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# **CS3:**

## **Introduction to Symbolic Programming**

### **Lecture 13:**

#### **Introduction to the big project, Lists**

**Fall 2006**

**Nate Titterton**  
**nate@berkeley.edu**

# Schedule

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13	April 16-20	Lecture: CS3 Projects, Lists Lab: Begin work on CS3 Big Project Reading: Simply Scheme, chapter 20
14	April 23-27	Lecture: Non-functional programming, lists, project review Lab: Non-functional programming Work on projects
15	Apr 30-May 4	Lecture: CS at Berkeley (guest lecture) Lab: Finish projects (due end of week)
16	May 7	Lecture: Exam review <i>no more labs!</i>
	Thursday, May 17	<i>Final Exam, 5-8pm F295 Haas</i>

**Give me suggestions for remain lectures, if you have them...**

# Midterm #2

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- **Will be available Wed/Thursday**
  - (graded Tuesday night).

**Any questions?**

- 6) **tail-recursive roman-sum**
- 7) **price-is-right**
- 8) **last-letter**
- 9) **chips, drinks, and gum -- snack3**

# The Big Project

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- **Two possible projects:**
  - **Connect4**
  - **Blocks World**
- **You can, and should, work in partnerships**
- **You will have three weeks to work on this (it is due on the last lab)**
- **Worth 15% of your final grade**

# Project Check-offs

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- **There are 3 checkoffs**
  - You need to do them on time in order to get credit for the project**
- 3. Tell your TA which project you will do and who you will do it with**
- 4. Show your TA that you have accomplished something. S/he will comment.**
- 5. Show that you have most of the work done: your TA will run your code.**

# Due dates on the final project

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Tues/Wed	Thur/Fri
<i>(April 17/18)</i> Introduction	<i>(April 19/20)</i> Checkoff 1
<i>(April 24/25)</i>	<i>(April 26/27)</i> Checkoff 2
<i>(May 1-2)</i> Checkoff 3	<i>(May 4, Friday)</i> Due (at midnight)

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**Lets see the  
projects in action**

# What issues matter

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- **Does it work?**
  - This is a primary grading standard...
- **Programming style**
- **Data abstractions**
- **Reading specifications carefully**
- **Adequate testing**



# **Working in partnerships**

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- **Highly recommended!**
  - For those of you continuing with CS, you'll be doing this for many future projects
- **Won't be faster, necessarily**
  - While you are less likely to get stuck, there will be a lot of communication necessary
- **A big benefit will be with testing**
- **Remember, only one grade is given...**
  - this grade will be the same, whether the project is a solo or a partnership

# Data structures

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- The format of data used in these projects in a central feature
  - A "data structure" (abstract data type) is a specification of that format. Here, generally, lists of lists (of lists).
  - Accessors and constructor allow for *modularity*: letting parts of a program work independently from other parts.

# Functional Programming

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- In CS3, we have focused on programming without *side-effects*.
  - All that can matter with a procedure is what it returns
  - In other languages, you typically:
    - Perform several actions in a sequence
    - Set the value of a variable – and it stays that way
  - All of this is possible in Scheme.
- Both projects involve graphics and/or printing, which is a side-effect.
  - *Simply Scheme* chapter 20 is nice summary.
  - We'll cover this in the next lecture, and in next Tue/Wed's lab.

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# Lists

# Lists

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- Lists are containers, like sentences, where each element can be anything

- Including, another list

```
((beatles 4) (beck 1) ((everly brothers) 2) ... )
```

```
((california 55) (florida 23) ((new york) 45) )
```

```
(#f #t #t #f #f ...)
```

# Sentences(words) vs lists: constructors

<p>cons</p> <p>Takes an element and a list</p> <p>Returns a list with the element at the front, and the list contents trailing</p>	
<p>append</p> <p>Takes two lists</p> <p>Returns a list with the element of each list put together</p>	
<p>list</p> <p>Takes any number of elements</p> <p>Returns the list with those elements</p>	<p>sentence</p> <p>Takes a bunch of words and sentences and puts "them" in order in a new sentence.</p>

# Sentences(words) vs lists: selectors

<b>car</b> Returns the first element of the list	<b>first</b> Returns the first word (although, works on non-words)
<b>cdr</b> Returns a list of everything but the first element of the list	<b>butfirst</b> Returns a sentence of everything but the first word (but, works on lists)
	<b>last</b> ...
	<b>butlast</b> ...

## **What is the point of cons? (1/2)**

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- **append and list are generally used to conveniently build lists**
- **cons is more closely tied to use in recursion, specifically as the combiner in linear recursion**



## What is the point of cons? (2/2)

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```
(define (square-all seq)
  (if (empty? seq)
      '()
      (cons (square (first seq))
            (square-all (cdr seq)))))
```

```
(s-a '(1 2 3)) → (cons 1 (cons 4 (cons 9 '())))
```

# Sentences(words) vs lists: HOF

<p>map</p> <p>Returns a list where a func is applied to every element of the input list.</p> <p>Can take multiple input lists.</p>	<p>every</p> <p>Returns a sentence where a func is applied to every element of an input sentence or word.</p>
<p>filter</p> <p>Returns a list where every element satisfies a predicate.</p> <p>Takes a single list as input</p>	<p>keep</p> <p>Returns a sentence or word where every element satisfies a predicate</p>
<p>reduce</p> <p>Returns the value of applying a function to successive pairs of the (single) input list</p>	<p>accumulate</p> <p>Returns the value of applying a function to successive pairs of the input sentence or word</p>
<p>apply</p> <p>Takes a function and arguments, and applies that function to its arguments</p>	<p>...</p>

## Example: mapping over a list

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Here, we map (like every) over a list of functions:

```
(map (lambda (proc)
      (proc 4 3))
     '(+ - / * expt))
```

→ (7 4 4/3 12 64)

## map can take multiple list arguments

```
(map + ' (1 2 3) ' (100 200 300))  
→ (101 202 303)
```

**The argument lists have to be the same length**

```
(define (palindrome? lst)  
  (all-true?  
    (map equal? lst (reverse lst))))
```

```
(palindrome?  
  ' (a m a n a p l a n a c a n a l p a n a m a))  
→ #t
```

## apply (not the same as accumulate!)

- **apply** takes a function and a list, and calls the function with the elements of the list as its arguments:

```
(apply + ' (1 2 3))
```

```
(apply cons ' (joe ' (bob)))
```

```
(apply day-span  
      ' ((january 1) (december 31)))
```