching

3) define safetail :: [a]->[a] that behaves like tail except that with [], insted of failing, answers []. We can use tail and null :: [a] -> Bool that answers True iff the input is an empty list, define safetail using:

a) a conditional expression
b) guarded equations
c) pattern matching