KAUNO TECHNOLOGIJOS UNIVERSITETAS INFORMATIKOS FAKULTETAS

Programavimo kalbų teorija (P175B124) *Laboratorinių darbų ataskaita*

Atliko:

IFF-6/11 gr. studentas

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Priėmė:

lekt. Evaldas Guogis

TURINYS

1.	Python (L1)						
	1.1. Darbo užduotis						
	1.2. Programos tekstas						
	1.3. Pradiniai duomenys ir rezultatai						
2.	2. Scala (L2)						
3.	F# (L3)	7					
	3.1. Darbo užduotis						
	3.2. Programos tekstas	8					
	3.3. Pradinjaj duomenys ir rezultataj						

1. Python (L1)

1.1. Darbo užduotis

Nuoroda į užduotį:

 $\underline{https://uva.onlinejudge.org/index.php?option=com_onlinejudge\&Itemid=8\&category=9\&page=show_problem=725$

Trumpas aprašymas:

Labirintas sudarytas iš stačiakampių kambarių pavaizduotas plokštumoje, naudojant simbolius. Užduoties tikslas yra pažymėti kambarius, kuriuos galima aplankyti iš nurodytos startinės pozicijos.

XXXXXXXXXXXXXXXXXX						XXXXXXXXXXXXXXXXXXXXXX
X	X	X	X	X	X	X###X###X###X X X
X			X	X	X	X########X X X
X	X	X	X	X	X	X###X###X###X X X
XXXXXX XXX XXXXXXXXX						XXXXXX#XXX#XXXXXXXXXX
X	X	X	X	X	X	X X###X###X###X###X
X X *				X	X X############X	
X	X	X	X	X	X	X X###X###X###X###X
XXXXXXXXXXXXXXXXX						XXXXXXXXXXXXXXXXXXXX

a) Initial maze

b) Painted maze

1.2. Programos tekstas

Nerijus.Dulke.IFF.6.11.Lab.1.py

```
# IFF-6/11 Nerijus Dulke Lab1
https://uva.onlinejudge.org/index.php?option=com_onlinejudge&Itemid=8&category=9&page
=show problem&problem=725
from Maze import Maze
mazes = []
duom = open('duom.txt')
mazeCount = int(duom.readline())
i = 0
iterations = 0
while i < mazeCount:
  maze = Maze()
  line = duom.readline()
  while line and not line.startswith('_'):
    maze.addline(line)
    iterations = iterations + 1
    line = duom.readline()
  mazes.append(maze)
  i = i + 1
duom.close()
rez = open('rez.txt', 'w+')
```

```
for maze in mazes:
    maze.paint()
    maze.printresult(rez)
    rez.write('____\n')

rez.close()

Maze.py
```

```
WALL = 'X'
EMPTY = ' '
MARKED = '#'
START = '*'
directions = ['u', 'd', 'l', 'r', 'ul', 'ur', 'dl', 'dr']
class Maze:
 def init (self):
    self.lines = []
    self.startX = -1
    self.startY = -1
   self.maxX = -1
    self.maxY = -1
  def addline(self, line):
    self.lines.append(line)
    if self.startX == -1:
      index = line.find(START)
      if index != -1:
        self.startX = index
        self.startY = self.count() - 1
    self.maxY = self.count() - 1
    maxX = len(line) - 1
    if maxX > self.maxX:
      self.maxX = maxX
    return
  def printlines(self):
    for line in self.lines:
      print line
    return
  def count(self):
    return len(self.lines)
  def printresult(self, file):
    file.writelines(self.lines)
    return
  def getvalue(self, coord):
    return self.lines[coord.y][coord.x]
```

```
def markvalue(self, coord):
   if self.getvalue(coord) is EMPTY:
      self.lines[coord.y] = self.lines[coord.y][:coord.x] + MARKED +
self.lines[coord.y][coord.x + 1:]
     return True
   return False
 def paint(self):
   self.max = Coord(self.maxX, self.maxY)
   current = Coord(self.startX, self.startY)
   coordsToSearch = [current]
   visited = []
   while len(coordsToSearch) > 0:
      current = Coord(coordsToSearch[0].x, coordsToSearch[0].y)
     del coordsToSearch[0]
     for direction in directions:
        neighbour = self.getNeighbour(current, direction)
        isVisited = filter(lambda x: neighbour.equals(x), visited)
        if neighbour is None or len(isVisited) > 0:
          continue
        success = self.markvalue(neighbour)
        if success:
          coordsToSearch.append(neighbour)
     visited.append(current)
   return
 def getNeighbour(self, current, direction):
   coord = Coord(current.x, current.y)
   if not coord.canmove(direction, self.max):
     return None
   if direction is 'u':
      coord.up()
   elif direction is 'd':
      coord.down()
   elif direction is 'l':
      coord.left()
   elif direction is 'r':
     coord.right()
   elif direction is 'ul':
     coord.up()
      coord.left()
   elif direction is 'ur':
     coord.up()
     coord.right()
   elif direction is 'dl':
      coord.down()
     coord.left()
```

```
elif direction is 'dr':
      coord.down()
      coord.right()
    return coord
class Coord:
 def __init__(self, x, y):
   self.x = x
    self.y = y
 def canmove(self, direction, maxcoord):
   if direction is 'u':
     return self.y != 0
    elif direction is 'd':
      return self.y != maxcoord.y
    elif direction is 'l':
     return self.x != 0
    elif direction is 'r':
     return self.x != maxcoord.x
    elif direction is 'ul':
      return self.y != 0 and self.x != 0
    elif direction is 'ur':
     return self.y != 0 and self.x != maxcoord.x
    elif direction is 'dl':
      return self.y != maxcoord.y and self.x != 0
    elif direction is 'dr':
      return self.y != maxcoord.y and self.x != maxcoord.x
    return False
 def up(self):
   self.y = self.y - 1
 def down(self):
   self.y = self.y + 1
 def left(self):
    self.x = self.x - 1
 def right(self):
   self.x = self.x + 1
 def equals(self, other):
  return self.x == other.x and self.y == other.y
```

1.3. Pradiniai duomenys ir rezultatai

2 XXXXXXXXX X X X

duom.txt

X * X X X X

XXXXXXXX

X X X X X X

XXXXX X X X X * X

XXXXX

 ${\sf X} {\sf X} {\sf X} {\sf X} {\sf X} {\sf X}$

X X X X X X

XXXXX X###X

XXXXX

X#*#X X###X

XXXXX

2. Scala (L2)

3. F# (L3)

3.1. Darbo užduotis

Nuoroda į užduotį:

https://uva.onlinejudge.org/index.php?option=com_onlinejudge&Itemid=8&category=448&page= show_problem&problem=4331

Trumpas aprašymas:

Duotos nuorodos į aplankus esančius failų sistemoje, sudaryti failų sistemos medį.

```
WINNT\SYSTEM32\CONFIG
                                                 GAMES
GAMES
                                                  DRIVERS
WINNT\DRIVERS
                                                 HOME
HOME.
                                                 WIN
WIN\SOFT
                                                  SOFT
GAMES\DRIVERS
                                                 WINNT
WINNT\SYSTEM32\CERTSRV\CERTCO~1\X86
                                                  DRIVERS
                                                  SYSTEM32
                                                   CERTSRV
                                                    CERTCO~1
                                                     X86
                                                   CONFIG
                                                  Output
         Input
```

3.2. Programos tekstas

```
https://uva.onlinejudge.org/index.php?option=com_onlinejudge&Itemid=8&category=448&page=show_p
roblem&problem=4331
open System
open System.IO
let readLines filePath = File.ReadLines(filePath)
let print (line: string) = printf "%s\n" line
let startsWithCount (path: string, lines: seq<string>) =
    lines
    >> Seq.filter(fun (y: string) -> y.StartsWith(path))
    > Seq.length
let replaceFirst (text: string, search: string, replace: string) =
    let pos = text.IndexOf(search)
    if pos < 0 then</pre>
        text
    else
        text.Substring(0, pos) + replace + text.Substring(pos + search.Length)
let hasDepth (lines: seq<string>) = Seq.exists(fun x -> String.exists(fun c -> c.Equals '\\')
x) lines
let rec handleThings (lines: seq<string>, spaces: string) : (seq<string>) =
    if hasDepth lines then
        let transformedLines =
            lines
            >> Seq.filter(fun x -> startsWithCount(x, lines).Equals 1)
            > Seq.map(fun x -> replaceFirst(x, "\\", "\n" + spaces))
        handleThings(transformedLines, (spaces + " "))
    else
        lines
[<EntryPoint>]
let main argv =
    let lines = readLines "data.txt" |> Seq.sort
    let result =
        handleThings(lines, " ")
```

```
|> Seq.map(fun x -> x.Split('\n'))
|> Seq.concat
|> Seq.distinct

Seq.iter print result

Console.ReadKey() |> ignore
0 // return an integer exit code
```

3.3. Pradiniai duomenys ir rezultatai

```
duom.txt
WINNT\SYSTEM32\CONFIG
GAMES
HOME
WIN\SOFT
GAMES\DRIVERS
WINNT\SYSTEM32\CERTSRV\CERTCO~1\X86
      Rezultatai
GAMES
  DRIVERS
HOME
WINNT
  SYSTEM32
    CERTSRV
      CERTCO~1
        X86
    CONFIG
WIN
  SOFT
```