

Exercises

Functors and I/O

Exercise 1

Give a definition of the function

`fmap :: (a -> b) -> IO a -> IO b`

the effect of which is to transform an interaction by applying the function to its result. You should define it using the

do

construct.

Exercise 2

Define the function

`repeat :: IO Bool -> IO () -> IO ()`

so that

`repeat test oper`

has the effect of repeating *oper* until the condition *test* is *True*.

Exercise 3

Define the higher-order function *whileG* in which the condition and the operation work over values of type *a*. Its type should be:

`whileG :: (a -> IO Bool) -> (a -> IO a) -> (a -> IO a)`

so that

`whileG cond op x`

has the effect of repeating *op x* while the condition *cond x* is *True*.

Exercise 4

Using the function *whileG* or otherwise, define an interaction which reads a number, *n*, say, and then reads a further *n* numbers and finally returns their average.

Exercise 5

1. Define a function

`accumulate :: [IO a] -> IO [a]`

which performs a sequence of actions and accumulates their result in a list.

You can test this using (see testf below), e.g.:

```
> accumulate [readLn, testf "hi", readLn]
```

2. Also define a function :

```
sequence' :: [IO a] -> IO ()
```

which performs the interactions in turn, but discards their results.

You can test this using (see testf below), e.g.:

```
> sequence' [putStrLn "hello" , putStrLn "goodbye"]
```

3. Finally show how you would sequence a series, passing in values from one to the next :

```
seqList :: [a-> IO a] -> a -> IO a
```

Hint: Use a simple function e.g

```
testf :: String -> IO String
testf x = do
    putStrLn x
    return (x ++ x)
```

(which takes a parameter and appends it to itself. It works on Strings).

So, you could call it as

```
> seqList [testf, testf, testf] "hello"    — and get back
hello                                       —from first call (as IO effect)
hellohello                                —from second call
hellohellohellohello                     —from third call
"hellohellohellohellohellohellohello"    — returned from function
```

Exercise 6

Given the type definition

```
data Result a = Succeed a | Fail
```

show how **Result** can be made into a monadic type.

Solutions

Solutions to exercise 1

```
fmap :: (a -> b) -> IO a -> IO b
```

```
fmap f m
= do x <- m
    return (f x)
```

Solutions to exercise 2

```
repeat :: IO Bool -> IO () -> IO ()
```

```
repeat test m
= do res <- test
    if res
    then return ()
    else do m
          repeat test m
```

Solutions to exercise 3

```
whileG :: (a -> IO Bool) -> (a -> IO a) -> (a -> IO a)
```

```
whileG cond op x
= do test <- cond x
    if test
    then do op x
            whileG cond op x
    else return x
```

Solutions to exercise 4

```
findAvg :: IO Integer
```

```
findAvg
= do n <- getInt
    s <- sumInts n 0
    return (s `div` n)
```

```
sumInts :: Integer -> Integer -> IO Integer
```

```

sumInts n s
= if n>0
  then do m <- getInt
          sumInts (n-1) (s+m)
  else return s

```

Solutions to exercise 5

```

accumulate :: [IO a] -> IO [a]
accumulate [] = return []
accumulate (a:as) = do
    x <- a
    xs <- accumulate as
    return (x:xs)

```

```

--test this using
> accumulate [readLn, testf "hi", readLn]

```

```

sequence' :: [IO a] -> IO ()
sequence' [] = return ()
sequence' (a:as) = do
    a
    sequence' as
    return()

```

```

--test this with
> sequence' [putStrLn "hello" , putStrLn "goodbye"]

```

```

seqList :: [a-> IO a] -> a -> IO a
seqList [] elem = return elem

```

```

seqList (a:as) elem = do
    x <- a elem
    seqList as x

```

Solutions to exercise 6

```

data Result a = Succeed a | Fail deriving (Eq, Show)

```

```

instance Functor Result where
    fmap f (Succeed x) = Succeed (f x)
    fmap _ _           = Fail

```

```

instance Applicative Result where
    pure = Succeed

```

```

Fail <*> _ = Fail
(Succeed f) <*> something = fmap f something

instance Monad Result where
  return = Succeed
  Succeed x >>= f = f x
  Fail >>= _ = Fail

-- to test this
divBy :: Int -> Int -> Result Int
divBy 0 _ = Fail
divBy x y = Succeed ( y `div` x)

```