

PPL Assignment 1.1

1.

- a. What is the difference between values and types? How are they related?

The difference between values and types is that a type defines what values a variable can have. A value is what a variable can be.

b.

- i. `(define x 5)` - causes a side effect that variable x is added to the GE
- ii. `(+ x 1)` - displays 6 as a side effect but doesn't change the value of x
- iii. `(if (= x 6)`

`(display 'mary-had-a-little-lamb)`

`(* x x)`

displays 25 `(* x x)` since the previous snippet didn't change the value of x

2.

- a. `(> 3 2 1)` - `[number*number*number -> boolean]`
- b. `((lambda (x y) (- (* x x) (* y y))))` - `[number*number -> void]`, anonymous function
- c. `((lambda (x y) (- (* x x) (* y y))) 4 -7)` - `[number*number-> number]`
- d. `(+)` - `[void -> number]`
- e. `(define x 42)` - procedure, binds x to 42 in GE
- f. `(number? 5)` - `[scheme type -> boolean]`

3.

- a. `(+ (/ 1 0) 1 (/ 1 2))` - error! Division by 0 not allowed
- b. `(* 2)` - 2
- c. `(+ x 42)` - error! Unidentified variable x
- d. `(define x (/ 1 3))` - adds x to the GE with value 1/3
- e. `(lambda () (4 5))` - procedure `[void -> void]`
- f. `((lambda (x) (display x) (* 2 x)) 5)` displays: 510
- g. `(+ x 42)` - $42\frac{1}{3}$ x was defined in step d
- h. `(/ x)` - 3

4.

- a. `(/ 1 0)` - division by 0 not allowed

- b. $(= x 5) - x$ is undefined
5. A

a. `(cond ((odd? 72) #f)`
 `(#f (display 'whoops))`
 `(else (or 7`
 `(< (/ 1 0) 2)`
 `#f`
 `#t)))`

72 isn't odd so we evaluate the next conditional

`#f` isn't different from false so we evaluate the next conditional

In else, **7** is returned since it doesn't evaluate to false, the rest of the expressions in the or expression aren't evaluated

b. `(and #t`
 `(or (even? 3)`
 `(lambda () (+ 1 2 3)))`
 `(* 1 2 3))`

All three expressions in the **and** conditional evaluate to not `#f` therefore it returns the last evaluated expression which is `(* 1 2 3)` and evaluates to **6**