



1. (10 points) [UseModels] Write an iterative function

DecimalValue: <fun {\$ <List Int>}: <Int> >

that takes a list Digits of integers, and returns the base 10 equivalent of the number represented by the list. That is, if Digits is [  $N_{m-1} \dots N_1 N_0$  ], then the result is  $N_{m-1} \times 10^{m-1} + \dots N_1 \times 10^1 + N_0$ . (You may assume that each element of Digits is an integer that is strictly less than 10.)

Your solution must have iterative behavior, and must be written using tail recursion. Don't use any higher-order functions, and don't use the Oz **for** loop syntax in your solution! (You are supposed to know what these directions mean.)

The following are examples, that use the Test procedure from the homework.

```
\insert 'DecimalValue.oz'
{Test {DecimalValue nil} '==' 0}
{Test {DecimalValue [2]} '==' 2}
{Test {DecimalValue [7 2]} '==' 72}
{Test {DecimalValue [0 2 0]} '==' 20}
{Test {DecimalValue [4 0 2 0]} '==' 4020}
{Test {DecimalValue [6 4 0 2 0]} '==' 64020}
{Test {DecimalValue [7 8 9 9 8 2 1]} '==' 7899821}
{Test {DecimalValue [9 8 7 6 5 4 3 2 1 0 1 2 3 4 5 6 7 8 9]}
  '==' 9876543210123456789}
```

2. (10 points) [UseModels] Write a function

`PrefixAll: <fun {$ <List <List T>> <List T>}: <List T>`

that takes a list of lists of some type  $T$ , `LoL`, and a list of type  $T$ , `Prefix`, and returns a list that is just like `LoL` except that each element of `LoL` has `Prefix` appended to its front. (Hint, you can use Oz's built in `Append` function.)

The following are examples.

```
\insert 'PrefixAll.oz'
{Test {PrefixAll nil [foo bar]} '==' nil}
{Test {PrefixAll [[bar baz] [belch] [bomb]] [foo bar]}
      '==' [[foo bar bar baz] [foo bar belch] [foo bar bomb]]}
{Test {PrefixAll [[7] [8] [9 10 25]] [0 0]}
      '==' [[0 0 7] [0 0 8] [0 0 9 10 25]]}
{Test {PrefixAll ["are lists of characters" "are lists"] "strings "}
      '==' ["strings are lists of characters" "strings are lists"]}
```

3. (15 points) [UseModels] Using Filter, write the function

Partition: `<fun {$ <List T> <fun {$ T}: Bool>}: <Pair <List T> <List T> >`

that, for some type T, takes two arguments: Ls, which is a list of values of type T, and Pred, which is a Boolean-valued function of type `<fun {$ T}: Bool>`. The function you are to write, Partition, returns a pair of lists of the form L1#L2, in which the elements of L1 are the elements of Ls which satisfy Pred, and the elements of L2 are the elements of Ls that do not satisfy Pred. The relative order of the elements in Ls is preserved within each of the two lists in the pair, that is, within L1 and L2. The following are examples.

```
\insert 'Partition.oz'
local % for testing
  fun {AlwaysTrue _} true end
  fun {Odd N} N mod 2 == 1 end
  fun {Even N} N mod 2 == 0 end
in
  {Test {Partition nil AlwaysTrue} '==' nil#nil}
  {Test {Partition [4 5 6 7] AlwaysTrue} '==' [4 5 6 7]#nil}
  {Test {Partition [4 5 6 7] Odd} '==' [5 7]#[4 6]}
  {Test {Partition [4 5 6 7] Even} '==' [4 6]#[5 7]}
  {Test {Partition [1 2 3 4 5 6 7 8 6 5] fun {$ X} X>3 end}
    '==' [4 5 6 7 8 6 5]#[1 2 3]}
  {Test {Partition [o o p s l a] fun {$ X} X == o end}
    '==' [o o]#[p s l a]}
  {Test {Partition [o o p s l a] fun {$ X} X == l orelse X == p end}
    '==' [p l]#[o o s a]}
end
```

Your solution must use Filter (but you can also write additional helping functions if you wish)! Hint: you may want to use Oz's built in function Not.

4. (10 points) [Concepts] [UseModels] Write a curried version of the function `Partition`, from question 3 on the previous page. The function you are to write should be called `CurriedPartition`. That is, write

`CurriedPartition: <fun {$ <List T>} : <fun {$ <fun {$ T}: Bool>}>: <Pair <List T> <List T>>>`

that, for some type `T`, takes an argument, `Ls`, which is a list of values of type `T`, and returns a function that takes as an argument, `Pred`, which is a Boolean-valued predicate of type `<fun {$ T}: Bool>`. For a call such as `{{CurriedPartition Ls} Pred}` the result is a pair of lists of the form `L1#L2`, in which the elements of `L1` are the elements of `Ls` which satisfy `Pred`, and the elements of `L2` are the elements of `Ls` that do not satisfy `Pred`. The relative order of the elements in `Ls` is preserved within each of the two lists in the pair, that is, within `L1` and `L2`. The following are examples. To save time, you can call `Partition` in your answer, instead of writing out the body of `Partition` again.

The following are examples.

```
\insert 'CurriedPartition.oz'
local % for testing
  fun {AlwaysTrue _} true end
  fun {Odd N} N mod 2 == 1 end
  fun {Even N} N mod 2 == 0 end
in
  {Test {{CurriedPartition nil} AlwaysTrue} '==' nil#nil}
  {Test {{CurriedPartition [4 5 6 7]} AlwaysTrue} '==' [4 5 6 7]#nil}
  {Test {{CurriedPartition [4 5 6 7]} Odd} '==' [5 7]#[4 6]}
  {Test {{CurriedPartition [4 5 6 7]} Even} '==' [4 6]#[5 7]}
  {Test {{CurriedPartition [1 2 3 4 5 6 7 8 6 5]} fun {$ X} X>3 end}
    '==' [4 5 6 7 8 6 5]#[1 2 3]}
  {Test {{CurriedPartition [o o p s l a]} fun {$ X} X == o end}
    '==' [o o]#[p s l a]}
  {Test {{CurriedPartition [o o p s l a]} fun {$ X} X == l orelse X == p end}
    '==' [p l]#[o o s a]}
end
```

Please write your answer below.

```
\insert 'Partition.oz' % So you can use Partition in your answer
```

5. (10 points) [UseModels] Using FoldR write the function

AppendAll: <fun {\$ <List <List T>>}: <List T>>

that, for some type T, takes a list of lists of T elements, LL, and returns a list which has all the elements of LL, which are lists, appended together. The following are examples.

```
\insert 'AppendAll.oz'
{StartTesting 'AppendAll'}
{Test {AppendAll nil} '==' nil}
{Test {AppendAll [nil [3 4 5] nil [6 7 3] nil]} '==' [3 4 5 6 7 3]}
{Test {AppendAll [{"a good" "time"} ["was" "had"] [{"by" "all"}]}
'==' [{"a good" "time" "was" "had" "by" "all"}]}
{Test {AppendAll [{"far" "away"} nil [{"and" "over"} [{"the" "sea"}]}
'==' [{"far" "away" "and" "over" "the" "sea"}]}
```

Write your answer by filling in the blanks in the following solution.

```
fun {AppendAll LL}
  {FoldR
```

---



---



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```
  }
end
```

6. (20 points) [UseModels] This problem is about the following grammar for window layouts:

```

<WindowLayout> ::=
  window(name: <Atom> width: <Number> height: <Number>)
  | horizontal(<List WindowLayout>)
  | vertical(<List WindowLayout>)

```

Write a function `Iconify: <fun {$ <WindowLayout>}: <WindowLayout> >` that takes a `<WindowLayout>`, `WL`, and returns a `<WindowLayout>` that is just like `WL`, except that in each `<window>` record, the value of each width and height field is replaced by 1. The following are examples using the `Test` function from the homework.

```

\insert 'Iconify.oz'
{StartTesting 'Iconify'}
{Test {Iconify window(name: castle width: 1280 height: 740)}
  '==' window(name: castle width: 1 height: 1)}
{Test {Iconify horizontal([window(name: castle width: 1280 height: 740)
  window(name: basketball width: 900 height: 900)])}
  '==' horizontal([window(name: castle width: 1 height: 1)
  window(name: basketball width: 1 height: 1)])}
{Test {Iconify vertical([horizontal([window(name: castle width: 1280 height: 740)
  window(name: basketball width: 900 height: 900)])
  vertical([window(name: csi width: 1000 height: 500)])])}
  '==' vertical([horizontal([window(name: castle width: 1 height: 1)
  window(name: basketball width: 1 height: 1)])
  vertical([window(name: csi width: 1 height: 1)])])}

```

Be sure to follow the grammar!

7. (25 points) [UseModels] This problem works with the type “Music,” as defined by the following grammar. (Note that all the  $\langle \text{Int} \rangle$ s that occur in a  $\langle \text{Music} \rangle$  are guaranteed to be non-negative.)

$\langle \text{Music} \rangle ::= \text{pitch}(\langle \text{Int} \rangle) \mid \text{chord}(\langle \text{List Music} \rangle) \mid \text{sequence}(\langle \text{List Music} \rangle)$

Write a function

**Retrograde:** `<fun {$ <Music>} : <Music> >`

that takes a  $\langle \text{Music} \rangle$ , Song, and returns a  $\langle \text{Music} \rangle$  that is like Song except that every sequence record occurring anywhere within Song has the list it contains reversed. (Hint: you can use Reverse in your code.) See the following examples.

```
\insert 'Retrograde.oz'
\insert 'TestingNoStop.oz'
{StartTesting 'Retrograde'}
{Test {Retrograde pitch(3)} '==' pitch(3)}
{Test {Retrograde chord([pitch(5) pitch(3) pitch(1)])}
'==' chord([pitch(5) pitch(3) pitch(1)])}
{Test {Retrograde chord([sequence([pitch(3) pitch(5)])
sequence([pitch(7) pitch(1)])])}
'==' chord([sequence([pitch(5) pitch(3)])
sequence([pitch(1) pitch(7)])])}
{Test {Retrograde sequence([pitch(2) pitch(8) pitch(3) pitch(9)])}
'==' sequence([pitch(9) pitch(3) pitch(8) pitch(2)])}
{Test {Retrograde sequence([sequence([pitch(3) pitch(5)])
pitch(3)
chord([pitch(1) pitch(3) pitch(5)])
sequence([pitch(7) pitch(1)])])}
'==' sequence([sequence([pitch(1) pitch(7)])
chord([pitch(1) pitch(3) pitch(5)])
pitch(3)
sequence([pitch(5) pitch(3)])])}
{Test {Retrograde sequence([sequence([pitch(1) pitch(2) pitch(3)])
sequence([chord([pitch(5) pitch(9)])
chord([pitch(3) pitch(5)])])])}
'==' sequence([sequence([chord([pitch(3) pitch(5)])
chord([pitch(5) pitch(9)])])
sequence([pitch(3) pitch(2) pitch(1)])])}
{Test {Retrograde sequence([sequence([sequence([pitch(3) pitch(5)])
pitch(3)
chord([pitch(1) pitch(3) pitch(5)])
sequence([pitch(7) pitch(1)])])
sequence([sequence([pitch(1) pitch(2) pitch(3)])
sequence([chord([pitch(5) pitch(9)])
chord([pitch(3) pitch(5)])])])])
pitch(5)])}
'==' sequence([pitch(5)
sequence([sequence([chord([pitch(3) pitch(5)])
chord([pitch(5) pitch(9)])])
sequence([pitch(3) pitch(2) pitch(1)])])])
sequence([sequence([pitch(1) pitch(7)])
chord([pitch(1) pitch(3) pitch(5)])
pitch(3)
sequence([pitch(5) pitch(3)])])])])}
```

There is room for your answer on the next page



Please put your answer to the Retrograde problem below.