Assignment 2: Functional Programming - OCAML

1. Preface

The overall objective of this assignment is to implement 5 sets of functions corresponding to 5 list-based problems. Three of these problems were inspired by actual coding tests given during interviews for positions with companies such as Google, Amazon, Microsoft, and Apple. This project is to be done using a purely functional programming paradigm and OCaml. Note that all problems must be solved using OCaml lists, even if the original problem references arrays or strings. The problems are:

- 1. (20pts) Write a function first_duplicate.
- 2. (20pts) Write a function sumOfTwo.
- 3. (20pts) Write a function frequency.
- 4. (20pts) Write a function take.
- 5. (20pts) Write a function powerset.

This should actually be some fun and really good experience with coding interview tests. Each of the problems is described separately, with examples.

2. The Problems and Required OCaml Functions

Pay special attention to the naming and argument(s) of each required OCaml function.

2.1 First Duplicate in a List (first_duplicate)

Find and return the first duplicate in an integer list.

Prototype:

first_duplicate of a list returns -10000 if there are no duplications in the integer list argument. Otherwise, the first item that has a duplicate in the list is returned. Note: This is not the first element that occurs twice, but rather the first element with a duplicate later in the list. See the second example: the function will return 2, not 5.

Signature:

```
val first_duplicate : int list -> int = <fun>
Sample Use:
# first_duplicate [1;2;3;4;5;6;7;4;5;8;9];;
: int = 4
# first_duplicate [1;2;3;4;5;6;7;8;5;2;9];;
: int = 2
```

```
# first_duplicate [1;2;3;4;5;6;7;8;9;10];;
: int = -10000
```

2.2 The Sum of 2 Problem (sumOfTwo)

Look for a pair of elements from two integer lists that sum to a given value.

Two arrays contain numbers able to produce a given sum. For example, if a = [1;2;3], b = [10;20;30;40], and v = 42, then sumOfTwo(a, b, v) = true because (2 + 40) = 42 = v.

Prototype:

sumOfTwo(a, b, v) returns false if there does not exist an integer in a which, added to any integer in b, equals v. If there is such a pair, it returns true.

Signature:

```
val sumOfTwo : int list * int list * int -> bool = <fun>
```

Sample Use:

```
# sumOfTwo([1;2;3],[10;20;30;40],42);;
: bool = true
# sumOfTwo([1;2;3],[10;20;30;40],40);;
: bool = false
# sumOfTwo([1;2;3],[10;20;30;40],41);;
: bool = true
# sumOfTwo([1;2;3],[10;20;30;40],43);;
: bool = true
# sumOfTwo([1;2;3],[10;20;30;40],44);;
: bool = false
# sumOfTwo([1;2;3],[10;20;30;40],11);;
: bool = true
# sumOfTwo([1;2;3],[10;20;30;40],15);;
: bool = false
```

2.3 Frequency Count (frequency)

Count the frequency of the same element in a list.

Prototype:

frequency takes a list and returns a list of tuples representing the value and its frequency.

Signature:

```
val frequency : 'a list -> ('a * int) list = <fun>
Sample Use:
# frequency ["a"; "a"; "b"; "b"; "c"; "c"; "c"; "c"];;
- : (string * int) list = [("a", 3); ("b", 2); ("c", 4)]
```

```
# frequency [1; 1; 2; 2; 2; 3; 4; 4];;
-: (int * int) list = [(1, 2); (2, 3); (3, 1); (4, 2)]
```

2.4 take Function

Signature:

```
val take : int * 'a list -> 'a list = <fun>
```

Prototype:

The function take n 1st returns the first n elements of 1st. If 1st has fewer than n elements, return all of them. If n < 0, return an empty list.

Sample Use:

```
# take (2, [1;2;3;4]);;
: 'a list = [1;2]
# take (15, [1;2;3;4]);;
: 'a list = [1;2;3;4]
# take (-1, [1;2;3;4]);;
: 'a list = []
```

2.5 powerset Function

Signature:

```
val powerset : int list -> int list list = <fun>
```

Prototype:

The powerset function takes a set S represented as a list and returns the set of all subsets of S. The order of subsets in the powerset and the order of elements in the subsets do not matter.

Hint: Consider the recursive structure of this problem. Suppose you already have p, such that p = powerset s. How could you use p to compute powerset (x::s)?

Sample Use:

```
# powerset [1;2;3];;
: int list list = [[]; [1]; [2]; [3]; [1;2]; [1;3]; [2;3]; [1;2;3]]

# powerset [1;2];;
: int list list = [[]; [1]; [2]; [1;2]]

# powerset [1;2;3;4];;
: int list list = [[]; [1]; [2]; [3]; [4]; [1;2]; [1;3]; [1;4]; [2;3];
[2;4]; [3;4]; [1;2;3]; [1;2;4]; [1;3;4]; [2;3;4]; [1;2;3;4]]
```

3. Resources

To successfully complete this assignment, it's highly recommended to take some time to review the following resources:

- Course slides on OCaml
- The OCaml website (https://ocaml.org)

4. OCaml Functions and Constructs Not Allowed

Of extreme significance is the restriction of the paradigm to pure functional programming (no side effects). No ocaml imperative constructs are allowed. Recursion must dominate the function design process. So that we may gain experience with functional programming, only the applicative (functional) features of ocaml are to be used. Please reread the previous sentence. This rules out the use of ocaml's imperative features.

To force you into a purely applicative style, let should be used only for function definition. let cannot be used in a function body. Loops and local or global variables are prohibited. The allowable functions in this assignment are only those non-imperative functions in the Pervasives module and these individual functions listed below:

- List.hd
- List.tl
- List.cons
- List.nth
- List.mem
- List.append

This means you may not use the Array Module. Finally, the use of sequence-based control structure (Section 7.2 in OCaml manul: https://ocaml.org/manual/5.2/expr.html#ss%3Aexpr-control) is not allowed. Do not design your functions using sequential expressions. Here is an example of a sequence in a function body:

```
let print_assignment = function(student,course,section) ->
    print_string student; (* first you evaluate this*)
    print_string " is assigned to "; (* then this *)
    print_string course; (* then this *)
    print_string " section " ; (* then this *)
    print_int section; (* then this *)
    print string "\n; (* then this and return unit*)
```

If you have any questions or uncertainties, don't hesitate to reach out - I'm happy to provide clarification or guidance. The main goal of this assignment is to build your skills in functional programming. Instead of relying on built-in OCaml functions or shortcuts that might oversimplify the task, focus on embracing the problem-solving process and fully exploring functional programming concepts.

5. Evaluation Criteria

Your solution will be tested against sample inputs. Each function should operate correctly with no errors or warnings. Grades will be based on functionality, adherence to specifications, and appropriate use of functional programming principles.

The grade is based upon a correctly working solution. Solutions that misuse let will receive 0 point for the corresponding problem.

6. Submission Format

The final zipped archive is to be <yourname>_assignment2_S25.zip, where <yourname> is your (CU) assigned user name. You will upload this archive to the Canvas prior to the deadline. The minimal contents of this archive are as follows:

- 1. **README.txt**: A file listing the contents of the archive and a brief description of each file.
- 2. OCaml Source Code: A single file named assignment2.ml with all required and any additional functions implemented. Note this file must include all the required functions, as well as any additional functions you design and implement. We will supply the testing data.

This means, among other things, that the code you submit is yourcode.

3. Log File: log.pdf, including the screenshot of sample uses of each required function. You can include all screenshots in a word file and convert it to the PDF format.

Final Remark: Deadline Matters

This reminder is included in the course syllabus. Since Canvas allows multiple submissions, you're encouraged to upload your progress as a standalone archive before the deadline, even if you haven't completed all the functions yet. This way, you can still qualify for partial credit while continuing to improve your solution.