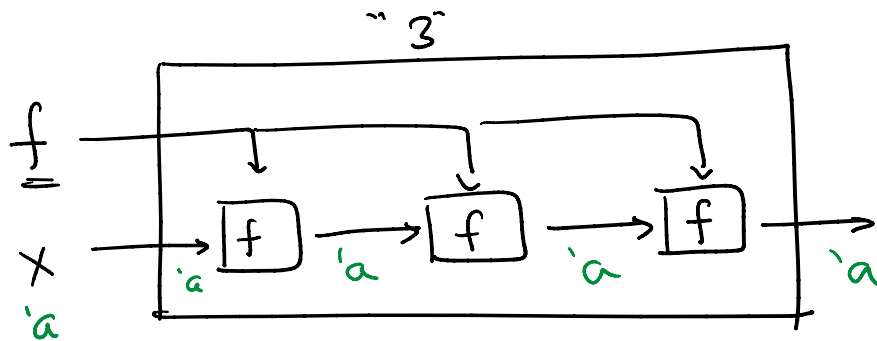


HW1 Q5.b

"What does the number "3" mean?"



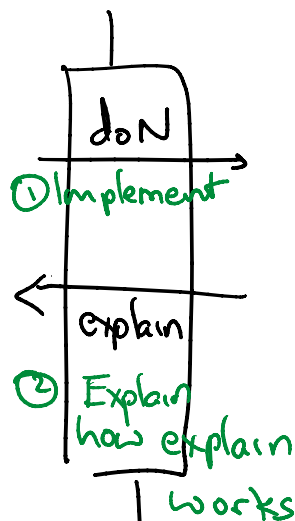
"3" is the act of doing something 3 times.  
↓  
f

"3" : ('a → 'a) → 'a → 'a

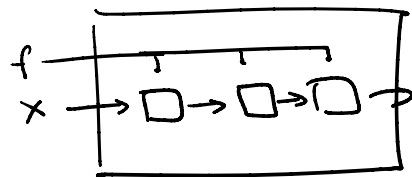
Two interpretations

3 the int

(0000 011)



"3" the funny fn



now explain  
works

(+):  $\text{int} \rightarrow \text{int} \rightarrow \text{int}$

add:  $\text{funny-fn} \rightarrow \text{funny-fn} \rightarrow \text{f.f}$

③ Define add

---

① Ref cells

② Mutable records

③ `print_endline ; Base.stdio.printf ;`  
`read_line [Stdio ; Imperative Prog. 1]`

④ Imperative Programming 2

---

The "Semicolon"

① `let x = 3 ; ; in utop`

① Finished typing stmnt

② Please evaluate

Read | Eval Print loop  
① → ②

Only needed in utop

---

② let l = [1; 2; 3]

Delimits elements of a list

---

③

int x = 5;

int y = 3;

x = y;

y = x + 3;

x = 3, y = 6

---

let x = ref 5

let y = ref 3

(x := !y

y := !x + 3)

Order of evaluation is left unspecified

e<sub>1</sub> ; e<sub>2</sub> [Sequencing Statements]

- ① First evaluate  $e_1$ . Throw away its value.
- ② Now evaluate  $e_2$ . Return its value.

## Imperative Programming 3 : Loops

<p>③ while ( b ) {              // <u>do-something</u>          }</p>	<p>while bexp do              e          done</p>
---	---

```
let x = ref 0 in
while !x < 10 do
  Stdio.printf "%d\n" !x;
  x := !x + 1
done;;
```

Condition changing over time

top syntactic trivia

"Doing"  
something.

"and-then" sequencing operation

① For loops

# ① for loops

```
for x = 0 to 10 do  
  Stdio.printf "%d\n" x  
done
```

0  
1  
2  
⋮  
10

```
for x = 10 downto 0 do  
  Stdio.printf "%d\n" x  
done
```

10  
9  
8  
⋮  
0

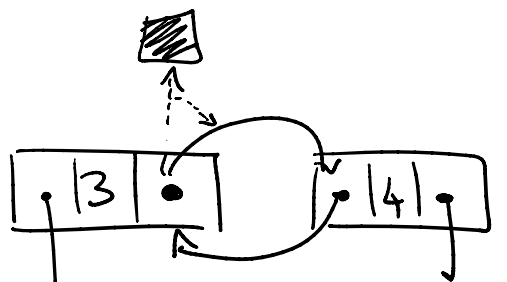
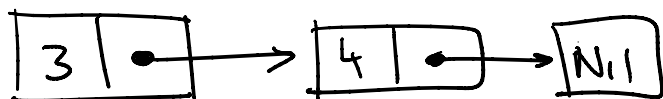
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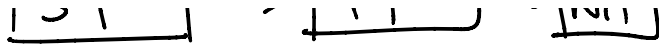
for var = int expr  $\frac{\text{to}}{\text{downto}}$  int expr  
do  
    e  
done

---

Challenge : Implement a doubly-linked list

[3; 4]





```
type dll = { mutable prev : dll option ;  
value : int ; mutable next : dll option }
```

```
let dll3 = { prev=None; value=3;  
next=None }
```

```
let dll4 = { prev=None; value=4;  
next=None }
```

---

## "Tying the Knot"

---

```
let rec even x =  
  if x = 0 then true  
  else not (even (x - 1))
```

Challenge: Can we define even without rec?