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# CSC 344 First Haskell Programming Assignment Solution

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## First Task: Mindfully Mimicking the Demo

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> Demo

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```
ghci> :set prompt ">>> "
>>> length [2,3,5,7]
4
>>> words "need more coffee"
["need","more","coffee"]
>>> unwords ["need","more","coffee"]
"need more coffee"
>>> reverse "need more coffee"
"eeffoc erom deen"
>>> reverse ["need","more","coffee"]
["coffee","more","need"]
>>> head ["need","more","coffee"]
"need"
>>> tail ["need","more","coffee"]
["more","coffee"]
>>> last ["need","more","coffee"]
"coffee"
>>> init ["need","more","coffee"]
["need","more"]
>>> take 7 ["need","more","coffee"]
["need","more","coffee"]
```

```
>>> take 7 "need more coffee"
"need mo"
>>> drop 7 "need more coffee"
"re coffee"
>>> (\x -> length x > 5) "Friday"
True
>>> (\x -> length x > 5) "uhoh"
False
>>> (\x -> x /= ' ') 'Q'
True

>>> (\x -> x /= ' ')
False
>>> filter (\x -> x /= ' ') "Is the Haskell fun yet?"
"IstheHaskellfunyet?"

>>> :quit
Leaving GHCi.
PS C:\WINDOWS\system32>
```

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## Second Task: Numeric Function Definitions

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> Code

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```
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Second Task: Numeric Function Definitions
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---- squareArea

squareArea x = x ^ 2

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---- circleArea

circleArea r = pi * r ^ 2

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---- blueAreaOfCube

blueAreaOfCube a = (((squareArea a) - (circleArea a/16)) * 6)
```

```
----- paintedCube1

paintedCube1 n =
    if n > 2 then (6 * (n - 2) ^ 2)
    else 0

----- paintedCube2
```

```
paintedCube2 n =
    if n > 2 then (12 * (n - 2))
    else 0
```

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> Demo

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Third Task: Puzzlers

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> Code

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```
----- Third Task: Puzzlers

----- reverseWords

reverseWords theWords = unwords(reverse(words theWords))

----- averageWordLength

averageWordLength length =
    fromIntegral(sum(map length(words length))) /
    fromIntegral(length(words length))
```

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> Demo

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## Fourth Task: Recursive List Processors

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> Code

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```
--> Fourth Task: Recursive List Processors
-----  
-----  
---- list2set  
  
list2set [] = []  
list2set (x:xs) = if (x `elem` xs) then list2set xs  
                  else x : list2set xs  
  
collatz 1 = [1]  
collatz c = if (even c) then c : collatz x  
            else c : collatz y  
            where x = div p 2  
                  y = 3 * c + 1
```