

COL100: Lab 3 Solutions

In case of any error please contact Praveen Kulkarni at cs5140599@cse.iitd.ac.in .

fizzbuzz.ml

```
1 (* Author: Praveen Kulkarni
2  * Date: 13 March 2018
3  * File: fizzbuzz.ml
4  * All rights reserved. Copyright (c) 2018
5  *)
6
7 (* fizzbuzz : int -> string *)
8 let fizzbuzz index =
9     if index mod 15 = 0 then "Fizzbuzz"
10    else if index mod 3 = 0 then "Fizz"
11    else if index mod 5 = 0 then "Buzz"
12    else (string_of_int index);;
13
14 (* tests *)
15 let _ = fizzbuzz 17;;
16 let _ = fizzbuzz 18;;
17 let _ = fizzbuzz 20;;
18 let _ = fizzbuzz 30;;
19
20 (* fizzbuzz_string : int -> string *)
21 let rec fizzbuzz_string index =
22     if index <= 0 then ""
23     else if index = 1 then "1"
24     else (fizzbuzz_string (index-1)) ^ " " ^ (fizzbuzz index);;
25
26 (* tests *)
27 let _ = fizzbuzz_string 4;;
28 let _ = fizzbuzz_string 10;;
29 let _ = fizzbuzz_string 15;;
```

leap_year.ml

```
1 (* Author: Praveen Kulkarni
2  * Date: 13 March 2018
3  * File: leap_year.ml
4  * All rights reserved. Copyright (c) 2018
5  *)
6
7 (* isLeapYear: int -> bool *)
8 let isLeapYear year =
9     if (year mod 4 != 0) then false
10     else if (year mod 100 != 0) then true
11     else (year mod 400 = 0);;
12
13 (* testcases *)
14 let _ = isLeapYear 2004;;
15 let _ = isLeapYear 2016;;
16 let _ = isLeapYear 2000;;
17 let _ = isLeapYear 2017;;
18 let _ = isLeapYear 2018;;
19 let _ = isLeapYear 1900;;
```

middle_child.ml

```

1 (* Author: Praveen Kulkarni
2   * Date: 13 March 2018
3   * File: middle_child.ml
4   * All rights reserved. Copyright (c) 2018
5   *)
6
7 (* middleChild : int -> int -> int -> bool *)
8 let middleChild x y z =
9     if (x < 0 || y < 0 || z < 0) then -3
10    else if (x = y && y = z) then -2
11    else if (x = y || y = z || x = z) then -1
12    else (x + y + z) - (max (max x y) z) - (min (min x y) z);;
13
14 (* test cases *)
15 let _ = middleChild 17 12 15;;
16 let _ = middleChild 3 3 5;;
17 let _ = middleChild 12 12 12;;
18
19 (* print_middle_child : int -> int -> int -> string*)
20 let print_middle_child x y z =
21     let middle_child_value = middleChild x y z
22     in
23         if middle_child_value = -3 then "Invalid inputs!"
24         else if middle_child_value = -2 then "There are triplets"
25         else if middle_child_value = -1 then "There are twins!"
26         else "The age of the middle child is:" ^ (string_of_int middle_child_value);;
27
28 (* test cases *)
29 let _ = print_middle_child 17 12 15;;
30 let _ = print_middle_child 3 3 5;;
31 let _ = print_middle_child 12 12 12;;
32 let _ = print_middle_child (-1) 12 12;;
33
34 (* Notice that when negative numbers are passed as arguments you
35   * should put paranthesis around them to avoid ambiguity (line 32)
36   *)

```

p_checker.ml

```

1 (* Author: Praveen Kulkarni
2   * Date: 13 March 2018
3   * File: p_checker.ml
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5   *)
6
7 (* EDITORIAL

```

```

8  * =====
9  * There are two functions in this file - check_prime and isPrime.
10 *
11 * isPrime: int -> bool
12 * A number `num` is NOT prime if and only if there is a number x, such that
13 *  $2 \leq x \leq \sqrt{\text{num}}$ .
14 * If num is less than 2 then it is not prime, so isPrime returns false.
15 * If num is equal to 2, then it is prime, so isPrime returns true.
16 * If num is greater than 2, then we have to search for an x from 2 to sqrt(x).
17 *
18 * For that we have built a recursive function `check_prime`.
19 *
20 * To understand recursion, you must use inductive proofs.
21 * =====
22 * Intuition:
23 * Assume that a number `num` is not divisible by 2, 3, ..., x-1.
24 * Then three cases can happen: -
25 * 1. If  $x * x > \text{num}$ , then num is PRIME. Because no number from 2 ...x
26 *    divided x, then no number in the range x+1 ... num-1 can possibly
27 *    divide num.
28 * 2. If x divides num, then num is NOT PRIME, by definition. Again we get a
29 *    result, so we can stop.
30 * 3. If x doesn't divide num, then we can now strengthen our assumption that
31 *    `num` is not divisible by 2, 3, .... x-1, x.
32 *
33 * We can start with the assumption that the num > 2. We should start with x=2,
34 * and apply the procedure above. If we repeat it enough number of times, then
35 * we will come to an answer whether num is prime or not.
36 *
37 * This is exactly what the `check_prime` function does.
38 * When `check_prime num x` is called, then we have some guarantees,
39 * 1. num is an integer > 2.
40 * 2. num is not divisible by any integer y such that  $1 < y < x$ .
41 *
42 * From the intuition above, you should be able to write an inductive proof, why
43 * `check_prime num 2` works.
44 *)
45
46 (* check_prime : int -> int -> bool *)
47 let rec check_prime num x =
48   if (x * x > num) then true
49   else if num mod x = 0 then false
50   else (check_prime num (x+1));;
51
52 (* isPrime: int -> bool *)
53 let isPrime num =
54   if num <= 1 then false
55   else if num = 2 then true

```

```
56     else (check_prime num 2);;
57
58 let _ = isPrime 0;;
59 let _ = isPrime 1;;
60 let _ = isPrime 2;;
61 let _ = isPrime 3;;
62 let _ = isPrime 4;;
63 let _ = isPrime 25;;
64 let _ = isPrime 97;;
```

square_root.ml

```
1  (* Author: Praveen Kulkarni
2   * Date: 13 March 2018
3   * File: square_root.ml
4   * All rights reserved. Copyright (c) 2018
5   *)
6
7  (* newton: float -> float -> float *)
8  let rec newton a x1 times =
9      if times = 0 then x1
10     else
11         let x2 = (x1 +. (a /. x1)) /. 2.0
12         in (newton a x2 (times-1));;
13
14  (* square_root : float -> int -> float *)
15  let square_root num steps =
16      if steps <= 0 then (newton num 1.0 20)
17      else (newton num 1.0 steps);;
18
19  (* tests *)
20  let _ = square_root 4.0 2;;
21  let _ = square_root 4.0 0;;
```