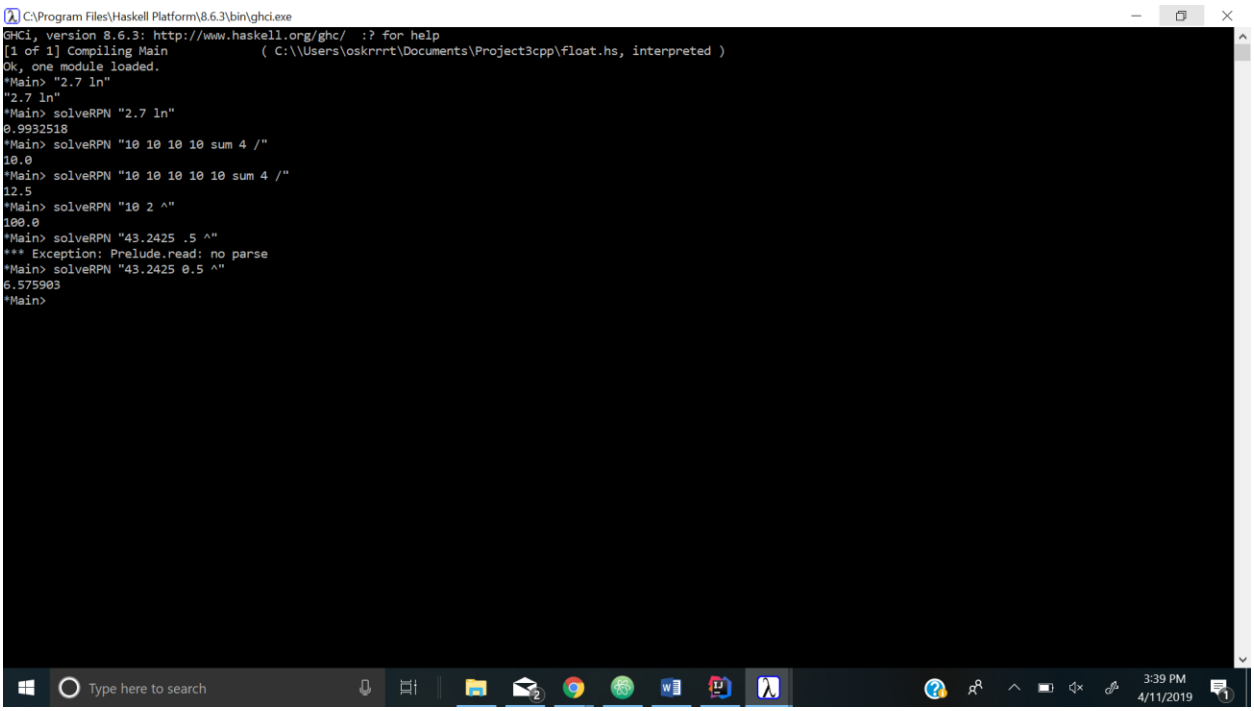
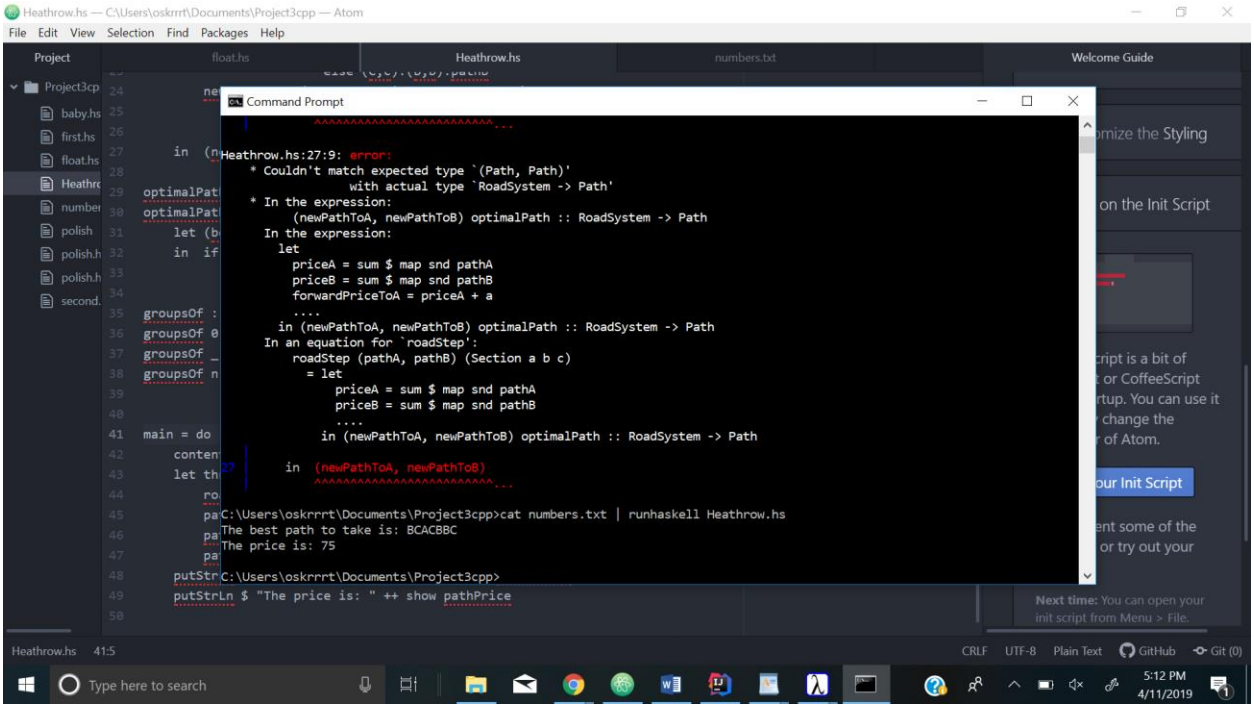
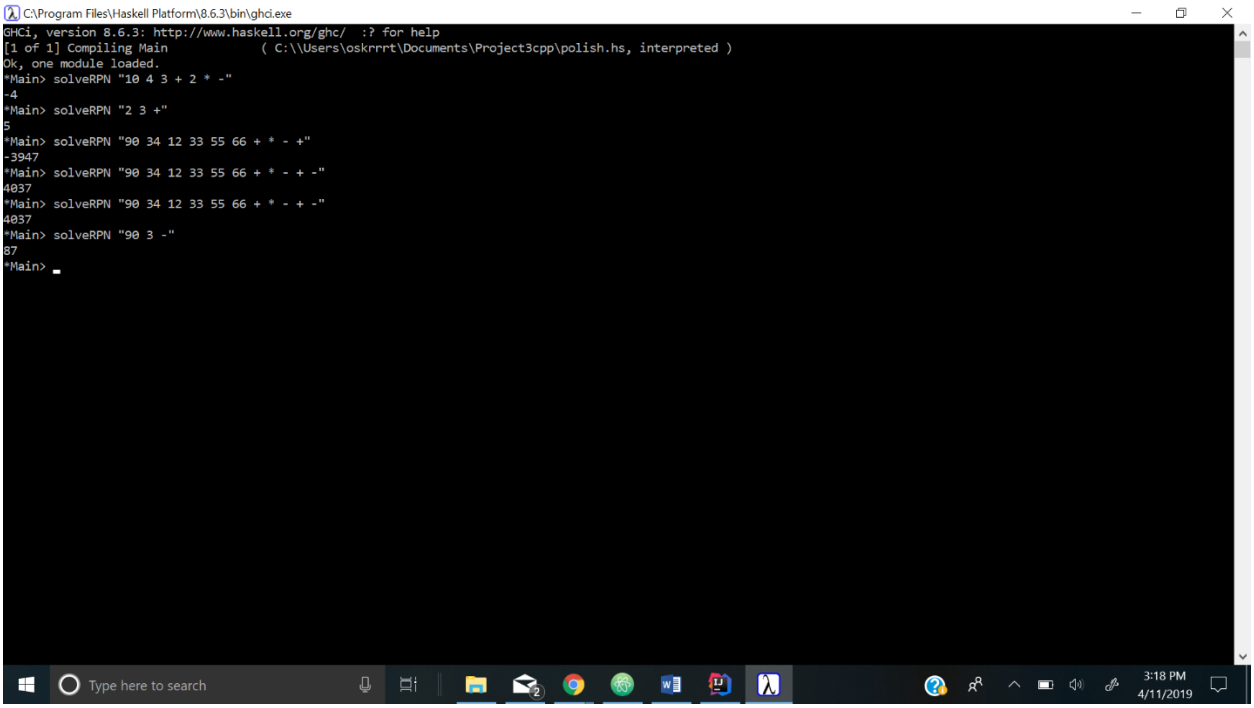

C:\Program Files\Haskell Platform\8.6.3\bin\ghci.exe
GHCi, version 8.6.3: http://www.haskell.org/ghc/ :? for help
[1 of 1] Compiling Main   (C:\\Users\oskrrrt\Documents\Project3cpp\float.hs, interpreted)
Ok, one module loaded.
*Main> "2.7 ln"
"2.7 ln"
*Main> solveRPN "2.7 ln"
0.9932518
*Main> solveRPN "10 10 10 10 sum 4 /"
10.0
*Main> solveRPN "10 10 10 10 10 sum 4 /"
12.5
*Main> solveRPN "10 2 ^"
100.0
*Main> solveRPN "43.2425 .5 ^"
*** Exception: Prelude.read: no parse
*Main> solveRPN "43.2425 0.5 ^"
6.575903
*Main>
Type here to search
3:39 PM
4/11/2019


Heathrow.hs — C:\Users\oskrrrt\Documents\Project3cpp — Atom
File Edit View Selection Find Packages Help
Project
float.hs
Heathrow.hs
numbers.txt
Welcome Guide
Command Prompt
Heathrow.hs:27:9: error:
* Couldn't match expected type `(Path, Path)'
with actual type `RoadSystem -> Path'
* In the expression:
(newPathToA, newPathToB) optimalPath :: RoadSystem -> Path
In the expression:
let
priceA = sum $ map snd pathA
priceB = sum $ map snd pathB
forwardPriceToA = priceA + a
....
in (newPathToA, newPathToB) optimalPath :: RoadSystem -> Path
In an equation for `roadStep':
roadStep (pathA, pathB) (Section a b c)
= let
priceA = sum $ map snd pathA
priceB = sum $ map snd pathB
....
in (newPathToA, newPathToB) optimalPath :: RoadSystem -> Path
in (newPathToA, newPathToB)
C:\Users\oskrrrt\Documents\Project3cpp>cat numbers.txt | runhaskell Heathrow.hs
The best path to take is: BCACBBC
The price is: 75
C:\Users\oskrrrt\Documents\Project3cpp>
Heathrow.hs 41:5
CRLF UTF-8 Plain Text GitHub Git (0)
Type here to search
5:12 PM
4/11/2019




```
import Data.List


solveRPN :: String -> Float
solveRPN = head . foldl foldingFunction [] . words
   where   foldingFunction (x:y:ys) "*" = (x * y):ys
           foldingFunction (x:y:ys) "+" = (x + y):ys
           foldingFunction (x:y:ys) "-" = (y - x):ys
           foldingFunction (x:y:ys) "/" = (y / x):ys
           foldingFunction (x:y:ys) "^" = (y ** x):ys
           foldingFunction (x:xs) "ln" = log x:xs
           foldingFunction xs "sum" = [sum xs]
           foldingFunction xs numberString = read numberString:xs


import Data.List
```

```
data Section = Section { getA :: Int, getB :: Int, getC :: Int } deriving (Show)
type RoadSystem = [Section]

heathrowToLondon :: RoadSystem
heathrowToLondon = [Section 50 10 30, Section 5 90 20, Section 40 2 25, Section 10 8 0]

data Label = A | B | C deriving (Show)
type Path = [(Label, Int)]

roadStep :: (Path, Path) -> Section -> (Path, Path)
roadStep (pathA, pathB) (Section a b c) =
   let priceA = sum $ map snd pathA
       priceB = sum $ map snd pathB
       forwardPriceToA = priceA + a
       crossPriceToA = priceB + b + c
       forwardPriceToB = priceB + b
       crossPriceToB = priceA + a + c
       newPathToA = if forwardPriceToA <= crossPriceToA
                    then (A,a):pathA
                    else (C,c):(B,b):pathB
       newPathToB = if forwardPriceToB <= crossPriceToB
                    then (B,b):pathB
                    else (C,c):(A,a):pathA
   in  (newPathToA, newPathToB)

optimalPath :: RoadSystem -> Path
optimalPath roadSystem =
   let (bestAPath, bestBPath) = foldl roadStep ([],[]) roadSystem
   in  if sum (map snd bestAPath) <= sum (map snd bestBPath)
```

```
        then reverse bestAPath
        else reverse bestBPath
groupsOf :: Int -> [a] -> [[a]]
groupsOf 0 _ = undefined
groupsOf _ [] = []
groupsOf n xs = take n xs : groupsOf n (drop n xs)



main = do
  contents <- getContents
  let threes = groupsOf 3 (map read $ lines contents)
      roadSystem = map (\[a,b,c] -> Section a b c) threes
      path = optimalPath roadSystem
      pathString = concat $ map (show . fst) path
      pathPrice = sum $ map snd path
  putStrLn $ "The best path to take is: " ++ pathString
  putStrLn $ "The price is: " ++ show pathPrice

50
10
30
5
90
20
40
2
25
10
8
```

```
solveRPN :: (Num a, Read a) => String -> a
solveRPN = head . foldl foldingFunction [] . words
   where   foldingFunction (x:y:ys) "*" = (x * y):ys
           foldingFunction (x:y:ys) "+" = (x + y):ys
           foldingFunction (x:y:ys) "-" = (y - x):ys
           foldingFunction xs numberString = read numberString:xs
```