

# Functional Programming

## 1. Reduction, Specification and Variant

Consider the following function declaration:

```
fun product n =  
  If n = 1 then  
    1  
  else  
    n * product ( n-1)
```

1. Give a detailed step-by-step evaluation of product 3, Every step should be a valid SML expression.
2. What does the function compute?
3. Write a specification for the function.
4. Give a variant for the function.

## 2. Currying

Consider this function declaration:

```
fun plus x y = x + y
```

- Write the function declaration as a value declaration `val plus = ...`. Your declaration should be equivalent to the declaration above.
- What happens when the declaration `val foo = plus 4 5` is entered?
- What happens when the declaration `val bar = plus 4` is entered?
- Give a step-by-step evaluation of `plus 3 4`.

## 3. Types

Give functions with the following types:

1. `int -> int`
2. `int -> int -> int`
3. `int -> int * int`
4. `int * int -> int`
5. `int -> real -> string -> string`
6. `int * ( string * string * int ) -> int * string`

In each case, try to find a function that is defined for all possible input values, and where the result depends on all parameters. Name the functions `funN`, where `N` is replaced by the type number in the list above.

## 4. Divisibility

2520 is the smallest number that can be divided by each of the numbers from 1 to 10 without any remainder.

Give an SML definition for a function `lcm n` that returns the smallest positive number that is evenly divisible (i.e., divisible without remainder) by all of the numbers from 1 to `n`. Use auxiliary functions as appropriate.

You must decide how to handle the case when  $n < 1$ .

## 5. Testing

Use the file `lab1 test.sml` to test your solution.

1. Place `lab1 test.sml` in the same directory as your solution file `lab1.sml`.
2. Start Poly/ML in that directory: e.g., `cd lab1dir; poly`.
3. Enter `use "lab1 test.sml";` at the Poly/ML prompt to run the tests.
4. Check the output for failing tests.
5. Quit Poly/ML (e.g., by typing `Ctrl+D`).
6. Fix all failing tests by modifying your `lab1.sml` file.
7. Repeat steps 2.-6. until all tests succeed.