

```
{-A list of selected functions from the Haskell modules:
```

```
Prelude
Data.List
Data.Maybe
Data.Char -}
```

```
-----
-- standard type classes
```

```
class Show a where
  show :: a -> String
```

```
class Eq a where
  (==), (/=) :: a -> a -> Bool
```

```
class (Eq a) => Ord a where
  (<), (<=), (>=), (>) :: a -> a -> Bool
  max, min :: a -> a -> a
```

```
class (Eq a, Show a) => Num a where
  (+), (-), (*) :: a -> a -> a
  negate :: a -> a
  abs, signum :: a -> a
  fromInteger :: Integer -> a
```

```
class (Num a, Ord a) => Real a where
  toRational :: a -> Rational
```

```
class (Real a, Enum a) => Integral a where
  quot, rem :: a -> a -> a
  div, mod :: a -> a -> a
  toInteger :: a -> Integer
```

```
class (Num a) => Fractional a where
  (/) :: a -> a -> a
  fromRational :: Rational -> a
```

```
class (Fractional a) => Floating a where
  exp, log, sqrt :: a -> a
  sin, cos, tan :: a -> a
```

```
class (Real a, Fractional a) => RealFrac a where
  truncate, round :: (Integral b) => a -> b
  ceiling, floor :: (Integral b) => a -> b
```

```
-----
-- numerical functions
```

```
even, odd :: (Integral a) => a -> Bool
even n    = n `rem` 2 == 0
odd       = not . even
```

```
-----
-- monadic functions
```

```
sequence :: Monad m => [m a] -> m [a]
sequence = foldr mcons (return [])
```

```
where mcons p q = do x <- p; xs <- q; return (x:xs)
```

```
sequence_ :: Monad m => [m a] -> m ()
sequence_ xs = do sequence xs; return ()
```

```
-----
-- functions on functions
```

```
id :: a -> a
id x = x
```

```
const :: a -> b -> a
const x _ = x
```

```
(.) :: (b -> c) -> (a -> b) -> a -> c
f . g = \x -> f (g x)
```

```
flip :: (a -> b -> c) -> b -> a -> c
flip f x y = f y x
```

```
($) :: (a -> b) -> a -> b
f $ x = f x
```

```
-----
-- functions on Booleans
```

```
data Bool = False | True
```

```
(&&), (||) :: Bool -> Bool -> Bool
True && x = x
False && _ = False
True || _ = True
False || x = x
not :: Bool -> Bool
not True = False
not False = True
```

```
-----
-- functions on Maybe
```

```
data Maybe a = Nothing | Just a
```

```
isJust :: Maybe a -> Bool
isJust (Just a) = True
isJust Nothing = False
```

```
isNothing :: Maybe a -> Bool
isNothing = not . isJust
```

```
fromJust :: Maybe a -> a
fromJust (Just a) = a
```

```
maybeToList :: Maybe a -> [a]
maybeToList Nothing = []
maybeToList (Just a) = [a]
```

```
listToMaybe      :: [a] -> Maybe a
listToMaybe []   = Nothing
listToMaybe (a:_) = Just a
```

```
-- a hidden goodie
```

```
instance Monad [] where
  return x = [x]
  xs >>= f = concat (map f xs)
```

```
-- functions on pairs
```

```
fst      :: (a, b) -> a
fst (x, y) = x
```

```
snd      :: (a, b) -> b
snd (x, y) = y
```

```
curry      :: ((a, b) -> c) -> a -> b -> c
curry f x y = f (x, y)
```

```
uncurry      :: (a -> b -> c) -> (a, b) -> c
uncurry f p = f (fst p) (snd p)
```

```
-- functions on lists
```

```
map      :: (a -> b) -> [a] -> [b]
map f xs = [ f x | x <- xs ]
```

```
(++)      :: [a] -> [a] -> [a]
xs ++ ys   = foldr (:) ys xs
```

```
filter      :: (a -> Bool) -> [a] -> [a]
filter p xs = [ x | x <- xs, p x ]
```

```
concat      :: [[a]] -> [a]
concat xss   = foldr (++) [] xss
```

```
concatMap    :: (a -> [b]) -> [a] -> [b]
concatMap f   = concat . map f
```

```
head, last   :: [a] -> a
head (x:_)    = x
```

```
last [x]      = x
last (_:xs)    = last xs
```

```
tail, init    :: [a] -> [a]
tail (_:xs)    = xs
```

```
init [x]      = []
init (x:xs)    = x : init xs
```

```
null        :: [a] -> Bool
null []      = True
null (_:_)   = False
```

```
length       :: [a] -> Int
length []    = 0
length (_:l) = 1 + length l
```

```
(!!)         :: [a] -> Int -> a
(x:_) !! 0    = x
(_:xs) !! n    = xs !! (n-1)
```

```
foldr        :: (a -> b -> b) -> b -> [a] -> b
foldr f z []  = z
foldr f z (x:xs) = f x (foldr f z xs)
```

```
foldl        :: (a -> b -> a) -> a -> [b] -> a
foldl f z []  = z
foldl f z (x:xs) = foldl f (f z x) xs
```

```
iterate      :: (a -> a) -> a -> [a]
iterate f x   = x : iterate f (f x)
```

```
repeat       :: a -> [a]
repeat x      = xs where xs = x:xs
```

```
replicate     :: Int -> a -> [a]
replicate n x = take n (repeat x)
```

```
cycle         :: [a] -> [a]
cycle []      = error "Prelude.cycle: empty list"
cycle xs = xs' where xs' = xs++xs'
```

```
take, drop    :: Int -> [a] -> [a]
take n _ | n <= 0 = []
take _ []      = []
take n (x:xs)   = x : take (n-1) xs
```

```
drop n xs | n <= 0 = xs
drop _ []      = []
drop n (_:xs)    = drop (n-1) xs
```

```
splitAt       :: Int -> [a] -> ([a],[a])
splitAt n xs   = (take n xs, drop n xs)
```

```
takeWhile, dropWhile :: (a -> Bool) -> [a] -> [a]
takeWhile p []      = []
takeWhile p (x:xs)   = x : takeWhile p xs
                    | p x
                    | otherwise = []
```

```
dropWhile p []      = []
dropWhile p xs@(x:xs') = dropWhile p xs'
                    | p x
                    | otherwise = xs
```

```

lines, words      :: String -> [String]
-- lines "apa\nbepa\ncepa\n" == ["apa","bepa","cepa"]
-- words "apa bepa\n cepa"  == ["apa","bepa","cepa"]

unlines, unwords  :: [String] -> String
-- unlines ["apa","bepa","cepa"] == "apa\nbepa\ncepa"
-- unwords ["apa","bepa","cepa"] == "apa bepa cepa"

and, or           :: [Bool] -> Bool
and               = foldr (&) True
or                = foldr (||) False

any, all          :: (a -> Bool) -> [a] -> Bool
any p             = or . map p
all p             = and . map p

elem, notElem     :: (Eq a) => a -> [a] -> Bool
elem x            = any (== x)
notElem x         = all (/= x)

lookup            :: (Eq a) => a -> [(a,b)] -> Maybe b
lookup key []     = Nothing
lookup key ((x,y):xys)
  | key == x      = Just y
  | otherwise     = lookup key xys

sum, product      :: (Num a) => [a] -> a
sum               = foldl (+) 0
product           = foldl (*) 1

maximum, minimum  :: (Ord a) => [a] -> a
maximum []        = error "Prelude.maximum: empty list"
maximum xs        = foldl1 max xs

minimum []        = error "Prelude.minimum: empty list"
minimum xs        = foldl1 min xs

zip              :: [a] -> [b] -> [(a,b)]
zip               = zipWith (,)

zipWith          :: (a->b->c) -> [a]->[b]->[c]
zipWith z (a:as) (b:bs)
  = z a b : zipWith z as bs
zipWith _ _ _    = []

unzip            :: [(a,b)] -> ([a],[b])
unzip             = foldr (\(a,b) ~(as,bs) -> (a:as,b:bs)) ([],[])

nub              :: (Eq a) => [a] -> [a]
nub []           = []
nub (x:xs)       = x : nub [ y | y <- xs, x /= y ]

delete           :: Eq a => a -> [a] -> [a]
delete y []      = []

```

```

delete y (x:xs)  = if x == y then xs else x : delete y xs

(\\)             :: Eq a => [a] -> [a]-> [a]
(\\)             = foldl (flip delete)

union            :: Eq a => [a] -> [a] -> [a]
union xs ys      = xs ++ ( ys \\ xs )

intersect        :: Eq a => [a] -> [a]-> [a]
intersect xs ys  = [ x | x <- xs, x `elem` ys ]

intersperse      :: a -> [a] -> [a]
-- intersperse 0 [1,2,3,4] == [1,0,2,0,3,0,4]

transpose        :: [[a]] -> [[a]]
-- transpose [[1,2,3],[4,5,6]] == [[1,4],[2,5],[3,6]]

partition        :: (a -> Bool) -> [a] -> ([a],[a])
partition p xs   = (filter p xs, filter (not . p) xs)

group            :: Eq a => [a] -> [[a]]
-- group "aapaabbbbeee" == ["aa","p","aa","bbb","eee"]

isPrefixOf, isSuffixOf :: Eq a => [a] -> [a] -> Bool
isPrefixOf [] _   = True
isPrefixOf _ []   = False
isPrefixOf (x:xs) (y:ys) = x == y && isPrefixOf xs ys

isSuffixOf x y    = reverse x `isPrefixOf` reverse y

sort             :: (Ord a) => [a] -> [a]
sort             = foldr insert []

insert           :: (Ord a) => a -> [a] -> [a]
insert x []      = [x]
insert x (y:xs)  = if x <= y then x:y:xs else y:insert x xs

-----
-- functions on Char

type String = [Char]

toUpper, toLower :: Char -> Char
-- toUpper 'a'   == 'A'
-- toLower 'Z'   == 'z'

digitToInt       :: Char -> Int
-- digitToInt '8' == 8

intToDigit       :: Int -> Char
-- intToDigit 3  == '3'

ord              :: Char -> Int
chr              :: Int -> Char

```

1. Point-free notation

```
f x y = (3 - y) / x
g x y = [x z | z <- [1,3..y]]
```

Give the type of the following expressions:

- `(.) (:)`
- `(:) (.)`
- `((.) :)`
- `(: (.))`
- (Haskell swearing) `([] >>=) (_ -> [(>=)])`

The **Functor** class is defined as follows:

It is mandatory that all instances of **Functor** should obey:

Assume the following definition of lists as a functor instance:

Is this a correct definition of a functor instance? Why or why not? **Prove your claim.**

4. Programming

Give an example of a function with type

```
([a] , a -> b) -> [b]
```

5. Type classes

Complete the following two instance declarations:

```
instance (Ord a, Ord b) => Ord (a,b) where ...
```

```
instance Ord b => Ord [b] where ...
```

where pairs and lists should be ordered lexicographically, like the words in dictionary.

6. Monadic computations

Given the following function:

```
f x y = do
  a <- x
  b <- y
  return (a*b)
```

- (a) What is the type of `f`? (0.1)
- (b) What is the value of `f [1,2,3] [2,4,8]` ? (0.2)
- (c) What is the value of `f (Just 5) Nothing` ? (0.1)
- (d) What is the type of expression `return 5`? (0.1)
- (e) What is the value of expression `do [1,2,3]; []; "abc"`? (0.25)
- (f) What is the value of expression `do [1,2,3]; []; return "abc"`? (0.25)

Good Luck!