

```
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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More Boolean and Comparison Expressions

# *Some More Expressions*

Some “odds and ends” that haven’t come up much yet:

- Combining Boolean expressions (and, or, not)
- Comparison operations

# *Boolean operations*

**`e1 andalso e2`**

- Type-checking: **`e1`** and **`e2`** must have type **`bool`**
- Evaluation: If result of **`e1`** is **`false`** then **`false`** else result of **`e2`**

**`e1 orelse e2`**

**`not e1`**

- Syntax in many languages is **`e1 && e2`**, **`e1 || e2`**, **`!e`**
  - **`&&`** and **`||`** don't exist in ML and **`!`** means something different
- “Short-circuiting” evaluation means **`andalso`** and **`orelse`** are not functions, but **`not`** is just a pre-defined function

# Style with Booleans

Language does not *need* `andalso` , `orelse` , `not`

```
(* e1 andalso e2 *)  
if e1  
then e2  
else false
```

```
(* e1 orelse e2 *)  
if e1  
then true  
else e2
```

```
(* not e1 *)  
if e1  
then false  
else true
```

Using more concise forms generally much better style

And definitely please do not do this:

```
(* just say e (!!!) *)  
if e  
then true  
else false
```

# Comparisons

For comparing `int` values:

`=` `<>` `>` `<` `>=` `<=`

You might see weird error messages because comparators can be used with some other types too:

- `>` `<` `>=` `<=` can be used with `real`, but not 1 `int` and 1 `real`
- `=` `<>` can be used with any “equality type” but not with `real`
  - Let’s not discuss equality types yet