Programming Language Concepts, CS2104 (1st Oct 2007)
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]}`