## CS 421 — Algebraic Data Type Activity Mattox Beckman

## **Tuples**

1. Can you write a function tupLen that takes a tuple and returns how many parts it has? For example:

```
Prelude> tupLen (1,5)
2
Prelude> tupLen (4,3,6,5)
4
```

2. Write the function assoc that takes a key, a value, and an associative list, and inserts the key-value pair into the list, preserving the property that the list is sorted by key.

```
Prelude> :t assoc
assoc :: Ord a => a -> t -> [(a, t)] -> [(a, t)]
Prelude> assoc "Jenni" 8675309 [ ("Emergency",911), ("Empire",5882300)]
[("Emergency",911),("Empire",5882300),("Jenni",8675309)]
```

3. Write a function get that takes a pair of pairs and two integers and traverses the pairs to find an element. 0 means "go left", and 1 means "go right".

For example, get 1 0 means take the left element of the right pair, as below.

```
Prelude> :t get
get :: (Eq a, Eq a1, Num a, Num a1) => a -> a1 -> ((t, t), (t, t)) -> t
Prelude> get 1 0 ((2,4),(5,6))
5
```

## Maybe

4. Write a function maybePlus that adds two Maybe types.

```
Prelude> maybePlus Nothing (Just 3)
Nothing
Prelude> maybePlus (Just 10) (Just 22)
Just 32
```

5. Write a function maybeMap that takes a maybe and a list and maps the function in the maybe to the list (or else just returns the list.)

```
Prelude > maybeMap (Just (+1)) [1,2,3] [2,3,4]
Prelude > maybeMap Nothing [1,2,3] [1,2,3]
```

6. Write a function lift that takes an operator and returns a new one that works with maybes the way maybePlus does.

```
Prelude> let maybeTimes = lift (*)
Prelude> maybeTimes Nothing (Just 4)
Nothing
Prelude> maybeTimes (Just 4) (Just 3)
Just 12
```

## Trees

Here is a data type to implement a binary tree.

- 7. Write the function add :: a -> Tree a -> Tree a that will add according to the binary search tree protocol.
- 8. Write a function list2tree that will create a tree out of all the elements of the list.
  - (a) Can you do it so that the first element of the list is the root?
  - (b) Can you do it using higher order functions?
- 9. Write a function is BST that takes a tree and determines if it is in fact a binary search tree or not. The best solution will run in  $\mathcal{O}(n)$ .