

Tutorial 5 Reviewing Quiz Questions.

Exercise 1. Circle the free variables in the following code fragments.

```
local X in
  Y=Y+X
End
```

```
local F in
X = {F {H 2} X*2}
End
```

```
fun {P X}
  if X<=0 then X
  else {P (X-2)} end
end
```

```
local L in
  case L of
    nil then 0
    [] H|T then H
  end
end
```

Exercise 2. Consider a generic binary tree data structure of the following form:

```
<BTree A> ::= nil | node(A, <BTree A>, <BTree A>)
```

Note that A denotes the generic type for each element of the tree. Using pattern-matching constructs and recursion, write Oz programs to perform the following whereby informal types have already been given.

- i) A function that counts the number of elements in a given tree.
// Count : <BTree A> → Int
- ii) A function that returns a list of elements satisfying a given predicate.
// FilterTree : {<BTree A>, (A → Bool)} → <List A>
- iii) A function that partitions the elements of a tree into two lists based on a given predicate. Those elements satisfying the predicate are returned in the first list, and the rest are returned in the second list.
// Partition : {<BTree A>, (A → Bool)} → <List A> # <List A>

Question 3. Higher-Order Programs

Consider the following higher-order functions:

```
fun {FoldR F U L}
  case L of
    nil then U
    [] X|L2 then {F X {FoldR F U L2}}
  end
end
fun {Map F XS}
  case Xs of
    nil then nil
    [] X|Xr then {F X}||{Map F Xr}
  end
end
```

Predict the output (data structure being returned) for the following code fragments. If there is a program error, please describe it.

- (i) {Map (fun {\$ X} X>3 end) [2 3 4 5]}
- (ii) {Map (fun {\$ X} X+3 end) [2 3 4 5]}
- (iii) {FoldR (fun {\$ X U} 1+U end) 0 [2 3 4 5]}
- (iv) {FoldR (fun {\$ X U} X end) 0 [2 3 4 5]}
- (v) {FoldR (fun {\$ X U} X end) 0 nil }
- (vi) {FoldR (fun {\$ X U} if X mod 2!=0 then X|U else U end end) nil [2 3 4 5]}
- (vii) {Map (fun {\$ X} [X] end) [2 3 4 5]}
- (viii) {Map (fun {\$ X} 1.3 end) [2 3 4 5]}
- (ix) {Map (fun {\$ X} (fun {\$ N} N+X end) end) [2 3 4 5]}
- (x) {FoldR (fun {\$ X U} U end) 0 [2 3 4 5]}