

## CSE 262: Programming Languages

Fall 2016

Homework 6: **Due on Nov 4th at 9pm on CourseSite.**

READINGS: Learn You a Haskell: Chapter 6. Real World Haskell: Chapter 4.

SUBMISSION REQUIREMENTS: Submit a text file (.hs/.txt) of your code. **Do not submit a screenshot** of it, you will not receive credit if you do. Your assignment must work on the sunlab machines.

NOTES: Argument order of functions must be in the order specified by the question definition.

1. (10 points): Write the recursive function `extract`. Given two elements of type  $x$ , "min" and "max", and a list of  $x$  as input. Return the elements of the list that are not within the range from [min, max] (inclusive) in their original order.

```
extract 3 5 [1,5,4,6,3,2,1] -> [1,6,2,1]
extract 'a' 'e' "apple" -> "ppl"
```

2. (10 points): Write the function `superimpose`. Given two lists of ints, for each pair of elements, return the weighted average of the pair, such that we take (2\*largest) + smaller and divide by 3. This should be a single line, using some sort of map/mapWith/zip/zipWith (not including function definition).

```
superimpose [1,2,3,4] [7,8,9,10] -> [5.0,6.0,7.0,8.0]
superimpose [6,4,5] [9,10,2] -> [8.0,8.0,4.0]
```

3. (10 points): Write the function `supersuperimpose`. Given two lists of lists (essentially, a matrix) of ints, do the same thing as `superimpose`. Same rules, single line, etc.

```
supersuperimpose [[1,2,3,4],[6,4,5,6],[1,2,3,4]]
                  [[7,8,9,10],[9,10,2,9],[7,8,9,10]] ->
[[5.0,6.0,7.0,8.0],[8.0,8.0,4.0,8.0],[5.0,6.0,7.0,8.0]]
```

4. (10 points): Write the recursive function `maxAndCount`. Given a list, return a tuple with the maximum element of that list as the first element of the tuple and the total number of occurrences as the second element. Do not create a helper function for this. You will want to use a `where` statement.

```
maxAndCount [] -> *** Exception: Empty List
maxAndCount "apples" -> ('s',1)
maxAndCount "apple" -> ('p',2)
maxAndCount [1..20] -> (20,1)
maxAndCount [mod x 4 | x <- [1..50]] -> (3,12)
maxAndCount [1,10,2,10,3,4] -> (10,2)
maxAndCount [1,10,2,10,3,4,10] -> (10,3)
```

5. (10 points): Define the length of a list function (as `lengthLambda`) using only lambda expressions. `lengthLambda` should not define any arguments.

```
lengthLambda "apple" -> 5
lengthLambda [3,5..20] -> 9
```

6. (10 points): Write the recursive function `adjuster`. Given a list of type  $x$ , an `int` and an element of type  $x$ , either remove from the front of the list until it is the same length as `int`, or append to the end of the list until it is the same length as the value specified by the `int`.

```
adjuster [1..10] (-2) 2 -> *** Exception: Invalid Size
adjuster [1..10] 0 2 -> []
adjuster "apple" 10 'b' -> "applebbbbbb"
adjuster "apple" 5 'b' -> "apple"
adjuster "apple" 2 'b' -> "le"
adjuster [] 3 (7,4) -> [(7,4),(7,4),(7,4)]
```

7. (10 points): Write the recursive function `insertSort`. Given a list of type  $x$  and an element of type  $x$  insert the element into the list such that the list is in ascending order. Duplicates are allowed. The input list will be properly sorted.

```

insertSort [] 3 -> [3]
insertSort "btt" 'u' -> "bttu"
foldl insertSort [] [] -> []
foldl insertSort [] [3,1,5,5,3,0,1,8,4] ->
[0,1,1,3,3,4,5,5,8]

```

8. (10 points): Write the recursive function `wordMaker`. Given a `String`, return a list of `Strings` containing each space separated word from the input `String`. You only have to handle the space character and you will not be given more than one space in a row. Ideally, do this without looking at the `String` more than once.

```

wordMaker "" -> []
wordMaker "app" -> ["app"]
wordMaker "apple core" -> ["apple","core"]
wordMaker "apple core maker" -> ["apple","core","maker"]

```

9. (10 points): Write `lengthFold`, only using some fold function that you provide a lambda function, solve for the length of a list.

```

lengthFold "apple" -> 5
lengthFold [3,5..20] -> 9

```

10. (10 points): Write the recursive function `depth`. Given our `Tree` datatype, return the depth of the tree. An empty tree should return 0. A single root node `Tree` should return 1.

```

let treeCons x = (\x -> foldl (flip insertTree) Empty x) x
depth (treeCons []) -> 0
depth (treeCons [5,4,6,3,7,1]) -> 4
depth (treeCons [1,2,5,8,9,4,7]) -> 5
depth (treeCons [5,4,6,3,7,1,2,5,8,9,4,7,8,5,3,4]) -> 6

```