

# Programming in Haskell: Lecture 8

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September 4, 2019

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- **Strategy:** Repeatedly extract head and place it in front of an accumulator list
- The list is automatically reversed

```
reverse l           = revInto [] l
  where
    revInto a []    = a
    revInto a (x:xs) = revInto (x:a) xs
```

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- **take**  $n$   $l$  ++ **drop**  $n$   $l$  ==  $l$

```
take _ [] = []
take n (x:xs) | n <= 0 = []
               | otherwise = x:take (n-1) xs

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

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- Two recursive calls to `splitAt (n-1)`
- Very inefficient – time proportional to  $2^n$

## Built-in function: `splitAt`

- Much better version:

```
splitAt _ []           = ([], [])  
splitAt n (x:xs)      | n <= 0       = ([], x:xs)  
                      | otherwise    = (x:ys, zs)  
                      where (ys, zs) = splitAt (n-1) xs
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- Running time is proportional to  $n$
- **Local definitions helps avoid repeated computation of same value**

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- **Note:** import `Data.Char` to use `ord` and `chr`

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- Brute-force, enumerate all cases:

```
toUpper 'a' = 'A'
```

```
toUpper 'b' = 'B'
```

```
toUpper 'c' = 'C'
```

```
...
```

```
...
```

```
toUpper 'x' = 'X'
```

```
toUpper 'y' = 'Y'
```

```
toUpper 'z' = 'Z'
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- `'a', ..., 'z'` have contiguous `ord` values
- Same with `'A', ..., 'Z'` and `'0', ..., '9'`
- Can compare two characters to see which one appears earlier in the table
- Smarter solution for `toUpper`:

```
toUpper :: Char -> Char
toUpper c
  | ('a' <= c && c <= 'z')
    = chr (ord c + (ord 'A' - ord 'a'))
  | otherwise = c
```

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- Single digit characters: `digitToInt`, `intToDigit`
- Numeric representation: `ord`, `chr`

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  - `"hello"` is syntactic sugar for `['h','e','l','l','o']`
  - The empty string, denoted, `""`, is just `[]`
  - Recall: `[]` is the empty list of all types
- Usual list functions like `length`, `reverse`, ... can be used on `String`

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- `occurs c s` returns **True** exactly when `c` occurs in string

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occurs _ "" = False
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- Just a version of the general function `elem` on lists

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- We will revisit this pattern later

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- Simple recursive program

```
position :: Char -> String -> Int
position c ""      = 0
position c (d:ds)
  | c == d        = 0
  | otherwise     = 1 + (position c ds)
```

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- For any type `t`, `Maybe t` is also type
- Values of type `Maybe t`:
  - `Nothing`
  - `Just x` for all `x` of type `t`

## Example: a better position

- Return **Nothing** if **c** does not occur in **s**

```
position :: Char -> String -> Maybe Int
position c ""    = Nothing
position c (d:ds)
  | c == d      = Just 0
  | otherwise   = case position ds of
                    Nothing -> Nothing
                    Just x   -> Just (x+1)
```

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- Not correct: `wordc "abc d"` will return 5

## Example: Correct wordc

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- A word starts when previous character is a space and the current one is not
- Add a space at the very beginning to apply same logic to first word

```
wordc :: String -> Int
wordc s      = go (' ':s)
go [c]      = 0
go (c:d:ds)
  | isSpace c && not (isSpace d)
    = 1 + go (d:ds)
  | otherwise = go (d:ds)
```



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- ([1,2], "abcd") :: ([Int], String)

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- A mark list is a list of pairs
- Each pair consists of the student name and marks
- **lookup** finds the marks obtained by a student:

```
type Marklist = [(String, Int)]
lookup :: String -> Marklist -> Maybe Int
lookup n []      = Nothing
lookup n (name,marks):ml
  | n == name = Just marks
  | otherwise = lookup n ml
```