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COSC 341 Project 4

Haskell: More Learning You a Haskell for Great Good

```
module Haskell_Mini_Project
( tail'
, sum'
, distance
, sum''
, reverse'
, reverse''
, pack
) where
import
         Assist_Lib
-- 1 --
tail' :: [a] -> [a]
tail' [] = []
tail' (_:theList) = theList
-- 2 --
sum' :: (Num \ a) => [a] -> a
sum' \square = \emptyset
sum' (l:theList) = l + sum' theList
-- 3 --
distance :: (Integral a, Floating b) \Rightarrow (a, a) \rightarrow (a, a) \rightarrow b
distance (x1, y1) (x2, y2) = sqrt . fromIntegral . sum
       map (^2) [(x1 - x2), (y1 - y2)] 
-- 4 --
sum'' :: (Num \ a) => [a] -> [a] -> [a]
sum'' _ [] = []
sum'' [] _ = []
sum'' (f:firstList) (s:secondList) =
      (f + s) : (sum'' firstList secondList)
-- 5 --
reverse'a :: [a] -> [a]
reverse'a 🖂 = 🔀
reverse'a theList = (last theList)
      : (reverse' $ init theList)
reverse'b :: [a] -> [a]
reverse'b [] = []
reverse'b (l:theList) = reverse' theList ++ [l]
```

```
module Assist_Lib
( store
, head'
, init'
, last'
, points
) where
import System.Random
head' :: [a] -> a
head' (theHead:_) = theHead
init' :: [a] -> [a]
init' [] = []
init' [x] = []
init' (x:y:xs) = x : init' (y:xs)
last' :: [a] -> a
last'[x] = x
last' (_:x:xs) = last' (x:xs)
deleteMap = randoms (mkStdGen 1) :: [Bool]
store :: [a] -> [(a, Bool)]
store [] = []
store theData = zip theData deleteMap
points = [(4, 3), (1, 6), (2, 4)]
```