## **Problem Sheet 2.2: Data Types in Haskell**

## **Data Types**

We return to our family of ducks. However, rather than making a list of pairs like last week, we have now created a special data type for them: Duck! This type stores the name of the duck as a String, then the age of the duck as an Int. We have given you a family of ducks to get started with.

a) Implement the function birthday, which takes a Duck as an input and returns the same duck, except that its age has increased by one.

```
*Main> birthday donald
Duck "Donald" 7
```

b) We want to add more information to our Ducks. Amend the type constructor <code>Duck so that it also includes a Float that will represent the duck's height in metres. Amend our family of ducks so that they fit this new type, and also the fuction <code>birthday</code>. You can choose whatever heights you like for the ducks.</code>

```
*Main> duckFamily
[Duck "Donald" 6 0.63, Duck "Daisy" 5 0.56,
Duck "Huey" 2 0.23, Duck "Dewey" 1 0.25]
```

c) Give a type to and implement the function tall, which returns True if a duck is over 0.6m tall, False otherwise.

```
*Main> tall donald
True
*Main> tall huey
False
```

d) We should probably distinguish between ducks and ducklings. Add another constructor Duckling to the type Duck that also takes a String, Int and Float. Amend huey and dewey so that they are registered as ducklings rather than ducks.

```
*Main> duckFamily
[Duck "Donald" 6 0.63, Duck "Daisy" 5 0.56,
Duckling "Huey" 2 0.23, Duckling "Dewey" 1 0.25]
```

e) Since we have added the constructor Duckling, birthday and tall are no longer well defined. Add a case for ducklings to birthday, and add to the definition of tall such that a duckling is tall if its height is greater than or equal to 0.25m.

```
*Main> birthday dewey
Duckling "Dewey" 2 0.25
*Main> tall dewey
True
```

f) Once a duckling reaches 3 years of age, it is a full grown duck. Amend the function birthday so that two year old ducklings become three year old ducks.

```
*Main> birthday huey
Duck "Huey" 3 0.23
```