### Functional Programming in Education

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	Content
Week 1	Basic expressions
Week 2	procedure declarations
Week 3	if-statement
Week 4	while-statement
Week 5	for-statement

#### Structure and Interpretation of Computer Programs



Harold Abelson and Gerald Jay Sussman with Julie Sussman

```
(define (map proc items)
  (if (null? items)
     nil
     (cons (proc (car items))
```

(map proc (cdr items)))))

#### Evaluation by substitution

**=>** 2.5

```
(sum-of-squares 3 4)
=> (+ (sq 3) (sq 4))
=> (+ (* 3 3) (sq 4))
=> (+ 9 (sq 4))
=> (+ 9 (* 4 4))
=> (+ 9 16)
```

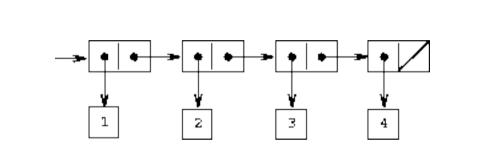
```
(factorial 6)
(* 6 (factorial 5))
(* 6 (* 5 (factorial 4)))
(* 6 (* 5 (* 4 (factorial 3))))
(* 6 (* 5 (* 4 (* 3 (factorial 2)))))
(* 6 (* 5 (* 4 (* 3 (* 2 (factorial 1))))))
(* 6 (* 5 (* 4 (* 3 (* 2 1)))))
(* 6 (* 5 (* 4 (* 3 2))))
(* 6 (* 5 (* 4 6)))
(* 6 (* 5 24))
```

(\* 6 120)

720

#### Incredible breadth of content

- recursion
- complexity analysis
- meta-linguistic abstraction
- interpreters
- object-oriented programming
- logic programming
- many other things



## A critique of Abelson and Sussman

Why calculating is better than scheming

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Abelson and Sussman have written an excellent textbook which may start a revolution in the way programming is taught [Abelson and Sussman 1985a, b]. Instead of emphasizing a particular programming language, they emphasize standard engineering techniques as they apply to programming. Still, their textbook is intimately tied to the Scheme dialect of Lisp. I believe that the same approach used

in their text, if applied to a language such as KRC or Miranda, would result in an even better introduction to programming as an engineering discipline. My belief has strengthened as my experience in teaching with Scheme and with KRC has increased.

map f l =
 case l of

[] -> []

 $(x : xs) \rightarrow f x : map f xs$ 

# Thanks for listening!