

## Prelude Lists

See Week 2 slides for type signature etc for prelude list functions.

## Haskell Syntax

Case sensitive; these are all different names:

ab, aB, Ab, AB

- Variable Identifiers (varid) start with lowercase e.g. myNAME
- Constructor Identifiers (conid) start with uppercase letters e.g. Tree
- Variable Operator (varsym) start with any symbol and continue with symbols and the colon e.g. — : —
- Constructor Operators (consym) start with a colon and continue with symbols and the colon e.g. : + :

## Operators

- Some operators are left associative such as +, -, \*, / e.g. `a+b+c` parses as `(a+b)+c`
- Some operators are right associative such as &&, — e.g. `a:b:c[ ]` parses as `a:(b:(c:[ ]))`
- Other operators are non-associative such as ==, /=, !, <, >, <=, >= e.g. `a!b = b!a` is illegal but `(a == b) && (b == c)` is ok

## Functions

- Function application is denoted by juxtaposition and is left-associative
- `f x y z` parses as `((f x) y) z`
- if we want f applied to both x, and to the result of the application of g to y, we must write `f x (g y)`
- In types, the function arrow is right associative `Int -> Char -> Bool` parses as `Int -> (Char -> Bool)`
- The type of a function whose first argument is itself a function must be written as `(a -> b) -> c`

## Variable Declaration

- This can be either a function or a pattern
- A declaration can also have a lhs that is a single pattern: `patn = expr`