# COMP 348: Principles of Programming Languages Assignment 2

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### **Question 1**

;gnu clisp 2.49.60

### **Question 2**

## **Question 3**

```
( defun flattenhelper (lst)
       cond
       ((null lst) nil)
       ( (listp (car lst)) (append (flatten (car lst)) (flatten (cdr lst))))
       ( (and (null(cdr lst)) (numberp (car lst)) ) (list (car lst)))
       ( (not (numberp (car lst))) ( flatten (cdr lst)))
       ((numberp (car lst)) (append (list (car lst)) (flatten (cdr lst)) ))
       )
)
( defun removealldups (list acc)
       (
       cond
       ( (member (car list) acc) (removealldups (cdr list) acc) )
       ( (member (car list) (cdr list)) (cons (car list) (removealldups (cdr list) (cons (car
list) acc))))
       ( (null list) nil)
       (t (cons (car list) (removealldups (cdr list) (cons (car list) acc))))
       )
)
( defun flatten (lst)
       progn
       (setf temp (flattenhelper lst))
       (setf temp (removealldups temp '()))
       temp
```

```
)
```

# **Question 4**

```
( defun balancehelper(lst lngth)
       (
       cond
       ( (null lst) t)
       ( (not (listp (car lst))) (balancehelper (cdr lst) lngth ) )
       ((listp (car lst)) (and (= (length (car lst)) lngth) (balancehelper (car lst) (length
(car lst) ) ) ) )
       )
)
( defun balancedp (lst)
       progn
       (setf temp (length lst))
       (balancehelper lst temp)
```

```
Question 5
```

```
( defun bst (tree)
       (
       cond
       ( (and (null (car(cdr tree))) (null (car(cdr (cdr tree))))) t); both subtrees empty
       ( (and (null (car(cdr tree))) (not (null (car(cdr (cdr tree))))) (< (car tree)
(car(cdr( cdr tree)))) )) (bst (car(cdr( cdr tree)))) ) ;left subtree empty
       ( (and (null (car(cdr (cdr tree)))) (not (null (car(cdr tree)))) (> (car tree) (car (car
(cdr tree)))) ) (bst (car (cdr tree))) )
       ( (and (< (car tree) (car(cdr( cdr tree)))) ) (> (car tree) (car (cdr tree)))))
(and (bst (car (cdr tree))) (bst (car(cdr( cdr tree))))) )
       )
)
Question 6
;gnu clisp 2.49.60
( defun trianglehelper (n ind)
(if (and(typep n'integer))
   cond
   ((plusp n)
      (progn
      (loop for i from 1 to n
              do (write '*)
              (princ " ")
      (write-line "")
      (trianglehelper (- n 1) ind)
      ))
   ((minusp n)
      (progn
         (loop for i from 1 to (+ n ind)
             do
             (princ " ")
```

```
(princ " ")
          )
         (loop for x from n to -1
             do (write '*)
               (princ " ")
         )
         (write-line "")
         (trianglehelper (+ n 1) ind)
      )
    )
   (write-line str)))
(defun triangle (n)
   (write-line "")
  (defparameter str "Invalid number; please enter a positive or negative integer")
   ; if n isn't an integer or n == 0
   (if (or (not (typep n'integer)) (= n 0))
     ; then print error messsage
     (write-line str)
     ; else call helper
     (trianglehelper n (abs n)
  )))
;(triangle 7)
;(triangle -5)
;(triangle 2.2)
;(triangle 0)
;(triangle "hey")
Question 7
```

;gnu clisp 2.49.60

```
(defun conjucture (n)
  (cond ((evenp n) (/ n 2))
       ( (oddp n) (+ (* n 3) 1))
  )
)
( defun Collatz (n)
  (CollatzHelper n '())
)
(defun CollatzHelper(n lst)
  (if (> n 1)
     (progn
        (setf n (conjucture n))
        (setf lst (append lst (list n)))
        (CollatzHelper n lst)
     )
     (loop
     (return lst)
(print (Collatz '10))
```