# Comprehensions Informatics 1 – Introduction to Computation Functional Programming Tutorial 2

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# Week 3 due 4pm Wednesday 7 October 2020 tutorials on Friday 9 October 2020

Attendance at tutorials is obligatory; please send email to lambrose@ed.ac.uk if you cannot join your assigned tutorial.

Good Scholarly Practice: Please remember the good scholarly practice requirements of the University regarding work for credit. You can find guidance at the School page

http://web.inf.ed.ac.uk/infweb/admin/policies/academic-misconduct.

This also has links to the relevant University pages. Please do not publish solutions to these exercises on the internet or elsewhere, to avoid others copying your solutions.

# 1 List Comprehension

The present tutorial is all about understanding *list comprehensions*, to do so you will be asked to use them to define several functions. You will also write and run some QuickCheck tests to test basic properties of your code. The skeletons of the functions can be found in the file Tutorial2.hs, which came packaged with this document.

**Note:** For the following exercises you are allowed to use some common library functions, which can be found on the course's Learn page. You would refer to this list many times throughout the tutorial, so you may find it useful to print it as well. If you have an additional solution using other library functions or your own functions, you are welcome to discuss it during the tutorial.

## Exercise 1

(a) Write a function halveEvens :: [Int] -> [Int] that returns half of each even number in the list. For instance,

```
halveEvens [0,2,1,7,8,56,17,18] == [0,1,4,28,9]
```

Your definition should use a *list comprehension*. Consider to use the library's functions for div and mod.

(b) Write a test function prop\_halveEvens to check that your halveEvens function gives the same results as the reference implementation halveEvensReference.

The halveEvensReference function is predefined in the exercise file. Do *not* try to understand how it works, it is written in a deliberately obtuse style.

#### Exercise 2

(a) Write a function inRange :: Int -> Int -> [Int] -> [Int] to return all numbers in the input list within the range given by the first two arguments (inclusive). For example,

```
inRange 5 10 [1..15] == [5,6,7,8,9,10]
```

Your definition should use a list comprehension.

#### Exercise 3

(a) Write a function countPositives to count the positive numbers in a list (the ones strictly greater than 0). For example,

```
countPositives [0,1,-3,-2,8,-1,6] == 3
```

Your definition should use a *list comprehension*. You might want to use a specific library function for a part of the implementation.

(b) Why do you think it's not possible to write countPositives using only list comprehension, without library functions?

## Exercise 4

(a) Write a function multDigits:: String -> Int that returns the product of all the digits in the input string. If there are no digits, your function should return 1. For example,

```
multDigits "The time is 4:25" == 40
multDigits "No digits here!" == 1
```

Your definition should use a *list comprehension*. You'll need a library function to determine if a character is a digit, one to convert a digit to an integer, and one to do the multiplication.

(b) Write a function countDigits :: String -> Int that returns the number of digits in the input string.

(c) Because 9 is the largest digit, the number returned by multDigits on any given input should be less than or equal to  $9^x$  where x is the number of digits as returned by countDigits. Write and execute a QuickCheck property prop\_multDigits to confirm. The exponentiation operator is (^), e.g.  $9 - 3 = 9^3 = 729$ .

#### Exercise 5

(a) Write a function capitalise:: String -> String which, given a word, capitalises it. That means that the first character should be made uppercase and any other letters should be made lowercase. For example,

```
capitalise "edINBurgH" == "Edinburgh"
```

Your definition should use a *list comprehension* and the library functions to Upper and to Lower that change the case of a character.

**Hint:** Use pattern matching to decompose the input string into the first character and the rest.

#### Exercise 6

(a) Using the function capitalise from the previous problem, write a function

```
title :: [String] -> [String]
```

which, given a list of words, capitalises them as a title should be capitalised. The proper capitalisation of a title (for our purposes) is as follows: The first word should be capitalised. Any other word should be capitalised if it is at least four letters long. For example,

```
title ["tHe", "sOunD", "ANd", "thE", "FuRY"]
== ["The", "Sound", "and", "the", "Fury"]
```

Your function should use a *list comprehension*. Besides the capitalise function, you will probably need some other auxiliary functions. You may use library functions that change the case of a character and the function length.

#### Exercise 7

- (a) Write a function sign :: Int -> Char that takes an integer and returns the character
  - '+' if the integer is between 1 and 9 (inclusive),
  - '0' if the integer is 0,
  - '-' if the integer is between -1 and -9 (inclusive),

and indicates an error otherwise (using the error function).

(b) Write a function signs:: [Int] -> String that takes a list of integers and returns the sign of each integer between -9 and 9 (inclusive), ignoring any number out of that range. For example, signs [5, 10, -5, 0] should return "++-0". You might want to use the sign function defined earlier.

## Exercise 8

(a) Write a function score :: Char -> Int that converts a character to its score. Each letter starts with a score of one; one is added to the score of a character if it is a vowel (a, e, i, o, u) and one is added to the score of a character if it is upper case; a character that is not a letter scores zero. For example,

```
score 'A' = 3
score 'a' = 2
score 'B' = 2
score 'b' = 1
score '.' = 0
```

- (b) Write a function totalScore:: String -> Int that given a string returns the *product* of the score of every letter in the string, ignoring any character that is not a letter. For example, totalScore "aBc4E" should return 12. The product function might come in handy.
- (c) Write a test function prop\_totalScore\_pos that checks that totalScore always returns a number greater than or equal to 1.

## Exercise 9

(a) Professor Pennypincher will not buy anything if he has to pay more than £199.00. But, as a member of the Generous Teachers Society, he gets a 10% discount on anything he buys. Write a function pennypincher that takes a list of prices and returns the total amount that Professor Pennypincher would have to pay, if he bought everything that was cheap enough for him. For example,

```
pennypincher [4500, 19900, 22000, 39900] == 41760
```

Prices should be represented in Pence, not Pounds, by integers. To deduct 10% off them, you will need to convert them into floats first, using the function fromIntegral. To convert back to ints, you can use the function round, which rounds to the nearest integer. You can write a helper function discount:: Int -> Int to do this.

Your solution should use a *list comprehension*, and you may use a library function to do the additions for you.

(b) To confirm that Professor Pennypincher actually saves money, write a test function prop\_pennypincher. This should check that the result of pennypincher is less or equal to the sum of the positive numbers in the input.

# 2 Optional Material

Please note that optional exercices **do** contribute to the final mark. If you don't do the optional work and get the rest mostly right you will get a mark of 3/4. To get a mark of 4/4, you must get almost all of the tutorial right, including the optional questions.

In this final part of the tutorial we will use *list comprehensions* to write some more involved functions.

#### Exercise 10

(a) Dame Curious is a crossword enthusiast. She has a long list of words that might appear in a crossword puzzle, but she has trouble finding the ones that fit a slot. Write a function

```
\label{limits} {\tt crosswordFind} :: {\tt Char} {\tt ->} {\tt Int} {\tt ->} {\tt [String]} {\tt ->} {\tt [String]} \\ {\tt to} {\tt help} {\tt her}. {\tt The} {\tt expression}
```

crosswordFind letter inPosition len words

should return all the items from words which (a) are of the given length and (b) have letter in the position inPosition. For example, if Curious is looking for seven-letter words that have 'k' in position 1, she can evaluate the expression:

```
crosswordFind 'k' 1 7 ["funky", "fabulous", "kite", "icky", "ukelele"]
```

which returns ["ukelele"]. (Remember that we start counting with 0, so position 1 is the second position of a string.)

Your definition should use a *list comprehension*. You may also use a library function which returns the nth element of a list, for argument n, and the function length.

#### Exercise 11

(a) Write a function search :: String -> Char -> [Int] that returns the positions of all occurrences of the second argument in the first. For example

```
search "Bookshop" 'o' == [1,2,6]
search "senselessness's" 's' == [0,3,7,8,11,12,14]
```

Your definition should use a *list comprehension*. You may use the function zip :: [a] -> [b] -> [(a,b)], the function length :: [a] -> Int, and the term forms [m..n] and [m..].

(b) Try to come up with a property of search that should always hold. Write a QuickCheck test to confirm it does.

#### Exercise 12

(a) Write a function contains that takes two strings and returns True if the first contains the second as a substring. You can use the library function isPrefixOf, which returns True if the second string begins with the first string, and any list function on page 127 of Thompson; see the course webpage for a copy if you are using Lipovaca. For example,

```
contains "United Kingdom" "King" == True
contains "Appleton" "peon" == False
contains "" "" == True
```

Your definition should use a *list comprehension*. A hint: you can use the library function drop to create a list of all possible suffixes ("last parts") of a string.

(b) Write a QuickCheck property prop\_contains to test your function. You could test positive or negative results (or both) with specifically crafted strings where you know that one does contain the other, or not. Or you could test that longer strings are never contained in shorter strings. Or anything else interesting you can come up with.