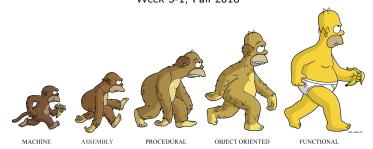
COMP302: Programming Languages and Paradigms

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> School of Computer Science McGill University Week 5-1, Fall 2018



UNDERGRADUATE RESEARCH CONFERENCE

14:00 Poster competition: start of judging and public viewing

All are welcome!

17:00 Keynote address:

"Having fun with research as a student and a professor"

Prize ceremony and networking reception to follow

Professor John Stix

Professor, Dept. of Earth & Planetary Sciences Associate Dean of Research, Faculty of Science

INFORMATION: www.mcgill.ca/science

Thu., Oct. 4, 2018 Arts Building Lobby + Moyse Hall

SCHENCE



What's on the midterm?

Expression fun x y -> if x * (-1) < 0 then (y,x) else (x,y) has the most general type

- a) int * int
- b) int -> int -> int * int
- c) int * int -> int * int
- d) int -> 'a -> int * int
- e) int -> 'a -> int * 'a
- f) int * 'a -> int * int
- g) int * 'a -> int * 'a

Answer: ?

```
1 let rec f b l = match l with
2   | [] -> b
3   | x::xs -> f x
```

- a) 'a -> 'a list -> 'a
- b) ('a -> 'b) -> 'a -> 'a list -> 'b
- c) ill-typed
- d) int -> int list -> int

```
type 'a tree = Empty | Node of 'a * 'a tree * 'a tree

let build_tree x l r = Node (x, l, r)
```

- a) 'a -> 'a tree -> 'a tree -> 'a tree
- b) 'a tree
- c) 'a * 'a tree * 'a tree -> 'a tree

```
1 let rec zoom x =
2  if zoom x > 3 then zoom (x - 1) else zoom (x + 1)
```

- a) infinite loop
- b) int -> int
- c) int

```
let double (f, x) = f (f x)
```

- a) infinite loop
- b) ('a -> 'a) -> 'a -> 'a
- c) 'a -> 'a * 'a -> 'a
- d) ('a -> 'b) -> 'a -> 'b

```
1 let apply f x = f x in apply (fun x -> x + 1) 3
```

- a) int
- b) ill typed
- c) (int -> int) -> int -> int
- d) ('a -> 'b) -> 'a -> 'b

Its' all about values ..

What value does this expression have? - The answer is ...

```
1 let x = 3 in
2 let y = x + 3 in
3 let check x = x = 3 in
4 let x = y in
5 check x
```



Let's do some programming.

Midterm Topics – Summary

- 1) Reasoning about programs:
 - Static type checking: What is the most general type of an expression? When is type checking done?
 - Semantics: How is a program evaluated? What value does it produce?

2) Principles of functional programming

- Pattern matching and recursion
- Higher-order functions
 - a) Passing functions as arguments: Abstracting over common functionality; proficiency with using built-in higher-order functions
 - Returning functions as results: examples we have seen: returning a function that swapps the arguments; currying, uncurrying, Church numerals