

1. Setup
 - a. Create a directory on Desktop.
 - b. Open a Terminal window.
 - c. Exit and close the window.
 - d. Open another window and `cd` to that directory.
 - e. Run the GHCi interpreter. (Type `ghci` at the terminal prompt.)
 - f. Close the interpreter.
 - g. Run it again.
2. Basic Evaluation (Enter each expression after the `Prelude>` prompt.)
 - a. Arithmetic expressions (Int)
 - i. `3`
 - ii. `3 + 7`
 - iii. `3 + 7*5`
 - iv. `(3 + 7)*5`
 - b. Arithmetic expressions (Float)
 - i. `2.0`
 - ii. `2.0 * 4`
 - iii. `2.0 + 5.0*4`
 - c. Boolean expressions
 - i. `True` (constructor)
 - ii. `False`
 - iii. `True && False`
 - iv. `True || False`
 - v. `True && (False || True)`
 - vi. `Not (True && (False || True))`
 - vii. `5 == 7`
 - viii. `5 <= 7`
 - d. String expressions
 - i. `"Shannon"`
 - ii. `"Shannon" ++ "Gray"`
 - e. Conditional expressions
 - i. `if 8 == 3 + 5 then 4 else 7`
 - f. Lambda expressions and function application
 - i. `(\ n -> n + 1) 5`
 - g. Let expressions
 - i. `let a = 4 in a + 3`

- ii. `let f = \ n -> n + 1 in f 4`
- h. List expressions
 - i. `[]`
 - ii. `3:[]`
 - iii. `[3, 2, 5]`

3. Haskell Files

- a. Have them open Aquamacs Emacs.
- b. Create a new file (test.hs).
- c. Place a single variable binding in there.
 - i. `value = 7`
- d. Save it to the student's subfolder of Desktop.
- e. Load in Haskell and evaluate the variable by name.

4. Recursion

- a. Factorial (regular and with patterns)
- b. Member
- c. Sum

5. Introduce them to Laboratory Assignment 1