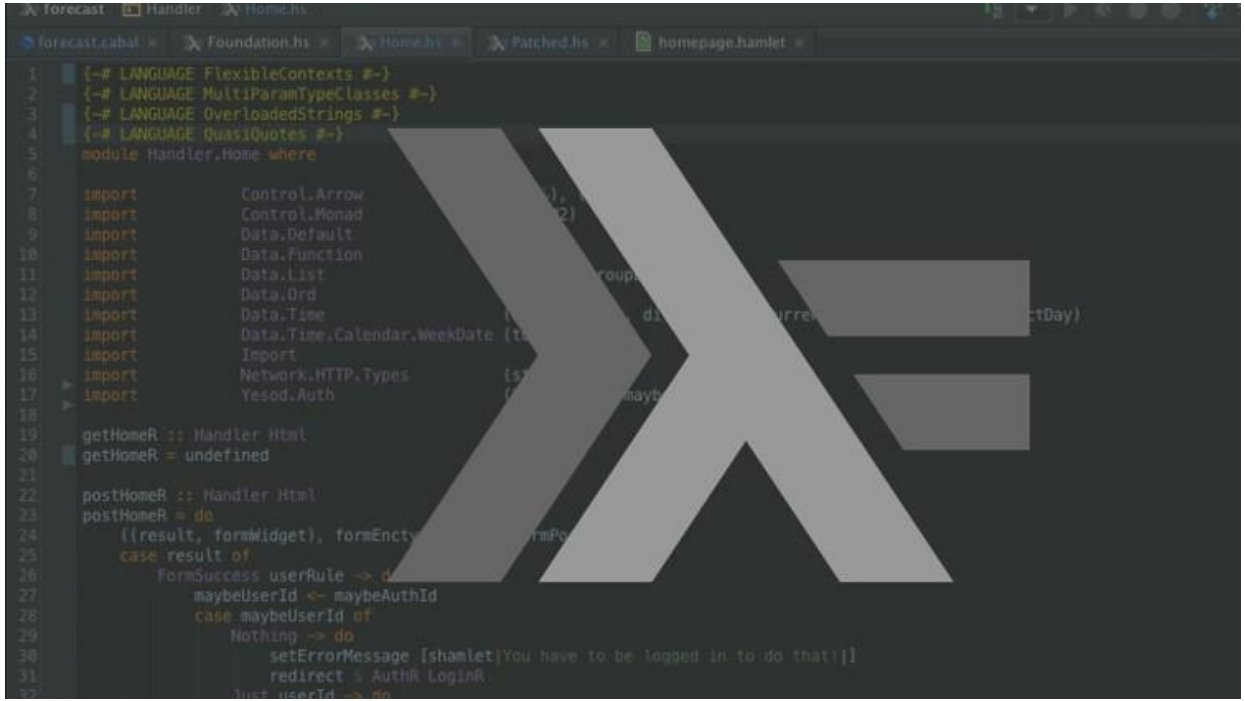
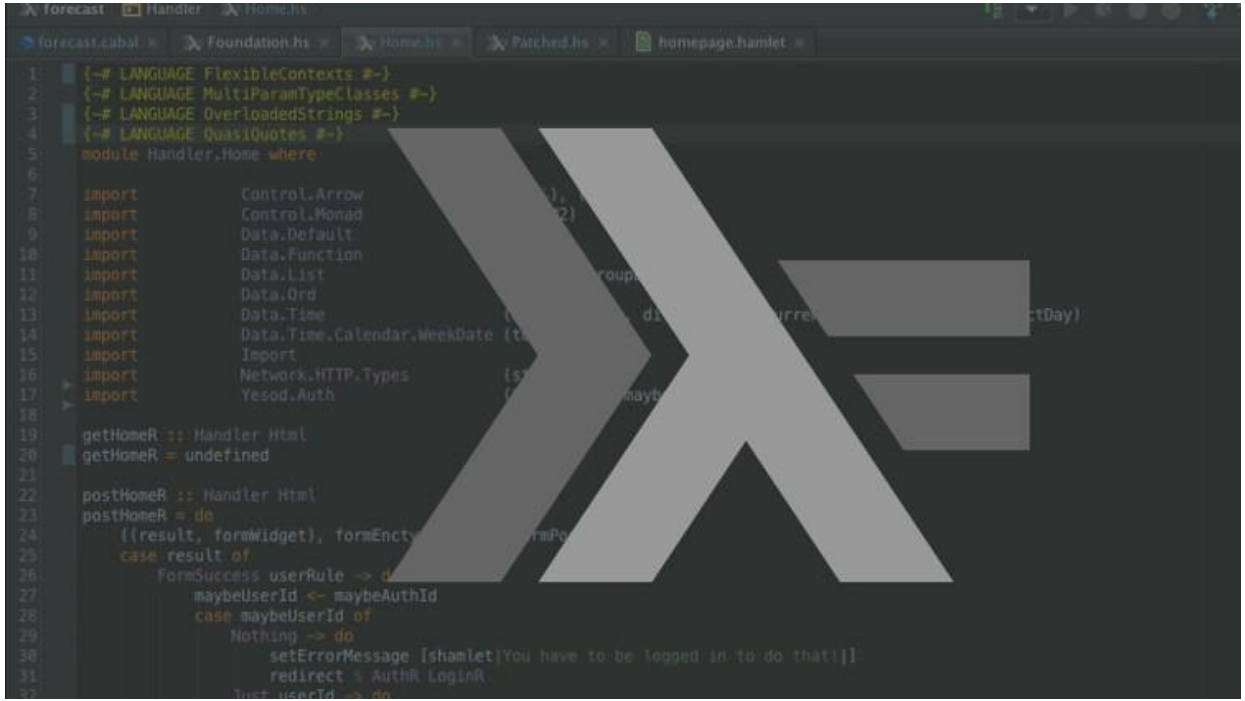
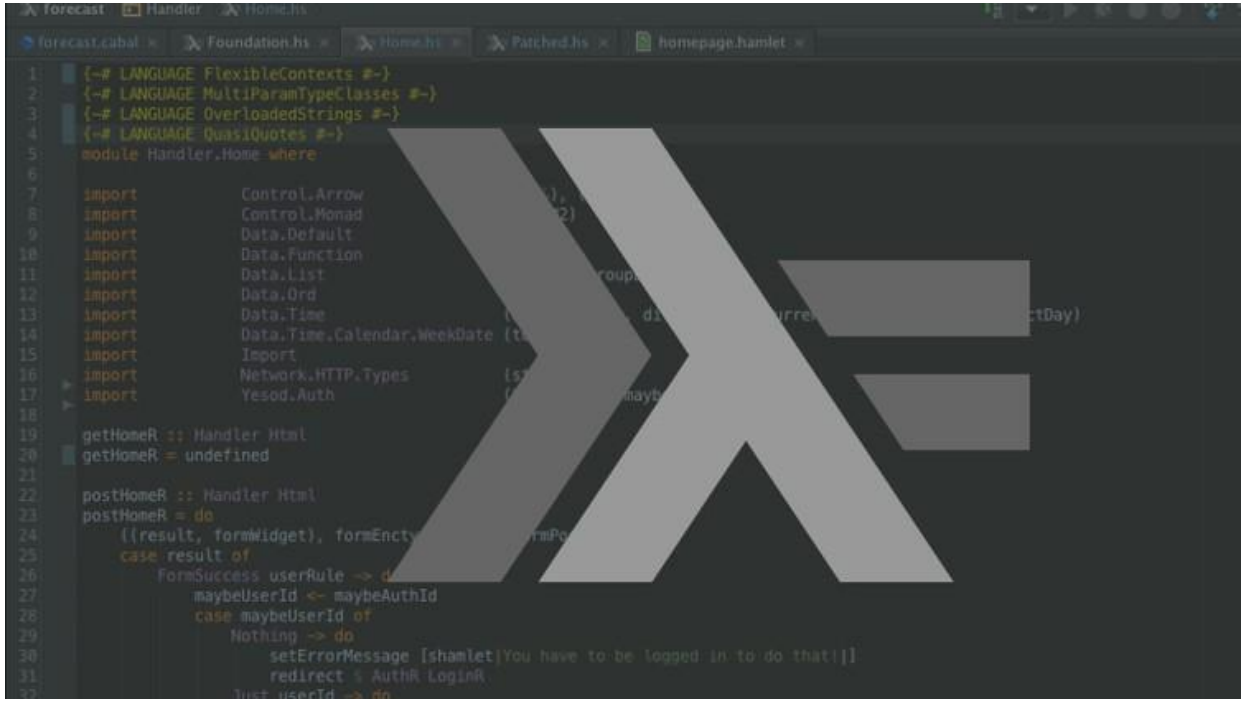
Final Exams


forecast.cabal
Foundation.hs
Home.hs
Patched.hs
homepage.hamlet
{-# LANGUAGE FlexibleContexts #-}
{-# LANGUAGE MultiParamTypeClasses #-}
{-# LANGUAGE OverloadedStrings #-}
{-# LANGUAGE QuasiQuotes #-}
module Handler.Home where
import Control.Arrow
import Control.Monad
import Data.Default
import Data.Function
import Data.List
import Data.Ord
import Data.Time
import Data.Time.Calendar.WeekDate
import Import
import Network.HTTP.Types
import Yesod.Auth
getHomeR :: Handler Html
getHomeR = undefined
postHomeR :: Handler Html
postHomeR = do
((result, formWidget), formEncty
case result of
FormSuccess userRule -> d
maybeUserId <- maybeAuthId
case maybeUserId of
Nothing -> do
setErrorMessage [shamlet|You have to be logged in to do that!|]
redirect $ AuthR LoginR

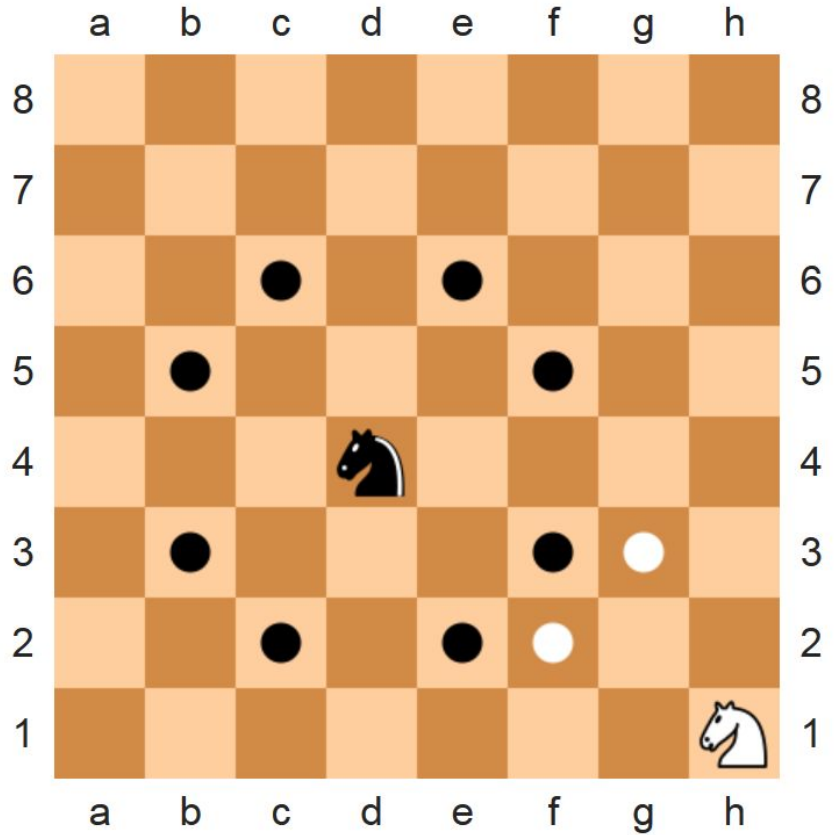
Exam 3


forecast.cabal
Foundation.hs
Home.hs
Patched.hs
homepage.hamlet
{-# LANGUAGE FlexibleContexts #-}
{-# LANGUAGE MultiParamTypeClasses #-}
{-# LANGUAGE OverloadedStrings #-}
{-# LANGUAGE QuasiQuotes #-}
module Handler.Home where
import Control.Arrow
import Control.Monad
import Data.Default
import Data.Function
import Data.List
import Data.Ord
import Data.Time
import Data.Time.Calendar.WeekDate
import Import
import Network.HTTP.Types
import Yesod.Auth
getHomeR :: Handler Html
getHomeR = undefined
postHomeR :: Handler Html
postHomeR = do
((result, formWidget), formEncty
case result of
FormSuccess userRule -> d
maybeUserId <- maybeAuthId
case maybeUserId of
Nothing -> do
setErrorMessage [shamlet|You have to be logged in to do that!|]
redirect $ AuthR LoginR

Exam 3 - Problem 1



Exam 3 - Problem 1



Problem 1

Consider a knight on an empty 8×8 chess board. Its position can be given with a tuple indicating its row and column:

```
type Pos = (Int, Int) -- bottom left box is (1,1)
```

Remember that knights move in an "L":

1. Define a function *inside :: Pos -> Bool* that, given a position of a horse, returns if it is inside the board.

2. Define a function moves :: Pos -> [Pos] that, given a position of a horse within the board, returns the list of positions within the board where it can be found after a jump. The order of the list is not important: Test sets already sort it with luck. But you must write import Data.List(sort) at the beginning of your program.

Problem 1

Consider a knight on an empty 8×8 chess board. Its position can be given with a tuple indicating its row and column:

```
type Pos = (Int, Int) -- bottom left box is (1,1)
```

Remember that knights move in an "L":

3. Define a function *canGo3 :: Pos -> Pos -> Bool* that, given a start position p within the board and a final position q, tells whether a horse can go from p to q in (exactly) three jumps.

4. Now define a function *canGo3' :: Pos -> Pos -> Bool* that does the same as canGo3 but taking advantage of the fact that lists are Monad instances.

Problem 1

Public Test Case

Input

inside (4, 5)
inside (0, 1)
inside (4, 9)
sort $ moves (4, 5)
sort $ moves (1, 1)
canGo3 (1, 1) (4, 5)
canGo3 (1, 1) (4, 6)
canGo3' (1, 1) (4, 5)
canGo3' (1, 1) (4, 6)

Output

True
False
False
[(2,4),(2,6),(3,3),(3,7),(5,3),(5,7),(6,4),(6,6)]
[(2,3),(3,2)]
True
False
True
False