

# CS355: Programming Paradigms Lab

## Lab 7: Contracts

October 7<sup>th</sup>, 2024

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**Q1.** Go through the first chapter of the Liquid Haskell tutorial (<https://liquid.kosmik.us.org/01-intro.html>). Experiment with and understand each given example.

**Q2.** Solve the three exercises provided at the end of the first chapter and explain to your TA.

**Q3.** Develop a new question (along with its solution) that allows you to use refinement types for avoiding a bug. You can get some use cases from the remaining chapters, but your question should be unique. Ask one of your neighbors to solve your question and award him/her 1 mark if they are able to do so completely, or 0.5 mark if they have solved it partially. Similarly, to whoever asked you to solve their question, award them marks out of 1 on how interesting did you find the question. Tell the marks to your TA along with the roll numbers.