

```
fun append (xs,ys) =  
  if xs=[]  
  then ys  
  else (hd xs)::append(tl xs,ys)  
  
fun map (f,xs) =  
  case xs of  
    [] => []  
  | x::xs' => (f x)::(map(f,xs'))  
  
val a = map (increment, [4,8,12,16])  
val b = map (hd, [[8,6],[7,5],[3,0,9]])
```

# Programming Languages

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Introducing Lists

# *Lists*

- Despite nested tuples, the type of a variable still “commits” to a particular “amount” of data

In contrast, a list:

- Can have any number of elements
- But all list elements have the same type

Need ways to *build* lists and *access* the pieces...

# *Building Lists*

- The empty list is a value:

`[]`

- In general, a list of values is a value; elements separated by commas:

`[v1, v2, ..., vn]`

- If  $e1$  evaluates to  $v$  and  $e2$  evaluates to a list  $[v1, \dots, vn]$ , then  $e1 :: e2$  evaluates to  $[v, \dots, vn]$

`e1 :: e2` (\* pronounced "cons" \*)

# Accessing Lists

Until we learn pattern-matching, we will use three standard-library functions

- `null e` evaluates to `true` if and only if `e` evaluates to `[]`
- If `e` evaluates to `[v1, v2, ..., vn]` then `hd e` evaluates to `v1`
  - (raise exception if `e` evaluates to `[]`)
- If `e` evaluates to `[v1, v2, ..., vn]` then `tl e` evaluates to `[v2, ..., vn]`
  - (raise exception if `e` evaluates to `[]`)
  - Notice result is a list

# Type-checking list operations

Lots of new types: For any type `t`, the type `t list` describes lists where all elements have type `t`

– Examples: `int list`   `bool list`   `int list list`  
          `(int * int) list`   `(int list * int) list`

- So `[]` can have type `t list` for *any* type
  - SML uses type `'a list` to indicate this (“quote a” or “alpha”)
- For `e1::e2` to type-check, we need a `t` such that `e1` has type `t` and `e2` has type `t list`. Then the result type is `t list`
- `null : 'a list -> bool`
- `hd : 'a list -> 'a`
- `tl : 'a list -> 'a list`