```lisp
"""#---------------------------------------------------------------------------------------#"""
"""#----------------------         METU Cognitive Sciences         ----------------------#"""
"""#----------------------          Symbols & Programming          ----------------------#"""
"""#----------------------              Turgay Yıldız              ----------------------#"""
"""#----------------------        yildiz.turgay@metu.edu.tr        ----------------------#"""
"""#---------------------------------------------------------------------------------------#"""


"""#------------------------------------------------------------------------------------#"""
"""#----------------------          Exercise 4.1              ----------------------#"""
"""#------------------------------------------------------------------------------------#"""

; Construct the lists formed by the below expressions, using only CONS, elements,
; and NIL — do not forget the quotes where needed.

; (a)(list 'a 'b 'c)

(cons 'a (cons 'b (cons 'c nil) ) )

; (A B C)

; (b)(list 'a 'b NIL)

(cons 'a (cons 'b (cons nil nil) ) )



"""-------------------------------------------------------------------------------------"""
"""-------------------                    Exercise 4.2                   -------------------"""
"""-------------------------------------------------------------------------------------"""

; Write forms consisting only of CONS, NIL, ', A, B, C, D, which evaluate to the lists below.

;  a-)   (A B C D)

(cons 'A   (cons  'B (cons   'C   ( cons  'D  nil) ) ) )

; ( A  B  C  D)

; if you forget to use '   then it will give error "unbound variable" since
; it does not know these symbols

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

(cons     (cons  'a  nil)   nil)

; this is     ((A))
; because it does come from CAR not CDR.
; like (cons something nil)  ->  (something)  ->  ((a))

(cons    nil   (cons  'a  nil))

; will return    (NIL A)

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

(cons   '(c d)    nil)

; ((C D))

(cons  'a    (cons   '(c d)    nil)  )

; (A (C D))

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

;  b-)  (A            (B       (C D)   )              )

(cons 'A                   (cons      (cons 'B       (cons '(c d)  nil)        )   nil   )                    )

;

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

; c-)  (A    (B (C) D ) )

(cons 'A        (cons    (cons   'B    (cons  (cons   '(C) nil )     (cons 'D   nil)))))

; to avoid dot "."   you have to extent to the "nil"   or


(cons 'A     '((B (C) D)))     ; this seems to be a joke. Be serious !

; (A (B (C) D))

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

; d-)


(            (       (A      (B   (C)   D)     )       )          )

; assume '(C) = X ,         then we need  (B X D)
; assume (B X D) = Y ,      then we need  (A Y)
; assume  (A Y) = Z ,       then we need  ((Z))


set : (cons (cons 'Z nil) nil)  ==  ((Z))

set : (cons 'A (cons 'Y nil))   ==  (A Y)

set : (cons 'B (cons 'X (cons 'D  nil)))  == Y

set : (cons 'C nil) == X


Substitute Z with (A Y)

now we have  :  (cons (cons       (cons 'A (cons 'Y nil))      nil) nil)

Substitute Y with (B X D)
```

```
now we have : (cons (cons (cons 'A (cons         (cons 'B (cons 'X (cons 'D  nil)))           nil)) nil) nil)

Now, Substitute X :

now we have : (cons (cons (cons 'A (cons (cons 'B (cons        (cons 'C nil)        (cons 'D  nil))) nil)) nil) nil)

(cons (cons (cons 'A (cons (cons 'B (cons (cons 'C nil) (cons 'D  nil))) nil)) nil) nil)

; output : (((A (B (C) D))))

* (equal '(((A (B (C) D))))  '(((A (B (C) D))))   )

T

; A lot of work: but guarantee result. No pain, no gain !


"""------------------------------------------------------------------------------------------"""
"""-------------------                   Exercise 4.3                  -------------------"""
"""------------------------------------------------------------------------------------------"""

; Give the sequences of car's and cdr's needed to get x in the following expressions;
; for convenience name the list under discussion as lst — the first one is answered to
; clarify the question:

(a x b d)                       ->              (car (cdr lst))

(a b x d)                       ->              (car (cdr (cdr '(a b x d))))            ->          (caddr '(a b x d))

(a (b (x d)))                   ->              (cdr lst)                           =       ( (b sth) ) ,
                                                (car (cdr lst))                     =       (b sth) ,
                                                (cdr (car (cdr lst))) = (sth)       =       ( (X Y) )
                                                (car (cdr (car (cdr lst))) )        =       (X Y)
                                                (car (car (cdr (car (cdr lst)))))   =       X
                                                (car (car (cdr (car (cdr '(a (b (x d))))))))

(a (b (d) x))                   ->              (a (b sth x))       =       lst
                                                ( (b sth x) )       =       (cdr lst)
                                                (b sth x)           =       (car (cdr lst))
                                                (sth x)             =       (cdr (car (cdr lst)))
                                                (x)                 =       (cdr (cdr (car (cdr lst))))
                                                x                   =       (car (cdr (cdr (car (cdr lst)))) )
                                                                            (car (cdr (cdr (car (cdr '(a (b (d) x)))))) )

((    (a (b (x) d))   ))        ->              ((sth))             =       lst
                                                (sth)               =       (car lst)
                                                 sth                =       (car (car lst))
                                                ( (b (x) d) )       =       (cdr (car (car lst)))
                                                (b (x) d)           =       (car (cdr (car (car lst))))
                                                ((x) d)             =       (cdr (car (cdr (car (car lst)))))
                                                (x)                 =       (car (cdr (car (cdr (car (car lst))))))
                                                x                   =       (car (car (cdr (car (cdr (car (car lst)))))))
                                                                            (car (car (cdr (car (cdr (car (car '(((a (b (x) d)))))))))))


"""------------------------------------------------------------------------------------------"""
"""-------------------                   Exercise 4.4                  -------------------"""
"""------------------------------------------------------------------------------------------"""

Given the list ((A B) (C D) (E F))

1. Write what you would get from it by applying the following "in order",


 (a)CAR                 :  (A B)                CDR = (  (C D) (E F) )
 (b)CDR CDR             :  ( (E F) )
 (c)CAR CDR             :  (B)
 (d)CDR CAR             :  (C D)
 (e)CDR CDR CAR         :  (E F)
 (f) CDR CAR CDR CDR    :   nil

(let ((    list1     (cons   (cons 'a (cons 'b nil))    (cons (cons 'c (cons 'd nil))     (cons (cons 'e  (cons 'f nil) ) nil) ) )   ))

    (print "((A B) (C D) (E F))")
    (print list1)

    (print "-----------------------------------------")
    (print (car list1))
    (print "My answer : (A B)")
    (print "-----------------------------------------")
    (print (cdr  (cdr list1)) )
    (print "My answer : ((E F))")
    (print "-----------------------------------------")
    (print (cdr (car list1)) )
    (print "My answer : (B)")
    (print "-----------------------------------------")
    (print (car (cdr list1)))
    (print "My answer : (C D)")
    (print "-----------------------------------------")
    (print (car (cdr (cdr list1))) )
    (print "My answer : (E F)")
    (print "-----------------------------------------")
    (print (cdr (cdr (car (cdr list1)))))
    (print "My answer : nil")
    (print "-----------------------------------------")
)



Given the list ((A B) (C D) (E F))

2. Which sequences of CARs and CDRs would get you A, B and F?


(X Y Z)

            car = X = (A B)                                             cdr = (Y Z)

car = "A"                   cdr = (B)                   car = Y = (C D)                     cdr = (Z)

                        car = "B"       cdr = nil                               car = (E F)             cdr = nil

                                                                        car = E         cdr = (F)
```

car = "F"   cdr = nil

follow paths to find the sequences of car and cdr :

```
(let ((    x     (cons   (cons 'a (cons 'b nil))    (cons (cons 'c (cons 'd nil))     (cons (cons 'e  (cons 'f nil) ) nil) ) )   ))

        (car (car x))

)

(let ((    x     (cons   (cons 'a (cons 'b nil))    (cons (cons 'c (cons 'd nil))     (cons (cons 'e  (cons 'f nil) ) nil) ) )   ))

        (car (cdr (car x)))

)

(let ((    x     (cons   (cons 'a (cons 'b nil))    (cons (cons 'c (cons 'd nil))     (cons (cons 'e  (cons 'f nil) ) nil) ) )   ))

        (car (cdr (car (cdr (cdr x)))) )

)
```

"""#--------------------------------------------------------------------------------------#"""
"""#----------------------          Exercise 4.5                ----------------------#"""
"""#--------------------------------------------------------------------------------------#"""

Write down what the following expressions evaluate to; work them out before try-
ing on the computer. Some expressions might cause an error; just mark them as an
error, no need to specify the error itself.

```
 1.     (cons 2)                ->      error           cons takes two elements

 2.     (cons 2 NIL)            ->      (2)

3.      (cons 3 '(2))           ->      (3 2)

4.      (cons 3 (2))            ->      error           GRE, searches for a procedure

5.      (cons NIL NIL)          ->      (nil)

6.      (cons (1 2) NIL)        ->      error           GRE

7.      (cons '(1 2) NIL)       ->      (  (1 2 )  )

8.      (cons (A B) NIL)        ->      error           GRE

9.      (cons ('A 'B) NIL)      ->      error           GRE

10.     (cons '(A B) NIL)       ->      (  (A B)  )


11.     (cons '(A B) '(C D))    ->      ( (A B) C D)

12.     (list 1 4)              ->      (1 4)           puts outputs/returned elements into a list

13.     (list 1 '4)             ->      (1 4)

14.     (list '1 4)             ->      (1 4)

15.     (list 'A B)             ->      ERROR           B returns   "unbound error"

16.     (list 'A 4)             ->      (A 4)

17.     (list 'A 'B)            ->      (A B)

18.     ('list 1 4)             ->      ERROR           GRE , there is no function that starts with a quote, I guess,

19.     (+ 2 '17)               ->      19              ->  VERY IMPORTANT !!!

Because : * (numberp '19)       returns    T       (Best prime, ever, 19)

""" Because ' quote does not turn them into strings. """

20.  ('+ 1 4)                   ->      ERROR           GRE, no such function,

21.  (list 3 'times '(- 5 2) 'is 9)     ->  (3 TIMES (- 5 2) IS 9)

22.  (list 3 'times (- 5 2) 'is '9)     ->  (3 TIMES 3 IS 9)
```

"""#--------------------------------------------------------------------------------------#"""
"""#----------------------          Exercise 4.6                ----------------------#"""
"""#--------------------------------------------------------------------------------------#"""

Write down what the following expressions evaluate to

work them out before trying on the computer : (Roger that)

 1.

```
(if (listp  '(list 1 2))
        'ok
        'not-really
)

; since '(list 1 2) is a list, do the first
; repl : OK

; note that "(list 1 2)" does the same

(if (listp (list 1 2))
        'it-is-not-fun-hocam
        'not-really
)
```

 2.

```
(if     (null (nil))
            'vice
            'versa
)

 (nil)  will give error... GRE !  (Graduate Record Examinations !)

  if no quote, can not pass the exam !

 (null '() )   will give  TRUE, because it is null (nothing inside)

(null '(nil) ) =  (null '(()) )   will give NIL, it has an element : nil

Difference between (null) and (endp) is (endp) gives error if it is not a list . However,

* (null 'a )

NIL


3.

(and    (listp (if (> 2 4) (- 2 4) (+ 2 4))  )      (if (> 2 4) (- 2 4) (+ 2 4))   )

 ( this "(if (> 2 4) (- 2 4) (+ 2 4))" will give 6. However, 6 is NOT a  list !!!)
(therefore, (and    nil   sth )  . if  and  found a nil , output is nil ).


4.

(or   (listp    (if (> 2 4) (- 2 4) (+ 2 4)))       (if (> 2 4) (- 2 4) (+ 2 4))   )

Returns "6" . Because "or" just searches for a non-nil.


5.

(or     (and (or 'or) 'and)     'or)


; and


"""#-------------------------------------------------------------------------------------#"""

""" This is from old version of pdf     """

; The Collatz sequence (see Exercise 3.6) of a positive integer is the sequence starting
; with the number itself and ending with 1, where the numbers in-between are the
; results of Collatz steps. For instance the Collatz sequence of 3 is 3 10 5 16 8 4 2 1.
; Given a non-negative integer, compute the count of even and odd numbers in
; its Collatz sequence. Return the result as a list of two numbers, the first is the even
; count and the second is the odd count. The solution for 3 will be (5 3).



(defun collatz (x)

    (cond   (    (= x 1)          1)
            (    (evenp x)        (/ x 2)  )
            (    (oddp  x)        (+  (* 3 x)  1 )  )
    )
)


(defun countEO (x   &key (even-count 0) (odd-count 0) )

    (if     (= x 1)

        (list even-count  (+ odd-count 1)   )


        (if (evenp x)
            (countEO  (collatz x)   :even-count (+ even-count 1)    :odd-count  odd-count)
            (countEO  (collatz x)   :even-count even-count          :odd-count  (+ odd-count 1)  )
        )
    )
)


"""#-----------------------------------------------------------------------------------#"""
"""#---------------------          Exercise 4.7                ----------------------#"""
"""#-----------------------------------------------------------------------------------#"""

Define a procedure named INSERT-2ND, which takes a list and an object, and gives
back a list where the element is inserted after the first element of the given list. As-
sume that the input list will have at least one element. Here is a sample interaction:


( insert-2nd '( b k ) '( a c ))             ->          (A    ( B K )    C )

(defun insert-2nd   (x y)

    (and  (print   (cons    (car y)     (cons       x           (cdr   y  )    )    )    )   t)
)

(defun insert-2nd   (x y)

    (cons (car y)  (cons  x  (cdr   y ))))


(defun insert-2nd   (x y)

    (append   (list (car y))    (list x)  (cdr y) ))


"""#-----------------------------------------------------------------------------------#"""
"""#---------------------          Exercise 4.8                ----------------------#"""
"""#-----------------------------------------------------------------------------------#"""

Define a procedure named REPLACE-2ND, which is like INSERT-2ND, but replaces
the element at the 2nd position. Assume that the input list will always have at least
two elements.
```

```lisp
(defun replace-2nd   (x y)

   (cons (car y)  (cons x (cdr (cdr y))) ) )

* (replace-2nd   '(x y)   '(a b c ) )

(A (X Y) C)

(defun replace-2nd   (x y)

   (append   (list (car y))    (list x)  (cdr (cdr y)) ))



"""#-------------------------------------------------------------------------------------#"""
"""#----------------------          Exercise 4.9               ----------------------#"""
"""#-------------------------------------------------------------------------------------#"""

Define a procedure SWAP, that takes a two element list and switches the order of the
elements. You are allowed to use only CAR, CDR, CONS and NIL as built-ins.

(a b)   ->   (b a)

(defun swap (y)

   (cons   (car (cdr y) )    (cons  (car y)  nil)))


"""#-------------------------------------------------------------------------------------#"""
"""#----------------------          Exercise 4.10              ----------------------#"""
"""#-------------------------------------------------------------------------------------#"""

Define a procedure that takes a list and an object, and returns a list where the object
is added to the end of the list.


'x   ,   '(a b c)     ->     '(a b c x)


(defun append1  (x y)

   (append  y    (cons x  nil)  ) )

(defun append1  (x y)

   (append  y    (list x)  ) )

"""#-------------------------------------------------------------------------------------#"""
"""#----------------------          Exercise 4.11              ----------------------#"""
"""#-------------------------------------------------------------------------------------#"""

Define your own procedure APPEND2 that appends two list arguments (I guess: two lists' arguments)
into a third list. You are not allowed to use APPEND, LIST and REVERSE – use just CONS.

'(a b) '(c d)   ->    '(a b c d)

(defun append2   (x   y)

   (cons   (car x)      (cons     (car (cdr x))   y) ) )


"""#-------------------------------------------------------------------------------------#"""
"""#----------------------          Exercise 4.12              ----------------------#"""
"""#-------------------------------------------------------------------------------------#"""

Using CAR and CDR, define a procedure to return the fourth element of a list.

(defun list-4th  (x)    ( cadddr x) )


"""#-------------------------------------------------------------------------------------#"""
"""#----------------------          Exercise 4.13              ----------------------#"""
"""#-------------------------------------------------------------------------------------#"""

Define a procedure AFTER-FIRST that takes two lists and inserts all the elements in
the second list after the first element of the first list.

; Given (A D E) and (B C), it should return (A   B C    D E).

(defun after-first (x y)

   ( cons (car x)   (append  y (cdr x) )))

"""---------------------------------------------------------------------------------------"""
"""-----------------                   Exercise 4.14                  -----------------"""
"""---------------------------------------------------------------------------------------"""

Define a procedure AFTER-NTH that takes two lists and an index. It inserts all the
elements in the second list after the given index of the first list. Indices start with 0.

; Given (A D E), (B C), and 1, it should return (A D    B C    E)

(defun get-last-n-elm (x n)     ; n  =  index  +  1

   (if (=  n   0)
       x
       (get-last-n-elm  (cdr x)  (-  n  1) )
   )
)

; (get-last-n-elm  '(a b c d e f g h ) 5)  will give  (f g h)

"""------------------------------------------------------------------------------------"""

(defun get-reverse-of-first-n-elm  (x   n   storage)   ;  n  =  index + 1

       (if (=  n  0)
           storage
           (get-reverse-of-first-n-elm  (cdr x)  (-  n  1)   (cons  (car  x)  storage))
       )
)
; (get-reverse-of-first-n-elm '(a b c d e f g h )  5  nil)   will give   (E D C B A)

"""------------------------------------------------------------------------------------"""
```

```
(defun get-first-n-elm   (x   n)                  ; n   =   index + 1

        (get-reverse-of-first-n-elm (get-reverse-of-first-n-elm  x   n   nil) n nil)
)
; (get-first-n-elm '(a b c d e f g h )  5  nil)   will give    (A B C D E)

"""-------------------------------------------------------------------------------------"""

(defun insert-after-nth (x y index)

    (append  ( get-first-n-elm x (+ index 1) )      (append  y   (get-last-n-elm  x (+ index 1) ) ) )
)

; (insert-after-nth '(a b c d e f g h) '(x) 4)    will give   (A B C D E    X    F G H)


"""------------------                   Second Way                  -----------------"""

; Given (A D E), (B C), and 1, it should return (A D    B C    E)

(defun helper_14 (lst index storage)

    (if     (= index 0)
            (append (list (reverse (cons (car lst ) storage))) (list (cdr lst)))
            (helper_14 (cdr lst) (- index 1) (cons (car lst) storage))
        )
    )

This will give ((A D) (E))

(defun func14  (lst1 lst2 index)

    (let   ( (divided               (helper_14 lst1 index nil))  )

            (append (car divided) lst2  (car (cdr divided)) )))

* (func14 '(a b c) '(d e f) 1)

(A B   D E F    C)



"""-----------------------------------------------------------------------------------------"""
"""------------------                   Exercise 4.15                  -----------------"""
"""-----------------------------------------------------------------------------------------"""

Assume you have data that pairs employees' last names with their monthly salaries.
E.g. ((SMITH 3000) (JOHNS 2700) (CURRY 4200)) Define a procedure that takes
as input employee data and a threshold salary (an integer), and returns in a list the
last names of all the employees that earn above the threshold salary. Define two
versions, one with, and one without an accumulator.


(defun above-TH  (x  th  storage)       ; ( (A 100) (B 150) (C 200))

    (if (null x)
        storage
        (if  (>=  (cadar x)  th)
            (above-TH   (cdr x)  th   (cons  (caar x)   storage) )
            (above-TH   (cdr x)  th     storage)
        )
    )
)


(defun above-TH2  (x  th)       ; ( (A 100) (B 150) (C 200))

    (if (null x)
        nil
        (if  (>=  (cadar x)  th)
            (cons    (caar x)  (above-TH2   (cdr x)  th) )
            (above-TH2   (cdr x)  th)
        )
    )
)


"""-----------------------------------------------------------------------------------------"""
"""------------------                   Exercise 4.16                  -----------------"""
"""-----------------------------------------------------------------------------------------"""

Using MEMBER and LENGTH, write a function ORDER which gives the order of an item
in a list. You can do this by combining LENGTH and MEMBER in a certain way. It
should behave as follows:

* (order 'c '(a b c))
3
* (order 'z '(a b c))
NIL

(defun order (x y)              ; (member 'x '(a b c  x  d e f))   ->   (x d e f )

    (if     (member x  y)
            (+   (-   (length y)   (length (member x y)) )    1)
            nil
    )
)

"""-----------------------------------------------------------------------------------------"""
"""------------------                   Exercise 4.17                  -----------------"""
"""-----------------------------------------------------------------------------------------"""

Define a procedure that computes the sum of a list of numbers  with and without
an accumulator. Consider that there might be non-number elements in a list, which t
you should ignore in your summation.


(defun  add_list (x   storage)      ; storage initially = 0
                                    ; x -> (a b c 11 23 45 bg ... )
    (if (null  x)
        storage
        (if (numberp   (car x) )
            (add_list  (cdr x)      (+  storage  (car x)) )
```

```
            (add_list  (cdr x)      storage)
        )
    )
)


(defun add-list2  (x)

    (if     (null x)
             0
            (if     (numberp (car x) )
                    (+    (car x) (add-list2 (cdr x) ) )
                    (add-list2 (cdr x))
            )
    )
)


"""---------------------------------------------------------------------------------------"""
"""-----------------                  Exercise 4.18                  -----------------"""
"""---------------------------------------------------------------------------------------"""

Define a procedure that returns the largest number in a list of numbers. Do not use
the built-in MAX.


(defun find_max  (x    max_value)   ; initially zero     x = (1 a 3 5 7)

    (if (endp x)
        max_value
        (if (and   (numberp   (car  x) )   (>   (car x)  max_value))
            (find_max   (cdr x)   (car x) )
            (find_max   (cdr x)   max_value)
        )
    )
)

""" ----------------       Second way      ----------------   """


(defun make_number (x storage)

    (if (endp x)
        storage
        (if (numberp (car x))
            (make_number   (cdr x)   (cons (car x)    storage) )
            (make_number   (cdr x)            storage)
        )
    )
)

(defun  find_max_2  (x)

    (let    ((  y   (make_number x nil) ) )

            (if (= (length y) 1)                      ; (1 2 3 4 5)
                (car y)
                (if (>  (car y)  (cadr y) )
                    (find_max_2 (cons (car y)  (cddr y) ))   ; I dont take the small value, get rid of them.
                    (find_max_2 (cons  (cadr y) (cddr y)))   ; Perfect code ! Neither accumulator nor nesting.
            )                                                ; In the end, (car y) is the biggest one !
        )
    )
)



"""---------------------------------------------------------------------------------------"""
"""-----------------                  Exercise 4."19"                -----------------"""
"""---------------------------------------------------------------------------------------"""

Define a procedure that takes a list of integers and returns the second largest integer
in the list.

(defun sec_largest  (x   sec_val   max_val)    ; initially 0 and 1    ("19" 23 17)   (23 17 "19")  (17 "19" 23)

    (if (endp x)
        sec_val
        (if (>  (car x)    max_val)
            (sec_largest   (cdr x)   max_val    (car x) )
            (if (>  (car x)    sec_val)
                (sec_largest   (cdr x)    (car x)    max_val)
                (sec_largest   (cdr x)    sec_val    max_val )
            )
        )
    )
)


""" ----------------       Second way      ----------------   """


(defun sec_largest_2 (lst storage)

    (let    (( max_val              (apply #' max lst))             ; (3 5 7 "19" 23 11 7)
             ( car_                 (car lst))
             ( cdr_                 (cdr lst))                                    ; ********************************************
            )

        (cond   ( (equal car_  max_val)             (apply #' max (append storage  cdr_) ))         ; get rid of max, then take the new max
                ( t                                 (sec_largest_2 cdr_ (cons  car_ storage)))      ; Great !
        )
        ))


"""---------------------------------------------------------------------------------------"""
"""-----------------                  Exercise 4.20                  -----------------"""
"""---------------------------------------------------------------------------------------"""

Define a procedure that takes a list of integers and an integer n, and returns the nth
largest integer in the list.

'(1 2 3 4 5)  4    ->   4
```

```lisp
(defun find-smallest  (x    smallest-value   index   pseudo-index)      ; initially smallest-value  = a big number
                                                                        ; index and pseudo-index are initially 0.
    (if (null x)
        (cons  smallest-value (cons (- index 1) nil) )

        (if (<   (car x)  smallest-value)
            (find-smallest   (cdr x)   (car x)   (+ pseudo-index 1)   (+ pseudo-index 1)   )
            (find-smallest   (cdr x)   smallest-value     index     (+ pseudo-index 1) )
        )
    )
)

; output will be    (smallest-value    index)
; (find-smallest '(4  5 7 90 2 1 7 9 )  999999999999999  0 0 )            will give (1 5)

(defun ordered (x  ordered-x)  ; ordered-x  initially nil  ()

    (if (null x)
        ordered-x

        (ordered    (append
        (subseq    x   0   (car (cdr (find-smallest  x    999999999   0   0)) ) )
        (subseq    x   (+ 1  (car (cdr (find-smallest  x    999999999   0   0)) ) )    (length x))
                )
        (cons (car (find-smallest  x    999999999   0   0))  ordered-x)
        )
    )
)

;  (ordered '(2 5 7 1 3 0 9 6 3 ) nil)      will give   (9 7 6 5 3 3 2 1 0)


(defun ordered-2   (x  ordered-x)  ; ordered-x  initially nil  ()

    (let (  (smallest      (car (find-smallest  x    999999999   0   0))  )
        (index         (car (cdr (find-smallest  x    999999999   0   0)) ) )
        )

        (if (null x)
            ordered-x

            (ordered-2      (append
            (subseq    x   0      index )
            (subseq    x   (+ 1  index )    (length x))
                )
            (cons smallest  ordered-x)
            )
        )
    )
)


(defun n-th-largest  (x   n)

    (nth   (- n 1)   ( ordered x    nil) )
)

(defun n-th-largest-2  (x  n)

    (if (= n  0)
        (car x)
        (n-th-largest (cdr x)  (- n 1) )
    )
)

""" ----------------       Second way      ----------------   """

'(5 4 "3" 2 1)      3    ->   3


(defun order_  (lst   storage)                             ; ******************************************

    (if     (null lst)
            (reverse storage)

            (let    (( max_val          (apply #' max lst))
                     ( car_                 (car lst))
                     ( cdr_                 (cdr lst))
                    )

                (cond
                    ( (equal car_   max_val )       (order_ cdr_  (cons car_ storage)))             ; if found, change the place of it
                    ( t                             (order_ (append cdr_ (list car_))  storage))    ; if not, send it to the back of the line
                )                                                                               ; You are the best !
            )
    )
)

(defun nth_largest_3  (lst n)

    (nth (- n 1) (order_ lst nil) )
)



"""-----------------------------------------------------------------------------------------"""
"""----------------                  Exercise 4.21                  ----------------"""
"""-----------------------------------------------------------------------------------------"""

Define a procedure that gives the last element of a list or gives NIL if the list is
empty. Name your procedure LASTT in order not to clash with LISP's built-in LAST.

(defun last1  (x    last_element)     ; (1 2 3 x 19)

    (if (null x)
        last_element
        (last1  (cdr x)   (car x) )
    )
)


""" ----------------       Second way      ----------------   """
```

```lisp
(defun last2 (lst)  (car (reverse lst)))

(defun last3 (lst)  (nth (- (length lst) 1)  lst))

; We will force it man ! Consider every possibility.

(defun last4 (lst)

    (if (null (cdr lst))
        (car lst)
        (last4 (cdr lst)))
    )

"""---------------------------------------------------------------------------------------"""
"""-----------------                   Exercise 4.22                  -----------------"""
"""---------------------------------------------------------------------------------------"""

Define a procedure MULTI-MEMBER that checks if its first argument occurs more
than once in the second.

'x  '(a b (c x) x d e)

(defun multi-member  (x   y)

    (if (null y)
         nil
        (if (listp (car y) )
            (multi-member   x   (append  (car y)  (cdr y) ) )
            (if (equal  x   (car y) )
                t
                (multi-member  x  (cdr y) )
            )
        )
    )
)


""" -----------------       Second way      -----------------   """

Now count them :      'x      '(a b (c x) x d e)

(defun multi-member_c  (x   y  counter)

    (if (null y)
         counter
        (if (listp (car y) )
            (multi-member_c   x   (append  (car y)  (cdr y) )  counter )
            (if (equal  x   (car y) )
                (multi-member_c  x  (cdr y)  (+ counter 1) )
                (multi-member_c  x  (cdr y)  counter)
            )
        )
    )
)


""" -----------------       Third way       -----------------   """

(defun multi-member_c2  (x   y  counter)

    (cond   ( (null y)                      counter)
            ( (listp (car y) )              (multi-member_c2   x   (append   (car y)  (cdr y) )  counter ))
            ( (equal  x   (car y) )         (multi-member_c2   x   (cdr y)                 (+ counter 1) ))
            ( t                             (multi-member_c2   x   (cdr y)                 counter))
    )
)

"""---------------------------------------------------------------------------------------"""
"""-----------------                   Exercise 4.23                  -----------------"""
"""---------------------------------------------------------------------------------------"""

Define a recursive member procedure that checks whether a given item is found in
the given list. The item is not required to be a top-most element. Some sample
interactions are as follows:

* (rec-mem    'a    '(b (z ("a" x) k) c))
T

(defun rec-mem  (x   y  counter)

    (cond   (   (endp y)                                                       counter)
            (   (and  (not (listp (car y))) (equal x (car y) )  )               (rec-mem   x    (cdr y)  (+ counter 1) )    )
            (         (not (listp (car y)))                                    (rec-mem   x    (cdr y)      counter )      )
            (   (listp  (car y) )                                              (rec-mem     x    (append (car y) (cdr y))    counter) )
    )
)

; if you use the name "count" instead of "counter" it may give error. Because "count" is an inbuilt function:
; (count 1 '(1 2 3 1 1 ) )  will give   3



""" -----------------       Second way      -----------------   """


(defun flat_it  (lst storage)

    (cond   ( (null lst)                        storage)
            ( (listp (car lst) )                (flat_it  (append   (car lst)  (cdr lst) )  storage ))
            ( t                                 (flat_it  (cdr lst)   (cons (car lst) storage)))
    )
)

(defun rec-mem2_  (x lst)

        (cond   ( (null lst)                            0)
                ( (equal (car lst) x)               (+  1  (rec-mem2_ x (cdr lst))))
                ( t                                 (rec-mem2_ x (cdr lst)))
        )
)

(defun rec-mem2  (x lst)   (rec-mem2_  x (flat_it lst nil)))
```

```
"""-----------------------------------------------------------------------------------------"""
"""------------------                    Exercise 4.24                   -----------------"""
"""-----------------------------------------------------------------------------------------"""

Define a procedure LEVEL, that takes an element X and a list LST, and returns the
level of depth that X is found in LST. If X is not a member, your procedure will
return NIL. Top level counts as 0, every level of nesting adds 1 to the depth. Sample
interaction:

* (level    'a    '(b a c))
0

* (level    'a    '(b (z (a x) k) c))
2

(defun level  (x   y  depth)

    (cond
            (   (endp y)                                        nil)
            (   (equal x (car y))                               depth)
            (   (not (listp (car y)) )                          (level x (cdr y) depth)  )
            (   (listp (car y))                                 (level x  (append  (car y)  (cdr y)) (+ depth 1) ) )
    )
)

""" -----------------       Second way      -----------------   """


; (level2    'a    '(b (z (a x) k) c)   0)                  ; ********************************************  One of the Best !

(defun level2  (x lst counter)

    (cond   ( (null lst)                                        nil)
            ( (equal lst  x)                                    counter)
            ( (and (not (listp lst)) (not (equal lst x)))       nil)
            ( (listp lst)                                           ; Very important ! Outputs can be either a non-nil (counter) or NIL
             (or                                                    ; OR always searches for a non-nil. Set "what you dont need" as NIL values
                (level2   x   (car lst)     counter)
                (level2   x   (cdr lst)     (+ counter 1))
             ))
    )
)

"""-----------------------------------------------------------------------------------------"""
"""------------------                    Exercise 4.25                   -----------------"""
"""-----------------------------------------------------------------------------------------"""

Define a procedure that converts a binary number (given as a list of 0s and 1s) to
decimal, without checking the length of the input.

(1 0 1)   ->   2^0 x 1   +   2^1  x 0  +   2^2  x  1   =   1  +  0  +  4  =  5

(defun get_reverse  (x storage)

        (if (endp x)
             storage
            (get_reverse  (cdr x)  (cons  (car  x)  storage))
        )
)                                       ; ********************************************  One of the Best Questions !

(1 0 1 0)    ->   (0 1 0 1)

(defun binary_to_decimal   (y    res_as_dec   power)

    (if (endp y)
        res_as_dec
        (binary_to_decimal   (cdr y)    (+ res_as_dec (* (car  y) (expt  2  power) ) )    (+ power 1) )
    )
)

(defun bin_to_dec   (x)

    (let    (   ( reverse_                 (get_reverse  x   nil)    )  )

                (binary_to_decimal   reverse_    0    0  )
    )
)


"""-----------------------------------------------------------------------------------------"""
"""------------------                    Exercise 4.26                   -----------------"""
"""-----------------------------------------------------------------------------------------"""

Define a procedure ENUMERATE that enumerates a list of items. Numeration starts
with 0. Define two versions, one with, and one without an accumulator.

( enumerate '( A B C ))

((0 A ) (1 B ) (2 C ))

( enumerate NIL )

NIL

(defun enumerate  (x  counter storage)

    (if (endp x)
        storage
        (enumerate  (cdr x)  (+ counter 1)   (append storage  (list (cons  counter   (cons  (car x)  nil))))  )

    )
)
; add from right to left, first (append  nil  list (0 A) )   =   (  (0 A)  )
;     (append   ( (0 A) )   (list  (1 B) ))    =   (  (0 A)  (1 B) )

"""#---------------------      Second Way      ----------------------#"""

(defun enumerate2  (x   counter)

    (if (null x)
         nil
        (append   (list (cons  counter   (cons  (car x)  nil)))     (enumerate2  (cdr x)   (+  counter 1)  )   )
                ; (  (0 A)  )
    )
```

```
)

"""#----------------------      Third Way       ----------------------#"""

( enumerate '( A B C ))

((0 A ) (1 B ) (2 C ))


(defun enumerate3  (lst counter storage)

    (if     (= counter (length lst))
            (reverse storage)
            (enumerate3 lst (+ counter 1) (cons (cons counter (cons (nth counter lst) nil)) storage) )
    )
)



"""--------------------------------------------------------------------------------------"""
"""-----------------                   Exercise 4.27                   ----------------"""
"""--------------------------------------------------------------------------------------"""

Given a possibly nested list of symbols one and only one of which will be the
symbol X, compute the steps of CARs and CDRs required to get X from the list.

CL-USER >   ( foo (( a ( z x d )) ( c s d )))

            ( CAR CDR CAR CDR CAR )

(defun find_x_position (x listx &optional path)         ; if you dont specify nil here, instead if you will do below inside car and cdr
                                                        ; it will go into infinite loop
  (cond     ( (null listx)          nil)                 ; OR will skip the NILs
            ( (eq x listx)          (reverse path) )     ; You will either encounter NIL or X at the end of all path

            ( (listp listx)

                (or

                (find_x_position x (car listx) (cons 'CAR path))

                (find_x_position x (cdr listx) (cons 'CDR path))
                )
            )
        )
)


;;; The reason why this code works is that "or" searches for a "non-nil"
; most of this , bifurcations, or paths, will end up with nil.
; but, if at least one will reach a non-nil, it will return "path"

"""#----------------------      Second Way      ----------------------#"""

(defun find_x_position2 (x listx &optional path)

  (cond     ( (null listx)                                  nil)                 ; OR will skip the NILs
            ( (eq x listx)                                  (reverse path) )     ; You will either encounter NIL or X at the end of all path
            ( (and (not (listp listx) ) (not (eq x listx))) nil)

            ( t

                (or

                (find_x_position2 x (car listx) (cons 'CAR path))

                (find_x_position2 x (cdr listx) (cons 'CDR path))
                )
            )
        )
)

"""--------------------------------------------------------------------------------------"""
"""-----------------                   Exercise 4.28                   ----------------"""
"""--------------------------------------------------------------------------------------"""

Define a procedure NESTEDP that takes a list and returns T if at least one of its
elements is a list, and returns NIL otherwise.

* (nestedp  '( a b (c) d e)  )


(defun nestedp   (x)

    (cond   ( (endp x)              nil)
            ( (listp (car x))       t)
            ( t                     (nestedp  (cdr x)) )
    )
)


"""#----------------------      Second Way      ----------------------#"""


(defun nestedp2   (x &key (path 'cdr_))

    (cond   ( (null x)                                      nil)    ; do not use ENDP.
            ( (and (equal path 'car_) (listp x))            t)
            ( (listp x)

            (or
                (nestedp2   (car x)  :path  'car_ )
                (nestedp2   (cdr x)  :path  'cdr_)))
    )
)
"""--------------------------------------------------------------------------------------"""
"""-----------------                   Exercise 4.29                   ----------------"""
"""--------------------------------------------------------------------------------------"""

Define a recursive function FLATTEN, which takes a possibly nested list and re-
turns a version where all nesting is eliminated. E.g. ((1 (2) 3) 4 (((5) 6) 7))
should be returned as (1 2 3 4 5 6 7).

(defun flatten (x   storage)
```

```
    (cond   ( (endp  x)                       (reverse storage)  )
            ( (listp (car x))                 (flatten   (append  (car x)  (cdr x) )  storage )  )
            ( t                               (flatten   (cdr x)    (cons (car x)  storage) )  )
    )
)


"""-----------------------------------------------------------------------------------------"""
"""------------------                   Exercise 4.30                   -----------------"""
"""-----------------------------------------------------------------------------------------"""

Write a program named RANGE, that takes a non-negative integer N as argument and
returns a list of non-negative integers that are less than N in increasing order. Here
is a sample interaction with the first four non-negative integers, your solution must
work for all non-negative integers:

( range 0)      ->      NIL
( range 1)      ->      (0)
( range 3)      ->      (0 1 2)


(defun range (x   storage)

    (cond   ( (eq x 0)              nil)
            ( (eq x 1)              (cons 0 storage) )
            ( t                     (range  (- x 1)  (cons (- x 1) storage) )  )
    )
)

"""#----------------------      Second Way      ----------------------#"""

(defun range-2  (x)

    (cond   ( (eq x 0)              nil)
            ( (eq x 1)              (list 0) )
            ( t                     (append  (range-2  (- x 1))   (list  (- x 1))  ) )
    )
)


"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.31                   -------------------"""
"""-------------------------------------------------------------------------------------------"""

Write a program that takes a sequence, a start index, an end index and returns the
sub-sequence from start to (and including) end. Indices start from 0.

'(( a b c     d e f    g h )    3  5   nil)         ->      (d e f)


(defun sub-sequence (x   start   end    storage)

    (cond   ( (endp x)                                      storage  )
            ( (and (= start 0)(= end 0) )                   (cons (car x ) storage) )
            ( (= start 0)                                   (sub-sequence (cdr x)   start   (- end 1)   (cons (car x) storage) ) )
            ( t                                             (sub-sequence (cdr x)   (- start 1)   (- end 1)   storage ) )
    )
)


(defun sub-seq  (x  start  end )

    (reverse (sub-sequence x   start   end   nil) )
)

"""#----------------------      Second Way      ----------------------#"""

'(( a b c     d e f    g h )    3  5   nil)         ->      (d e f)

(defun sub-seq2   (x   start  end  storage )

        (if     (= start end)
                (reverse (cons (nth start x)  storage))
                (sub-seq2  x  (+ start 1)  end  (cons (nth start x)  storage) )
            )
    )

"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.32                   -------------------"""
"""-------------------------------------------------------------------------------------------"""

Define a procedure REMOVE2 that takes an element and a list, and returns a list
where all the occurrences of the element are removed from the list.


(defun remove-2  (x   y  storage)     ; (a b x x c x)  remove all x s inside the list y

    (cond   ( (endp y)                        (reverse storage) )
            ( (eq (car y) x)                  (remove-2  x  (cdr y)  storage))
            ( t                               (remove-2  x  (cdr y)  (cons (car y) storage) ) )
    )
)


(defun remove-3  (x y storage)      ; (a b (c d x (x v) v ) h)

    (cond   ( (endp y)                                  storage)
            ( (listp (car y))                           (remove-3  x  (cdr y)  (append storage (list (remove-2  x  (car y) nil ))  ) ) )
            ( (eq (car y) x)                            (remove-3  x  (cdr y)  storage) )
            ( t                                         (remove-3  x  (cdr y)  (append storage (list (car y)) ) ) )
    )
)

"""#----------------------      Second Way      ----------------------#"""

(defun remove-4  (x y storage)      ; ( (a) b (c d x (x v) v ) h)

    (cond   ( (endp y)                                  storage)
            ( (listp (car y))                           (remove-4  x  (append (car y) (cdr y))  storage))
            ( (eq (car y) x)                            (remove-4  x  (cdr y)  storage) )
            ( t                                         (remove-4  x  (cdr y)  (append storage (list (car y)) ) ) )
    )
)
```

```
"""-----------------------------------------------------------------------------------------"""
"""------------------                  Exercise 4.33                  ------------------"""
"""-----------------------------------------------------------------------------------------"""
```

Write a program that takes two parameters count and max, and returns a list of count random integers, all less than max.

```
(defun produce (count_   max_  &optional (counter 0) (storage nil))

    (cond   ( (< counter count_)            (produce count_  max_ (+ counter 1) (cons (random max_)  storage) ) )
            ( t                             storage)
    )
)

"""#----------------------      Second Way      ----------------------#"""

(defun produce2 (count_ max_)

    (let    (( result       nil))

        (dotimes (i count_ result)
            (setf result (cons (random max_) result))
        )
    )
)
```

```
"""-----------------------------------------------------------------------------------------"""
"""------------------                  Exercise 4.34                  ------------------"""
"""-----------------------------------------------------------------------------------------"""
```

The built-in REVERSE reverses a list. Define your own version of reverse.

```
(defun rev   (x   &optional (storage  nil) )

    (cond   ( (endp x)              storage)
            ( t                     (rev  (cdr x)  (cons (car x)  storage) )  )
    )
)

"""#----------------------      Second Way      ----------------------#"""

(defun rev2 (lst)

    (let    (( result       nil))

        (dotimes (i (length lst) result)
            (setf result (cons (nth i lst) result))
        )
    )
)
```

We will force it man ! We will force it. There is no border for us.

```
"""-----------------------------------------------------------------------------------------"""
"""------------------                  Exercise 4.35                  ------------------"""
"""-----------------------------------------------------------------------------------------"""
```

In Ex 4.34 you defined a list reversing procedure. Now alter that definition so that it not only reverses the order of the top-level elements in the list but also reverses any members which are themselves lists.

Yes Sir. We can also reverse the rotation of the earth, if you want !

```
'( (a b)    ((c (a b c) b) c) (a) )

(append     (func cdr)       +     (func car)


(defun rev3  (x)                                                ; ********************************************
                                                                ; If you can visualize this path, you are on the right path !
    (cond   ( (null x)                              nil)        ; Note: append does not care about NIL, but values must be list
            ( (not (listp x))                       (list x))   ; Now, these Xs are both car and cdr from below

            ( (listp (car x))                       (append    (rev3   (cdr x))  (list (rev3 (car x)))  )  )
            ( t                                     (append    (rev3   (cdr x))  (rev3 (car x)))  )
    )
)
```

check !

```
* (rev3 '( a b c (a b c (a b c) a b c) a b c)  )

(C B A (C B A (C B A) C B A) C B A)
```

We will force it ...

```
"""#----------------------      Second Way      ----------------------#"""

(defun rev4  (x storage)                                                ; ********************************************

    (cond   ( (null x)                              storage)            ; If you forget the NIL below, it will print double values
            ( (not (listp x))                       x)                  ; Because this is a new function

            ( (listp (car x))                       (rev4     (cdr x)    (cons     (rev4 (car x)  nil)          storage)))
            ( t                                     (rev4     (cdr x)    (cons     (car x)                      storage)))
    )
)


* (rev4 '( a b c (a b c (a b c) a b c) a b c)  nil)

(C B A (C B A (C B A) C B A) C B A)
```

```
"""-----------------------------------------------------------------------------------------"""
"""------------------                  Exercise 4.36                  ------------------"""
"""-----------------------------------------------------------------------------------------"""
```

Define a procedure HOW-MANY? that counts the top-level occurrences of an item in a list.

```
* (how-many 'a '(a b r a c a d a b r a))

5


(defun how-many   (x   y   &optional  (counter 0)   )

    (cond   ( (endp y)                          counter)
            ( (equal  (car y) x)                (how-many  x  (cdr y)  (+ counter 1) ) )
            ( t                                 (how-many  x  (cdr y)  counter ) )
    )
)

"""#---------------------      Second Way      ----------------------#"""

* (how-many2 'a '(a b r a c a d a b r a))

5

(defun how-many2   (x   y)

    (cond   ( (endp y)                          0)
            ( (equal (car y)  x)                (+  1  (how-many2  x  (cdr y) ) ) )
            ( t                                 (how-many2 x (cdr y) ) )
    )
)

"""#---------------------      Third Way for nested        ----------------------#"""


* (how-many3 'a '(a b r (a c (a) d a) b r a))

5

(defun how-many3   (x   y)

    (cond   ( (endp y)                          0)
            ( (listp (car y))                   (how-many3 x (append (car y) (cdr y))))
            ( (equal (car y)  x)                (+  1  (how-many3  x  (cdr y) ) ) )
            ( t                                 (how-many3 x (cdr y) ) )
    )
)


"""------------------------------------------------------------------------------------------"""
"""------------------                 Exercise 4.37                  ------------------"""
"""------------------------------------------------------------------------------------------"""

Define a recursive procedure D-HOW-MANY? that counts all — not only top-level —
occurrences of an item in a list.
For instance (D-HOW-MANY? 'A '((A B) (C (A X)) A)) should return 3.


(defun d-how-many  (x   y   &optional  (counter  0 ) )

    (cond   ( (endp y)                          counter )
            ( (listp  (car y) )                 (d-how-many  x  (append (car y)  (cdr y) )  counter) )  ; counter
            ( (equal (car y) x)                 (d-how-many  x  (cdr y)   (+ counter 1) ) )
            ( t                                 (d-how-many  x  (cdr y)   counter) )
    )
)

;;; VERY IMPORTANT : if you use &optional , you will be very careful. Because every time you forgot to enter a value
; it will enter the optional value (pre-determined value) (zero here). Therefore, nesting will be meaningless.
; It will not count.

"""#---------------------      Second Way      ----------------------#"""


(defun d-how-many-2   (x   y)

    (cond   ( (endp y)                          0)
            ( (listp (car y))                   (d-how-many-2 x (append (car y)  (cdr y) ) ) )
            ( (equal (car y) x)                 (+  1  (d-how-many-2 x (cdr y))   ))
            ( t                                 (d-how-many-2 x (cdr y) ) )

    )
)


"""------------------------------------------------------------------------------------------"""
"""------------------                 Exercise 4.38                  ------------------"""
"""------------------------------------------------------------------------------------------"""


Define a three argument procedure REMOVE-NTH, which removes every nth occurrence of an item from a list.

'x    2   '( a x X b b x c X d d x X )          ->      '( a x _ b b x c _ d d x _ )

(defun remove-   (x  nt  lst  counter storage)

    (cond   ( (endp lst)                                                storage)
            ( (and (equal (car lst) x)(= counter  nt) )             (remove-  x  nt  (cdr lst)  1    storage)  )
            ( (equal (car lst) x)                                   (remove-  x  nt  (cdr lst)  (+ counter 1)  (cons (car lst) storage) ) )
            ( t                                                     (remove-  x  nt  (cdr lst)  counter        (cons (car lst) storage) ) )
    )
)

(defun remove-nth  (x nt lst)

    (reverse (remove-  x  nt  lst  1  nil) )
)


"""#---------------------      Second Way      ----------------------#"""

'x    3   '( a x x X   b b x x c X d d x  x X )         ->      '( a x x _ b b x x c _ d d x x _ )


(defun remove-2 (x nt lst)

    (let    (
                (counter                    0)
                (storage                    nil)
```

```
            (nt                         (- nt 1))
           )

        (dotimes    (i (length lst) (reverse storage))

            (cond   ( (and (equal (nth i lst)  x) (= counter nt))               (setf counter 0))

                    ( (equal (nth i lst)  x)                                    (and
                                                                                (setf counter   (+ counter 1))
                                                                                (setf storage   (cons (nth i lst) storage))))

                    ( t                                                         (setf storage   (cons (nth i lst) storage)))
            )
        )
    )
)
```

Everything is about "ALL" probabilities ! Consider ALL.

```
"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.39                   -------------------"""
"""------------------------------------------------------------------------------------------"""
```

A given set A is a subset of another set B if and only if all the members of A are
also a member of B. Two sets are equivalent, if and only if they are subsets of each
other. For this problem you will represent sets via lists.

(a)     Define a procedure SUBSETP that takes two list arguments and decides
        whether the first is a subset of the second.

```
        '(a b)     '(x a b x)   ->    T


(defun subset_  ( car_x    y)                   ; this car will come from below

    (cond   ( (endp y)                          nil)
            ( (equal car_x  (car y))            t)
            ( t                                 (subset_ car_x  (cdr y)))
    )
)


;       '(a b)     '(x a b x)   ->    T


(defun subset-p (x y)

    (cond   ( (endp x)                          t)
            ( (subset_ (car x) y)               (subset-p (cdr x)  y))
            ( t                                 nil)
    )
)
```

(b)         Define a procedure EQUIP that takes two list arguments and decides
            whether the two are equivalent.

```
    ;       '(a b)     '( a b )   ->    T

(defun equip  (x y)

    (cond
            ( (and (subset-p x y) (subset-p y x))                   t)
            ( t                                                     nil)
    )
)
```

(c)     Define a procedure IDENP that takes two list arguments and decides
        whether the two have the same elements in the same order – do not
        directly compare the lists with EQUALP, you are required to do a element
        by element comparison.

```
(defun idenp (x y)

    (cond   ( ( null x)                     t)
            ( (equal (car x) (car y))       (idenp (cdr x) (cdr y) ) )
            ( t                             nil)
    )
)


"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.40*                  -------------------"""
"""------------------------------------------------------------------------------------------"""

; Define a procedure IMPLODE that takes a list of symbols and replaces the consequently
; repeating symbols with the symbol and the number of its repetitions.

CL-USER > ( implode     '( a a b c c c d ))

                        (A 2 B 1 C 3 D 1)

(defun counter-list (x   storage   reader  counter)   ; initially  (storage = nil) and (reader = (car x) )  (counter = 0)

    (if (null x)
        (append storage (list counter))
        (if (equal  (car x)   reader)
            (counter-list   (cdr x)   storage reader (+ counter 1) )
            (counter-list   x   (append storage (list counter))   (car x)  0  )
        )
    )
)

; (counter-list '(a a b c c c d e e e )  nil  'a   0 )  will give   (2 1 3 1 3)  let's call it "list Y"


(defun unique-list  (x  storage  reader)    ; initially  (storage = nil) and (reader = (car x) )

    (if (null x)
        (append storage (list  reader) )
```

```
        (if (equal (car x)  reader )
            (unique-list  (cdr x)  storage  reader)
            (unique-list  x  (append storage (list  reader) )  (car x) )
        )
    )
)

; (unique-list '(a a b c c c d e e e ) nil 'a)  will give   (A B C D E)     let's call it "list X"


(defun merge-them  (x y storage)    ;  "list X"   and   "list Y"  ;  (A B C D E)   and   (2 1 3 1 3)

    (if (null x)
        storage
        (merge-them   (cdr x)   (cdr y)   (append storage   (cons (car x) (cons (car y) nil) ) ) )
    )
)


(defun implode  (x)

    (merge-them (unique-list x nil (car x)) (counter-list x nil (car x) 0)  nil)
)


;  (implode '(a a b c c c d e e e ) )      will give    (A 2 B 1 C 3 D 1 E 3)


"""-----------------------------------------------------------------------------------------"""
"""-------------------                 Exercise 4.41                  -------------------"""
"""-----------------------------------------------------------------------------------------"""

Define a procedure EXPLODE that realizes the inverse of the relation realized by
IMPLODE. Assume that the input will always be a list where each symbol is imme-
diately followed by a number that gives its count in the output.

CL-USER > ( explode '( a 3    b 2    c 1   d 3))
                    (A A A   B B    C     D D D )


(defun explode_ (x  counter  storage)

    (cond   ( (endp x)                                  storage)
            ( (not (= counter (car (cdr x) )))          (explode_   x  (+ counter 1)  (append storage (list (car x)) ) ) )
            ( t                                         (explode_    (cdr (cdr x)) 0  storage) )
    )
)

(defun explode (x)

    (explode_ x  0  nil)
)


"""-----------------------------------------------------------------------------------------"""
"""-------------------                 Exercise 4.42                  -------------------"""
"""-----------------------------------------------------------------------------------------"""

Given a sequence of 0s and 1s, return the number of 0s that are preceded by a 0.
Here is a sample interaction:

CL-USER > ( zeros '(1 0 "0 0" 1 0))
                    2

(defun  zeros_  (x storage change)

    (cond   ( (and  (not (equal (car x) 0))  (equal change 0))          (zeros_  (cdr x)  storage change)  )
            ( (equal (car x) 0)                                         (zeros_  (cdr x) (cons '0 storage)   1) )
            ( t                                                         (length storage))
    )
)


(defun zeros (x)

    (-  (length (zeros_ x nil 0))   1)
)


"""-----------------------------------------------------------------------------------------"""
"""-------------------                 Exercise 4.43                  -------------------"""
"""-----------------------------------------------------------------------------------------"""

Define a procedure REMAFTER that takes an element, a list and a pivot element and
returns a list where all the occurrences of the element that are preceded by the pivot
element are removed from the list.

'x    'p    '( a p "x" b X c p "x" d a)         ->       '( a p _ b X c p _ d a)


(defun remafter_ (x   y   pivot  storage)

    (cond   ( (null y)                          storage)
            ( (not (equal (car y) pivot))       (remafter_ x (cdr y) pivot    (cons (car y) storage)))
            ( (equal (car (cdr y)) x)           (remafter_ x (cdr (cdr y)) pivot (cons (car y) storage)))
            ( t                                 (remafter_ x (cdr y)   pivot  (cons (car y) storage)))
    )
)

(defun remafter (x y pivot)

    (reverse (remafter_ x y pivot nil) )
)

"""#----------------------      Second Way      ----------------------#"""

'x    'p    '( a p "x" b X c p "x" d a)         ->       '( a p _ b X c p _ d a)

(defun remafter-2   (x lst pivot storage)

    (if     (= (length lst) 1)
            (reverse (append  lst storage))

            (let    ((lst1                          (list (car lst) (cadr lst)) )
```

```
                    (lst2                               (list pivot x))
                    (cr                                 (car lst))
                  )

                (cond   ( (null lst)                        (reverse storage))
                        ( (equal  lst1 lst2)                (remafter-2 x    (append (list cr) (cddr lst))   pivot    storage))
                        ( t                                 (remafter-2 x    (cdr lst)             pivot     (cons cr storage) ))
                )
            )
    )
)

"""------------------------------------------------------------------------------------------"""
"""-------------------                 Exercise 4.44                   -------------------"""
"""------------------------------------------------------------------------------------------"""

The mean of n numbers is computed by dividing their sum by n. A running mean
is a mean that gets updated as we encounter more numbers. Observe the following
input-output sequences:

* (run-mean '(3 5 7 9))
             (3 4 5 6)


(defun run-mean_ (x   storage  mean   counter)

    (cond   ( (null x)              (reverse storage) )
            ( t                     (run-mean_  (cdr x)  (cons   (/   (+ (car x) (* mean  (- counter 1)) )   counter)  storage)
                                     (/   (+ (car x) (* mean  (- counter 1)) )   counter)  (+ counter 1) ) )
    )
)


(defun run-mean  (x)

    (run-mean_ x nil 0 1)
)

"""#----------------------      Second Way      ----------------------#"""


* (run-mean '(3 5 7 9))
             (3 4 5 6)

(defun run-mean_2 (x storage mean counter)

    (dotimes    (i     (length x)    (reverse storage)  )

                (let    ( (new-mean         (/      (+ (nth i x)   (* mean (- counter 1)) )     counter)) )

                        (setf storage       (cons new-mean storage))
                        (setf mean          new-mean)
                        (setf counter       (1+ counter)))
        )

)

(defun run-mean2 (x)
  (run-mean_2 x nil 0 1)
)


"""------------------------------------------------------------------------------------------"""
"""-------------------                 Exercise 4.45                   -------------------"""
"""------------------------------------------------------------------------------------------"""

A chain in a sequence of numbers is such that each number in the chain is either
equal to or greater than the one before it. For instance, 2 5 9 12 17 21 is a chain,
but not 2 5 9 17 12 21, because the 17 12 sub-sequence breaks the chain. Define
a recursive procedure that finds and returns the longest chain in a sequence of
numbers. If there are more than one sequences with the highest length, return
the one you encountered first. Here are some sample interactions:

* (longest-chain '(14 3 8 27 25 12 19 3 1))
                    (3 8 27)

* (longest-chain '(14 3 8 27 25 12 19 34 42 1))
                    (12 19 34 42)

* (longest-chain '(14 3 8 27 25 12 19 34 1))
                    (3 8 27)


(defun give_first  (x  storage)

    (cond   ( (endp x)                              (reverse (cons (car x) storage) ) )
            ( (endp (cdr x))                        (reverse (cons (car x) storage) ) )
            ( (<= (car x) (car (cdr x)) )           (give_first (cdr x) (cons (car x) storage)) )
            ( t                                     (reverse (cons (car x) storage) ) )
    )
)

; (give_first '(12 13 14   1 2 3 4 5 6   9 8 7) nil)    will return     (12 13 14)


(defun give_remain  (g_f  x )

    (cond   ( (endp g_f)            x)
            ( (equal (car g_f) (car x))             (give_remain (cdr g_f)  (cdr x) ) )
            ( t                                     (and (print "ERROR ! Two lists are different!") t))
    )
)

; (give_remain '(12 13 14 ) '(12 13 14   1 2 3 4 5 6 9   8 7) )     will return     (1 2 3 4 5 6 9 8 7)

(defun main_  (x   storage)

    (let*   (                                       ; let* works "sequential" which means that you can use assigned values later
            ( first_            (give_first  x  nil))
            ( remain_           (give_remain first_ x))
            )
            (cond   ( (endp remain)                             storage)
                    ( (< (length storage) (length first_))          (main_  remain  first_) )
                    ( t                                         (main_  remain  storage) )
```

```
        )
    )
)


(defun    main  (x)

    (main_  x  (give_first  x  nil) )
)

"""#----------------------      Second Way      ----------------------#"""

* (longest-chain '(14    3 8 27   25 12 19 34 1)  )
                        (3 8 27)

I need a list like :  (  (14)      (3 8 27)     (25)      (12 19 34)     (1) )


(defun  func45 (lst temp storage)

    (cond   ( (null lst)                                    storage)
            ( (= (length lst) 1)                            (append storage (list lst)))
            ( (<= (car lst) (cadr lst))                     (func45 (cdr lst) (cons (car lst) temp)   storage))
            ( t                                             (func45 (cdr lst) nil (append  storage (list (reverse (cons (car lst) temp))))))
    )
)

(defun find_lengths  (lst storage)                  ; this will give (1 3 1 3 1)

    (cond   ( (null lst)                    (reverse storage))
            ( t                             (find_lengths (cdr lst) (cons (length (car lst)) storage )))

    )
)

'(14    3 8 27   25 12 19 34 1)

(defun func45-2 (lst counter)

    (let*   ( (lst1                                 (func45 lst nil nil))       ; (  (14)      (3 8 27)     (25)      (12 19 34)     (1) )
              (lst2                                 (find_lengths  lst1 nil))   ; (    1         3            1           3             1)
              (max_                                 (apply #' max lst2))        ;  3
            )

        (if     (= (nth counter lst2) max_)
                (nth counter lst1)
                (func45-2  lst (+ counter 1))
        )
    )
)

* (func45-2 '(14    3 8 27   25 12 19 34 1) 0)

                    (3 8 27)


Line 1994 ! Force it !

"""------------------------------------------------------------------------------------------"""
"""-------------------                 Make it unique                 -------------------"""
"""------------------------------------------------------------------------------------------"""

(defun  uniq    (lst)       ; (a      b c a d )

        (if lst
            (if (member (car lst) (cdr lst))
                (uniq (cdr lst))
                (cons (car lst)  (uniq (cdr lst)))
            )
            nil

        )
)


(defun  uniq2   (lst    &optional (acc nil))  ; (a      b c a d )     acc = nil


    (if     lst
            (uniq2 (cdr lst)    (if (member (car lst) acc)
                                    acc
                                    (append acc (list (car lst )))
                                )
            )
            acc
    )
    )


"""------------------------------------------------------------------------------------------"""
"""-------------------                 Exercise 4.46*                 -------------------"""
"""------------------------------------------------------------------------------------------"""

A maximal chain m in a sequence of integers I is a chain defined in the sense of
Exercise 4.45, such that there is no chain k in I such that m is a subsequence of k.
Define a procedure which takes a sequence of integers and returns the maximal
chain with the largest sum. If you detect maximal chains with equal sums, return
the one you encountered first.

* (longest-chain '(14    3 8 27   25 12 19 34 1)  )

I need a list like :  (  (14)      (3 8 27)     (25)      (12 19 34)     (1) )
I need a list like :  (  (14)        (38)      ( 25)        (65)         (1) )


    (defun give_first  ( x  storage)

        (cond   ( (endp x)                              (reverse (cons (car x) storage) ) )
                ( (endp (cdr x))                        (reverse (cons (car x) storage) ) )
                ( (<= (car x) (car (cdr x)) )           (give_first (cdr x) (cons (car x) storage)) )
                ( t                                     (reverse (cons (car x) storage) ) )
```

```lisp
        )
    )
    ; (give_first '(12 13 14   1 2 3 4 5 6   9 8 7) nil)    will return     (12 13 14)


    (defun  give_first_sum (x)

        (if     (endp x)
                0
                (+ (car x)  (give_first_sum (cdr x)))

        )
    )
    ; (give_first_sum (give_first '(12 13 14 1 2 3 4 5 6) nil) )    will return     39


    (defun give_remain  (g_f  x )

        (cond   ( (endp g_f)             x)
                ( (equal (car g_f) (car x))             (give_remain (cdr g_f)  (cdr x) ) )
                ( t                                     (and (print "ERROR ! Two lists are different!") t))
        )
    )

; (give_remain '(12 13 14 ) '(12 13 14   1 2 3 4 5 6 9   8 7) )     will return     (1 2 3 4 5 6 9 8 7)


(defun main  (x)

    (let*   (( first_                   (give_first   x   nil))             ; (12 13 14)
            ( first_sum                 (give_first_sum   first_))          ; 39
            ( remain_                   (give_remain      first_  x))       ; (1 2 3 4 5 6 9 8 7)
            )

            (if     (endp remain_)
                    first_sum
                    (max    first_sum   (main remain_))
            )
    )
)




; (main  '(12 13 14   1 2 3 4 5 6 9 10 11   0 177    50 50 50 50   ))   will return       200


"""#----------------------      Second Way      ----------------------#"""


* (longest-chain '(14    3 8 27   25 12 19 34 1)  )

I need a list like :  (  (14)      (3 8 27)     (25)      (12 19 34)     (1) )


(defun  func45 (lst temp storage)

    (cond   ( (null lst)                                    storage)
            ( (= (length lst) 1)                            (append storage (list lst)))
            ( (<= (car lst) (cadr lst))                     (func45 (cdr lst) (cons (car lst) temp)   storage))
            ( t                                             (func45 (cdr lst) nil (append  storage (list (reverse (cons (car lst) temp))))))
    )
)

I need a list like :  (  (14)        (38)      ( 25)        (65)         (1) )

(defun find_sums  (lst)

    (if     (null lst)
            0
            (+ (car lst) (find_sums (cdr lst)))
    )
)


(defun find_biggest   (lst)

    (if     (null lst)
            0
            (max  (find_sums (car lst))   (find_biggest (cdr lst)))
    )
)


(defun main  (lst)

    (find_biggest (func45 lst nil nil))

)

"""-------------------------------------------------------------------------------------------"""
"""------------------                  Exercise 4.47                  ------------------"""
"""-------------------------------------------------------------------------------------------"""

Define a procedure which takes a sequence of integers and returns the chain — not
necessarily maximal — with the largest sum. If you detect maximal chains with
equal sums, return the one you encountered first.

(defun give_first  ( x  storage)

    (cond   ( (endp x)                              (reverse (cons (car x) storage) ) )
            ( (endp (cdr x))                        (reverse (cons (car x) storage) ) )
            ( (<= (car x) (car (cdr x)) )           (give_first (cdr x) (cons (car x) storage)) )
            ( t                                     (reverse (cons (car x) storage) ) )
    )
)
; (give_first '(12 13 14   1 2 3 4 5 6   9 8 7) nil)    will return     (12 13 14)
```

```
(defun  give_first_sum (x)

    (if     (endp x)
            0
            (+ (car x)  (give_first_sum (cdr x)))

    )
)
; (give_first_sum (give_first '(12 13 14 1 2 3 4 5 6) nil) )    will return     39


(defun give_remain  (g_f  x )

    (cond   ( (endp g_f)             x)
            ( (equal (car g_f) (car x))             (give_remain (cdr g_f)  (cdr x) ) )
            ( t                                     (and (print "ERROR ! Two lists are different!") t))
    )
)

; (give_remain '(12 13 14 ) '(12 13 14   1 2 3 4 5 6 9   8 7) )     will return     (1 2 3 4 5 6 9 8 7)


(defun main_  (x   sum_   storage)

    (let*   (( first_                   (give_first   x   nil))             ; (12 13 14)
            ( first_sum                 (give_first_sum   first_))          ; 39
            ( remain_                   (give_remain      first_  x))       ; (1 2 3 4 5 6 9 8 7)
            )

            (if     (endp remain_)
                    (if     (< first_sum   sum_)
                            storage
                            first_
                    )
                    (main_  remain_  (max sum_ first_sum)  (if  (< first_sum   sum_)
                                                                storage
                                                                first_
                                                                    )
                    )
            )

    )
)


(defun main     (x)

    (main_  x  0   nil)

    )


; (main  '(12 13 14   1 2 3 4 5 6 9 10 11   0 177    50 50 50 50   ))    will return   (50 50 50 50)


"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.48                   -------------------"""
"""------------------------------------------------------------------------------------------"""

See the PAIRLISTS in lecture notes. Define a procedure that “pairs” an arbitrary
number of lists. Here is a sample interaction:

pairlist '( (a b) (= =) (1 2) (+ -) (3 9) )  nil nil)

(defun  pairlist  (x   list1  list2)


    (cond   ( (endp x)                  (cons (reverse list1)  (list (reverse list2))))
            ( t                         (pairlist  (cdr x)  (cons (caar x) list1)   (cons (cadar x) list2)))

    )
)
; (pairlist '( (a b) (= =) (1 2) (+ -) (3 9) )  nil nil)    will return     ((A = 1 + 3) (B = 2 - 9))


"""#----------------------      Second Way      ----------------------#"""

(defun pairlist2  (x)


    (append     (list (mapcar  #' car x))   (list (mapcar  #' cadr x)) )

)


"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.49                   -------------------"""
"""------------------------------------------------------------------------------------------"""

Define a procedure SEARCH-POS that takes a list as search item, another list as
a search list and returns the list of positions that the search item is found in the
search list. Positioning starts with 0. A sample interaction:

* (search-pos '(a b) '(a b c d a b a b))

                        (6 4 0)

* (search-pos '(a a) '(a a a a b a b))

                        (2 1 0)


(defun get_first_n_elm   (x   n  storage)                 ; n   =   index + 1

        (if     (= n 0)
                (reverse storage)
                (get_first_n_elm  (cdr x)  (- n 1 )  (cons (car x) storage))
        )
)
    ; (get_first_n_elm '(a b c d e f g h )  5  nil)   will give    (A B C D E)
```

```
(defun  search_pos_    (x  y  index_storage  index)

    (cond   ( (endp y)                                                          index_storage)
            ( (equal x  (get_first_n_elm y  (length x)  nil))                   (search_pos_ x  (cdr y) (cons index index_storage) (+ index 1)))
            ( t                                                                 (search_pos_ x  (cdr y)  index_storage  (+ index 1)))
    )
)


(defun   search_pos   (x  y)

    (search_pos_ x y nil 0)
)


"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.50                   -------------------"""
"""------------------------------------------------------------------------------------------"""

Define a procedure LAST2 that takes a list and returns the last element of the list.
Of course, don't use LAST. One way could be to keep a counter, so that you can
compare this to the length of the list to recognize whether you are close enough to
the end of the list.

(a b c d)

(defun      last2   (x)

    (cond   ( (endp (cdr x))                    (car x))
            ( t                                 (last2 (cdr x)))
    )
)

"""#---------------------      Second Way      ----------------------#"""

(defun  last3  (lst)

    (car (reverse lst))
)

"""#---------------------      Third Way       ----------------------#"""

(defun  last4  (lst)

    (nth (- (length lst) 1) lst)
)

"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.51                   -------------------"""
"""------------------------------------------------------------------------------------------"""

Define an iterative procedure CHOP-LAST, which removes the final element of the
given list — its like CDR from the back. You are NOT allowed to make
(REVERSE (CDR (REVERSE LST))). Nothing to be done for an empty list, just
return it as it is; but a single element list gets "nilled".

(a b c d)   ->    (a b c)

(defun  chop_last   (x   storage)

    (cond   ( (endp x)                              nil)
            ( (endp (cdr x))                        (reverse storage))
            ( t                                     (chop_last (cdr x)  (cons (car x) storage)))
        )
)

"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.52                   -------------------"""
"""------------------------------------------------------------------------------------------"""


Define a procedure that checks whether a given list of symbols is a palindrome.
Use CAR and your solution to Ex. 4.21.

(ey edip ada n ada pide ye)

(defun last1  (x    last_element)

    (if (endp x)
        last_element
        (last1  (cdr x)   (car x) )
    )
)

; (last1 '(a b c d ) nil)       will give   D


(defun  chop_last   (x   storage)

    (cond   ( (endp x)                              nil)
            ( (endp (cdr x))                        (reverse storage))
            ( t                                     (chop_last (cdr x)  (cons (car x) storage)))
        )
)
; (chop_last '(a b c d x) nil)      will give       (A B C D)


* (palindrome '(a b b c b b a)  )


(defun  palindrome  (x)         ; (a b a)

    (cond   ( (endp x)                                      t)
            ( (equal (car x)  (last1 x nil))                (palindrome (chop_last (cdr x) nil))) ; send without car
            ( t                                             nil)

        )
)


"""#---------------------      Second Way      ----------------------#"""
```

```
(defun  palindrome2     (lst)

    (cond   ( (endp lst)                                        t)
            ( (equal (car lst) (car (reverse lst)))             (palindrome2 (reverse (cdr (reverse (cdr lst))))))
            ( t                                                 nil)
    )
)


"""#----------------------      Third Way       ----------------------#"""

(t t t nil t)

(defun helper (lst)

    (if     (null lst)
            t
            (and (car lst) (helper (cdr lst)))
    )
)

(defun palindrome3  (lst)


    (helper

        (mapcar #' (lambda (a b) (equal a b))

        lst (reverse lst)
        )
    )
)

"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.53                   -------------------"""
"""------------------------------------------------------------------------------------------"""


Define your own version of NTH (don't use NTHCDR).

   (a b X d e f )   2.th  X

(defun n_th  ( x  n index)

    (cond   ( (endp x)                      nil)
            ( (= n index)                   (car x))
            ( t                             (n_th (cdr x) n (+ index 1)))
    )
)

"""#----------------------      Second Way      ----------------------#"""

  (a b X d e f )   2.th  X


(defun n_th_2  (lst n)

    (let    ((result        nil)
             (counter       0))

        (dolist (i lst result)

            (if     (= counter n)
                    (and (setf result i) (setf counter (+ counter 1)))
                    (setf counter (+ counter 1))
            )
        )
    )
)



"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.54                   -------------------"""
"""------------------------------------------------------------------------------------------"""

Define a procedure UNIQ that takes a list and removes all the repeated elements in
the list "keeping only the first" occurrence. For instance:

* (uniq '(a b r a c a d a b r a))

        (A B R C D)

(defun unique-list  (x  storage  reader)    ; initially  (storage = nil) and (reader = (car x) )

    (if (null x)
        (append storage (list  reader) )
        (if (equal (car x)  reader )
            (unique-list  (cdr x)  storage  reader)
            (unique-list  x  (append storage (list  reader) )  (car x) )
        )
    )
)

"""#----------------------      Second Way      ----------------------#"""

(defun unique_list  (lst storage)

    (cond   ( (null lst)                                storage)
            ( (member (car lst) (cdr lst))              (unique_list (cdr lst) storage))
            ( t                                         (unique_list (cdr lst) (cons (car lst) storage)))
    )
)

(defun main (lst)

    (unique_list  (reverse lst) nil)
)

"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.55                   -------------------"""
"""------------------------------------------------------------------------------------------"""
```

Solve Ex 4.54 by "keeping the last" occurrence rather than the first.

```
(defun unique_list_2  (lst storage)

    (cond   ( (null lst)                                (reverse storage))
            ( (member (car lst) (cdr lst))              (unique_list_2 (cdr lst) storage))
            ( t                                         (unique_list_2 (cdr lst) (cons (car lst) storage)))
    )
)

"""-----------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.56                   -------------------"""
"""-----------------------------------------------------------------------------------------"""
```

Define a procedure REMLAST which removes the last occurrence of "an item" from a
list. Do not use MEMBER or REVERSE.

```
'x   '(a b c x x d x X c )

(defun count_them (x lst counter)

    (cond   ( (null lst)                 counter)
            ( (equal (car lst) x)       (count_them  x  (cdr lst) (+ counter 1)))
            ( t                         (count_them  x  (cdr lst)    counter))
    )
)

'x   '(a b c x x d x X c )

(defun  remlast (x lst storage counter count_X)

    (cond   ( (null lst)                                                            storage)
            ( (and (equal (car lst) x) (equal counter count_X))                     (remlast x (cdr lst) storage (+ counter 1) count_X))
            ( (equal (car lst) x)                                                   (remlast x (cdr lst) (append storage (list (car lst))) (+ counter 1) count_X))
            ( t                                                                     (remlast x (cdr lst) (append storage (list (car lst))) counter count_X))
    )
)


(defun main (x lst)

    (let    ((count_X                   (count_them x lst 0)))

        (remlast x lst nil 0 (- count_X 1))

    )
)

"""-----------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.57                   -------------------"""
"""-----------------------------------------------------------------------------------------"""
```

Define a procedure FINDLAST which returns the index of the last occurrence of an
item in a list. Do not use MEMBER or REVERSE.

```
'x   '(a b c x x d x X c )

(defun count_them (x lst counter)

    (cond   ( (null lst)                 counter)
            ( (equal (car lst) x)       (count_them  x  (cdr lst) (+ counter 1)))
            ( t                         (count_them  x  (cdr lst)    counter))
    )
)

'x   '(a b c x x d x X c )

(defun  findlast (x lst counterforX count_X   indx)

    (cond   ( (null lst)                                                            indx)
            ( (and (equal (car lst) x) (equal counterforX count_X))                 indx)
            ( (equal (car lst) x)                                                   (findlast x (cdr lst) (+ counterforX 1) count_X (+ indx 1)))
            ( t                                                                     (findlast x (cdr lst)  counterforX  count_X  (+ indx 1)))
    )
)


(defun main (x lst)


        (let    ((count_X                   (count_them x lst 0)))

        (findlast x lst  0  (- count_X 1)  0)

        )
)


"""#----------------------      Second Way      ----------------------#"""

'x   '(a b c x x d x X c )


(defun  findlast2 (x lst)

    (let    ((result        0))

        (dotimes  (i (length lst) result)

            (if     (equal (nth i lst) x)
                    (setf result i)
                    nil
            )
        )
    )
)
```

```
"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.58                  -------------------"""
"""-------------------------------------------------------------------------------------------"""

Define a procedure REMOVEX that takes an element and a list; and returns a list where
all the occurrences of the element that are preceded by the symbol X are removed
from the list.


'x   '( a b c X v X c X d)      ->        '( a b c x  _  x _ x _)


(defun  removex (x lst storage)


    (cond   ( (null lst)                        (reverse storage))
            ( (equal (car lst) x)               (removex x (cddr lst) (cons (car lst) storage)))
            ( t                                 (removex x (cdr lst) (cons (car lst) storage) ))
    )
)


"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.59                  -------------------"""
"""-------------------------------------------------------------------------------------------"""


Define a function ROTATE-LEFT that takes a list and moves the first element to
the end of the list. For instance, (ROTATE-LEFT '(1 2 3)) should give (2 3 1),
(ROTATE-LEFT '(1 2)) should give (2 1), etc. Apart from DEFUN, you are al-
lowed to use LET, LIST, APPEND, CAR, DOLIST, SETF and IF. No other function is
available for use.

(1 2 3 4 5)     ->      (2 3 4 5 1)


(defun ROTATE-LEFT (lst)

    (append (cdr lst) (list (car lst)))

)

"""#----------------------      Second Way      ----------------------#"""


(1 2 3 4 5)     ->   new_set :  (1 2 3 4 5 1)       ->      (2 3 4 5 1)


(defun ROTATE-LEFT2  (lst)

    (let    ((one               0)
             (result            nil)
             (new_set           (append lst (list (car lst))) ))

        (dolist     (i lst result)

            (if     (= one 1)
                    (setf  result  (append result (list i) ))
                    (setf one 1)
            )
        )
    )
)


"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.60                  -------------------"""
"""-------------------------------------------------------------------------------------------"""


Substitute : a function with 3 arguments: old, new, and exp,

(subs 'x 'k '(x (x y) z))   ->  (k (x y) z)


(defun subs (lst old new storage)

    (cond   ( (null lst)                            (reverse storage))
            ( (equal (car lst) old)                 (subs (cdr lst) old new (cons new storage)))
            ( t                                     (subs (cdr lst) old new (cons (car lst) storage)))
    )
)



(defun subs2 (lst old new)

    (mapcar  #' (lambda (x) (if (equal x old)
                                new
                                x))
    lst)

)

"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.61                  -------------------"""
"""-------------------------------------------------------------------------------------------"""


Define a procedure MATCHES that takes two lists, a pattern and a text, and re-
turns the count of the occurrences of the pattern in the text. You need to be
careful about overlapping matches. For instance, (A C A) has 3 occurrences in
(A C A C A T G C A C A T G C). You are not allowed to use procedures like
SUBSEQ to take portions of the text for comparison; your solution must go through
the text element by element.


(defun  matches_ (text lst result)

    (if     (equal      (dotimes (i (length lst) result)

                                (setf result (cons (nth i text) result)))
```

```
                 (reverse lst))

                1
                0
    )
)



(defun matches (text lst)

    (if     (null text)
            0
            (+ (matches_ text lst nil) (matches (cdr text) lst))
    )
)




"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.62                  -------------------"""
"""-------------------------------------------------------------------------------------------"""
```

Define a procedure SHUFFLE that takes a list and returns a random permutation of
the list. A random permutation of a list is one of all the possible orderings of the
elements of the list. You can follow any strategy you like — recursive or iterative.
You might find two built-ins especially useful: RANDOM takes an integer and gives a
random number from 0 to one less than the given integer; NTH takes an integer and
a list, returning the element at the position of the given integer — remember that
positions are counted starting from 0.

```
'(a b c d e)        ->          '(a c e d b)

(0 1 2 3 4 5)       ->           (0 2 5 4 1 3)         (random length:6)    :   0-5

I need a func like:     (0 1 2 "3" 4 5)     ->          (0 1 2 _ 4 5)



(defun  shuffle_ (lst x storage)

    (cond   ( (null lst)                    storage)
            ( (equal x (car lst))           (shuffle_ (cdr lst) x storage))
            ( t                             (shuffle_ (cdr lst) x (cons (car lst) storage)))
    )
)


(defun shuffle (lst storage)

    (let*   ((rnd                       (random (length lst)) )
             (x                         (nth rnd lst))
             (remain                    (shuffle_ lst x nil))
            )

        (cond   ( (null lst)                            storage)
                ( (= (length lst) 1)                    (cons x storage))
                ( t                                     (shuffle  remain  (cons  x   storage)))
        )
    )
)


"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.63                  -------------------"""
"""-------------------------------------------------------------------------------------------"""
```

Modify SUBSTITUTE to D-SUBS (for “deep substitute”), so that it does the replace-
ment for all occurrences of old, no matter how deeply embedded.

Substitute : a function with 3 arguments: old, new, and exp,

```
(subs 'x 'k         '(x (x y) z))       ->      (K (K y) z)


(defun subs3 (lst old new)

    (mapcar  #' (lambda (x) (if (listp x)
                                    (subs3 x old new)
                                    (if (equal x old)
                                            new
                                            x
                                    )
                            )
                )
    lst)
)

"""#----------------------      Second Way      ----------------------#"""

(subs 'x 'k         '(x (x y) z))       ->      (K (K y) z)

(defun subs4 (lst old new storage)

    (cond   ( (null lst)                            (reverse storage))
            ( (listp (car lst))                     (subs4 (cdr lst) old new (append (list (subs4 (car lst) old new nil)) storage)))
            ( (equal (car lst) old)                 (subs4 (cdr lst) old new (cons new storage)))
            ( t                                     (subs4 (cdr lst) old new (cons (car lst) storage)))
    )
)

(K (K Y) Z)


"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.64                  -------------------"""
"""-------------------------------------------------------------------------------------------"""
```

```
Define a recursive procedure that counts the non-nil atoms in a list. For instance,
an input like ((a b) c) should return 3, (a ((b (c) d))) should return 4, and
so on. Remember that the built-in ATOM returns NIL for all lists except NIL; NULL
returns T only for NIL; ENDP is like NULL, except that it gives an error if its input
happens to be something other than a list. Your function should use
 a counter/accumulator – it will be a two argument function.


(a ((b (c) d)))          should return      4


(defun counter (lst)

    (if     (null lst)
            0
            (+  1  (counter (cdr lst)))
    )
)

"""#----------------------      Second Way      ----------------------#"""

(defun counter2 (lst counter)

    (if     (null lst)
            counter
            (counter2 (cdr lst) (+ counter 1))
    )
)



"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.65                  -------------------"""
"""------------------------------------------------------------------------------------------"""

Define a procedure BRING-TO-FRONT (or BFT for short), that takes an item and a
list and returns a version where all the occurrences of the item in the given list are
brought to the front of the list.

For instance, (bring-to-front 'a '(a b r a c a d a b r a)) would return

                                (A A A A A B R C D B R);

and (bring-to-front 'b '(a b r a c a d a b r a)) would return

                        (B B A R A C A D A R A).

You are NOT allowed to count the occurrences of the item in the given list or use REMOVE.


(defun  bft (x lst temp storage)

    (cond   ( (null lst)                            (append temp (reverse storage)))
            ( (equal (car lst) x)                   (bft x (cdr lst) (cons x temp) storage))
            ( t                                     (bft x (cdr lst) temp (cons (car lst) storage) ))

    )
)

Force it ! You are going to change the world !
This is your fate !
Remember your f*cking past man ! Remember your past! This is determinism.
You have to change the world.
Nothing can stop you. Nothing...

"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.66                  -------------------"""
"""------------------------------------------------------------------------------------------"""


Define a procedure that groups the elements in a list putting consecutive occur-
rences of items in lists. For instance,

(group '(a a b c c c d d e)) should give

         ((A A) (B) (C C C) (D D) (E)).

     Note that you should NOT bring together non-consecutive repetitions; a call like

(group '(a b b c b b c)) should return

        ((A) (B B) (C) (B B) (C)).


(defun group (lst reader temp storage)

    (cond   ( (null lst)                                (append storage (list temp)))
            ( (equal (car lst) reader)                  (group (cdr lst) reader (cons reader temp) storage))
            ( t                                         (group lst (car lst)  nil  (append storage (list temp))))
    )
)

"""------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.67                  -------------------"""
"""------------------------------------------------------------------------------------------"""


Define a recursive procedure SUMMARIZE, that takes a list and returns a list of
pairs whose car is an element in the list and cadr is the number of times the el-
ement occurs in the list;

(summarize '(a b r a c a d a b r a)) should give

            ((a 5) (b 2) (r 2) (c 1) (d 1)).


I need   (a 5)

(defun summarize_ (lst cr counter)


    (cond   ( (null lst)                        (cons cr (cons counter nil)))
            ( (equal cr (car lst))              (summarize_ (cdr lst) cr (+ counter 1)))
```

```
            ( t                                    (summarize_ (cdr lst) cr counter))
    )
)


Now I need '(_ b r _ c _ d _ b r _)


(defun remain (lst x storage)

    (cond   ( (null lst)                    (reverse storage))
            ( (equal (car lst) x)           (remain (cdr lst) x storage) )
            ( t                             (remain (cdr lst) x (cons (car lst) storage)))
    )
)


(defun summarize (lst storage)

    (let    ( (remain                           (remain lst (car lst) nil))
              (first_                           (summarize_ lst (car lst) 0))
            )


    (cond   ( (null lst)                        storage)
            ( t                                 (summarize remain (append storage (list first_)) ))
    )
    )
)



"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.68                  -------------------"""
"""-------------------------------------------------------------------------------------------"""


The Collatz sequence (see Exercise 3.6) of a positive integer is the sequence starting
with the number itself and ending with 1, where the numbers in-between are the
results of Collatz steps. For instance the Collatz sequence of 3 is 3 10 5 16 8 4 2 1.

Given a non-negative integer, compute the count of even and odd numbers in
its Collatz sequence. Return the result as a list of two numbers, the first is the even
count and the second is the odd count.

The solution for 3 will be (5 3).   (even, odd)


(defun collatz (x)

    (cond   (   (= x 1)         1)
            (   (evenp x)       (/ x 2)  )
            (   (oddp  x)       (+  (* 3 x)  1 )  )
    )
)


3   ->      3 10 5 16 8 4 2 1


(defun countEO (x   &key (even-count 0) (odd-count 0) )

    (if     (= x 1)

        (list even-count  (+ odd-count 1)   )


        (if (evenp x)
            (countEO  (collatz x)   :even-count (+ even-count 1)    :odd-count  odd-count)
            (countEO  (collatz x)   :even-count even-count          :odd-count  (+ odd-count 1)  )
        )
    )
)


"""#----------------------      Second Way      ----------------------#"""

3   ->      3 10 5 16 8 4 2 1

(defun countE (x)

    (if     (= x 1)
            0
            (or
                (and (evenp x) (+ 1 (countE (collatz x))))
                (countE (collatz x))
            )
    )
)


(defun countO (x)

    (if     (= x 1)
            1
            (or
                (and (oddp x) (+ 1 (countO (collatz x))))
                (countO (collatz x))
            )
    )
)


(defun countEO2   (x)


    (append (list (counte x)) (list (counto x)))

    )



"""-------------------------------------------------------------------------------------------"""
"""-------------------                  Exercise 4.69                  -------------------"""
```

```
"""------------------------------------------------------------------------------------------"""

A growing difference sequence is a recursive sequence where each non-initial term
in the sequence is greater than the one before it by a difference that steadily grows
with the terms. For instance 1, 4, 8, 13, 19, 26,. . . is such a sequence where the second
term is obtained by adding 3 to the first, third term is obtained by adding 4 to the
second, fourth term is obtained by adding 5 to the third, and so on. In tabular form:

Our sequences will always start with 1. How the difference starts and grows
may change from sequence to sequence. For instance the difference in the follow-
ing sequence starts with 2 and grows as the square of the previous difference.

Define a procedure GDS that generates a growing difference sequence where the
length of the sequence, the initial value of the difference and how difference grows
will be given as parameters. An example output for the first 7 terms in the first ex-
ample above would be ((1 1) (2 4) (3 8) (4 13) (5 19) (6 26) (7 34)).


GDS - >  length = 7 ,  initial value of difference = + 3,  how grows = algorithm  here +1 ?


Our sequences will always start with 1


(defun gds (len iv_of_diff growth counter storage)


    (cond   ( (< counter len)               (gds len iv_of_diff growth )))
    )
```