### **Project Euler**

Dr. Mattox Beckman

University of Illinois at Urbana-Champaign Department of Computer Science

#### **Our Environment**

- ► Create a new directory for this project.
- ▶ Using an editor, create a file euler.hs. Add the following two lines to it:

```
inc :: Integer -> Integer
inc x = x + 1
```

▶ Now type stack repl euler.hs.

→□▶→□▶→三▶ ● りへで

**4ロ > 4回 > 4 ≧ > 4 ≧ > 差 夕** Q C ·

Setting Up

Problem 1

Setting Up

#### **Expected Output**

# Problem 1 – Multiples of 3 or 5

If we list all the natural numbers below 10 that are multiples of 3 or 5, we get 3, 5, 6, and 9. The sum of these multiples is 23. Find the sum of all the multiples of 3 or 5 below 1000.



Problem 1 Setting Up 0000000 0000000

#### Some Arithmetic

```
1 *Main> mod 10 3
3 *Main> 10 `mod` 3
4 1
5 *Main> 10 `mod` 3 == 0
6 False
7*Main> 10 `mod` 3 == 0 || 10 `mod` 5 == 0
8 True
9 *Main> mod3or5 x = x `mod` 3 == 0 || x `mod` 5 == 0
10 *Main>
Add the following line to your euler.hs.
1 mod3or5 x = x `mod` 3 == 0 || x `mod` 5 == 0
```

#### A Type Constraint

- ► HASKELL will *infer* the types of things if you don't specify them!
- ▶ Let's see what it thinks of our new function ...

```
1*Main> :t mod3or5
2 mod3or5 :: Integral a => a -> Bool
```

◆□▶◆□▶◆■▶◆■▶ ● 夕ぐ

4□ > 4団 > 4 豆 > 4 豆 > 9 Q @ Problem 1

Setting Up

00000000

◆□▶◆御▶◆恵▶◆恵▶ 恵 め९♡

#### A Type Constraint

Setting Up

- ► HASKELL will *infer* the types of things if you don't specify them!
- ▶ Let's see what it thinks of our new function ...

```
1*Main> :t mod3or5
2 mod3or5 :: Integral a => a -> Bool
```

▶ "The input can be any type that is an Integral, and the output is a Bool."

# **List Operations**

```
1 *Main> [3,5,7,9]
2 [3,5,7,9]
3*Main> map inc [3,5,7,9]
4 [4,6,8,10]
5 *Main > map mod3or5 [3,5,7,9]
6 [True, True, False, True]
7 *Main> filter mod3or5 [3,5,7,9]
8 [3,5,9]
9*Main> sum (filter mod3or5 [3,5,7,9])
10 17
```

Put the following definition into your euler.hs:

```
sumMods xx = sum (filter mod3or5 xx)
```

So how do we get a list from 1 to 999?



Setting Up Problem 1 Setting Up Problem 1 00000000 00000•00

### Big Lists

```
1*Main> [1..20]
2 [1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20]
3 *Main> [1,3..20]
4 [1,3,5,7,9,11,13,15,17,19]
5 *Main> [1,5..20]
6 [1,5,9,13,17]
7 *Main> [1..999] -- Go ahead and try it!
So now add this line to your euler.hs:
_{1} euler1 = sumMods [1..999]
```

#### Sample Run

```
1*Main> :r
2 [1 of 1] Compiling Main
                                       ( /home/mattox/euler/euler.hs, interp
3 Ok, one module loaded.
4 *Main> euler1
5 233168
```

4□ > 4団 > 4 豆 > 4 豆 > 9 Q @

Problem 1

00000000

4日ト 4日ト 4 三 ト 4 三 り 9 ○ ○

Final Result

Setting Up

```
inc :: Integer -> Integer
2 inc x = x + 1
  -- Euler Problem 1
7 sumMods xx = sum (filter mod3or5 xx)
8 euler1 = sumMods [1..999]
```

We can clean this up a little ...

#### Cleaner Version

Setting Up

```
inc :: Integer -> Integer
2 inc x = x + 1
  -- Euler Problem 1
6 euler1 = sumMods [1..999]
  where mod3or5 x = x \mod 3 == 0 \parallel x \mod 5 == 0
         sumMods xx = sum (filter mod3or5 xx)
```

- ▶ The where keyword introduces local definitions.
- ▶ Indentation determines the scope of definitions.
- ▶ Be sure your editor never uses tabs!!