1. OCaml and Functional Programming
   a. Define functional programming
      Programs are expression evaluations
   b. Define imperative programming
      Programs change the value of variables
   c. Define iterative programming.
      Programs that use loop constructs (e.g., while, for)
   d. Define higher-order functions
      Functions can be passed as arguments and returned as results
   e. Describe the relationship between type inference and static types
      Variable has a fixed type that can be inferred by looking at how variable is used in the code
   f. Describe the properties of OCaml lists
      Entity containing 0 or more elements of the same type. Type of list is determined by type of element.
   g. Describe the properties of OCaml tuples
      Entity containing 2 or more elements of possibly different types. Type of tuple is determined by type and number of elements.
   h. Define pattern variables in OCaml
      Variables making up patterns used by “match”
   i. Describe the usage of “_” in OCaml
      Pattern variable that can match anything but does not add binding
   j. Describe polymorphism
      Function that can take different types for same formal parameter
   k. Write a polymorphic OCaml function
      \[
      \text{let } f \ x = x \quad // \ 'a -> 'a, x \text{ can be of any type}
      \]
   l. Describe variable binding
      A variable (symbol) is associated with a value in an expression (or environment)
   m. Describe scope
      Portion of program where variable binding is visible
   n. Describe lexical scoping
      Variable binding determined by nearest scope in text of program
   o. Describe dynamic scoping
      Variable binding determined by nearest runtime function invocation
   p. Describe environment
      Collection of variable bindings
   q. Describe closure
      Function code + environment pair, may be invoked as function
   r. Describe currying
      Functions consume one argument at a time, returning closures until all arguments are consumed
2. OCaml Types & Type Inference

Give the type of the following OCaml expressions:

a. `[]`    // 'a list
b. `1::[]` // int list
c. `1::2::[]` // int list
d. `[1;2;3]` // int list
e. `[[1];[1]]` // int list list
f. `(1)`   // int
g. `(1, ”bar”)` // int * string
h. `[(1,2),[“foo”,”bar”]]` // (int * int) list * (string * string) list
i. `[(1,2,”foo”);(3,4,”bar”)]` // (int * int * string) list
j. `let f x = 1` // 'a -> int
k. `let f (x) = x *. 3.14` // float -> float
l. `let f (x,y) = x` // 'a * 'b -> 'a
m. `let f (x,y) = x+y` // int * int -> int
n. `let f (x,y) = (x,y)` // 'a * 'b -> 'a * 'b
o. `let f (x,y) = [x,y]` // 'a * 'b -> ('a * 'b) list
p. `let f x y = 1` // 'a -> 'b -> int
q. `let f x y = x+y` // int * int -> int
r. `let f x y = x::y` // 'a -> 'a list
s. `let f x = match x with [] -> 1` // 'a list -> int
t. `let f x = match x with (y,z) -> y+z` // int * int -> int
u. `let f (x::y) = x` // 'a list -> 'a
v. `let f (_::y) = y` // 'a list -> 'a list
w. `let f (x::y::z) = x+y` // 'a list -> int
x. `let f = fun x -> x + 1` // int -> int
y. `let rec f x = if (x = 0) then 1 else 1+f (x-1)` // int -> int
z. `let rec f x = if (x = 0) then 1 else 1+f (x-1)` // int -> int
aa. `let f x y z = x*y+z in f 1 2 3` // int
bb. `let f x y z = x*y+z in f 1 2` // int -> int
cc. `let f x y z = x*y+z in f` // int -> int -> int
dd. `let rec f x = match x with
   [] -> 0
   (h::t) -> 1 + f t` // int list -> int
e. `let rec f x = match x with
   [] -> 0
   (h::t) -> h + f t` // int list -> int
ff. `let rec f = function
   [] -> 0
   (h::t) -> h + (2*(f t))` // int list -> int
gg. `let rec func (f, l1, l2) = match l1 with
     [] -> []
     (h1::t1) -> match l2 with
     [] -> [f h1]
     (h2::t2) -> [f h1; f h2]` // ('a -> 'b) * 'a list * 'a list -> 'b list
3. OCaml Types & Type Inference

Write an OCaml expression with the following types:

a. int list  // [1]

b. int * int  // (1,1)

c. int -> int  // let f x = x+1

d. int * int -> int  // let f (x,y) = x+y

e. int -> int -> int  // let f x y = x+y

f. int -> int list -> int list  // let f x y = (x+1)::y

g. int list list -> int list  // let f (x:::_) = 1::x

h. ‘a -> ‘a  // let f x = x

i. ‘a * ‘b -> ‘a  // let f (x,y) = x

j. ‘a -> ‘b -> ‘a  // let f x y = x

k. ‘a -> ‘b -> ‘b  // let f x y = y

l. ‘a list * ‘b list -> (‘a * ‘b) list  // let f (x::_,y::_) = [(x,y)]

m. int -> (int -> int)  // let f x y = x+y

n. (int -> int) -> int  // let f x = 1+(x 1)

o. (int -> int) -> (int -> int) -> int  // let f x y = 1+(x 1)+(y 1)

p. (‘a -> ‘b) * (‘c * ‘c -> ‘a) * ‘c -> ‘b  // let f (x, y, z) = (x (y (z,z)))

4. OCaml Programs

What is the value of the following OCaml expressions? If an error exists, describe the error.

a. 2 ; 3  // 3

b. 2 ; 3 + 4  // 7

c. (2 ; 3) + 4  // 7

d. if 1<2 then 3 else 4  // 3

e. let x = 1 in 2  // 2

f. let x = 1 in x+1  // 2

g. let x = 1 in x ; x+1  // 2

h. let x = (1, 2) in x ; x  // error: x has type int*int but used with int

i. (let x = (1, 2) in x) ; x+1  // error: unbound value x

j. let x = 1 in let y = x in y  // 1

k. let x = 1 let y = 2 in x+y  // syntax error: missing “in”

l. let x = 1 in let x = x+1 in let x = x+1 in x  // 3

m. let x = x in let x = x+1 in let x = x+1 in x  // error: unbound value x

n. let rec x y = x in 1  // error: x has type ‘a -> ‘b but used with ‘b

o. let rec x y = y in 1  // 1

p. let rec x y = y in x  // 1

q. let x y = fun z -> z+1 in x  // fun y -> (fun z -> z+1)

r. let x y = fun z -> z+1 in x  // fun z -> z+1

s. let x y = fun z -> z+1 in x  // 2

t. let x y = fun z -> z+1 in x  // error: unbound value x

u. let rec x y = fun z -> x+1 in x  // error: x has type ‘a -> ‘b -> ‘c but used with int
v. let rec x y = fun z -> x+y in x 1
   // error: x has type ‘a -> ‘b -> ‘c but used with int
w. let rec x y = fun z -> x y in x 1
   // error: x has type ‘a -> ‘b but used with ‘b
x. let rec x y = fun z -> x z in x 1
   // error: x has type ‘a -> ‘b but used with ‘b

y. let x y = y 1 in 1 // 1
z. let x y = y 1 in x // fun y -> (y 1)
aa. let x y = y 1 in x 1 // error: 1 has type int but used with int -> ‘a
bb. let x y = y 1 in x fun z -> z + 1 // syntax error at “x fun”
cc. let x y = y 1 in x (fun z -> z + 1) // 2
dd. let a = 1 in let f x y z = x+y+z+a in f 1 2 3 // 7
e. let a = 1 in let f x y z = x+y+z+a in f 1 2 -3
   // error: (f 1 2) has type int -> int but used with int

5. OCaml Programming

   let rec map f l = match l with
   | [] -> []
   | (h::t) -> (f h)::(map f t)
   ;;
   let rec fold f a l = match l with
   | [] -> a
   | (h::t) -> fold f (f a h) t
   ;;

   a. Write an OCaml function named fib that takes an int x, and returns the
   Fibonacci number for x. Recall that fib(0) = 0, fib(1) = 1, fib(2) = 1, fib(3) = 2.
   
   let rec fib x =
   if (x = 0) then 0
   else if (x = 1) then 1
   else (fib (x-1) + fib (x-2))
   ;;

   b. Write a function find_suffixes which applied to a list lst returns a list of all the
   suffixes of lst. For instance, suffixes [1;2;5] = [ [1;2;5] ; [2;5] ; [5] ]

   let rec suffix_helper (x, r) = match x with
   | [] -> r
   | (h::t) -> (suffix_helper (t, (h::t)::r))
   ;;
   let suffixes x = List.rev (suffix_helper (x, []))
   ;;
c. Write an OCaml function named `map_odd` which takes a function `f` and a list `lst`, applies the function to every other element of the list, starting with the first element, and returns the result in a new list.

```ocaml
let rec map_odd f l = match l with
  | [] -> []
  | (x1::[]) -> [f x1]
  | (x1::x2::t) -> (f x1)::(map_odd f t)
;;
```

d. Use `map_odd` and `fib` applied to the list `[1;2;3;4;5;6;7]` to calculate the Fibonacci numbers for 1, 3, 5, and 7.

```ocaml
map_odd fib [1;2;3;4;5;6;7] ;;
```

e. Using `map`, write a function `triple` which applied to a list of ints `lst` returns a list with all elements of `lst` tripled in value.

```ocaml
let triple x = map (fun x -> 3*x) x ;;
```
f. Using `fold`, write a function `all_true` which applied to a list of booleans `lst` returns true only if all elements of `lst` are true.

```ocaml
let all_true lst = fold (fun a x -> (x = true) && (a = true)) true lst ;;
```
g. Using `fold` and anonymous helper functions, write a function `product` which applied to a list of ints `lst` returns the product of all the elements in `lst`.

```ocaml
let product x = fold (fun a y -> a*y) 1 x ;;
```
h. Using `fold` and anonymous helper functions, write a function `find_min` which applied to a list of ints `lst` returns the smallest element in `lst`.

```ocaml
let find_min x = fold (fun a y -> min a y) max_int x ;;
```
i. Using the `fold` function and anonymous helper functions, write a function `count_vote` which applied to a list of booleans `lst` returns a tuple `(x,y)` where `x` is the number of true elements and `y` is the number of false elements.

```ocaml
let count_vote x = fold (fun (y,n) v ->
  if (v) then (y+1,n) else (y,n+1)) (0,0) x ;;
```
j. Using the function `count_vote`, write a function `majority` which applied to a list of booleans `lst` returns true if 1/2 or more elements of `lst` are true.

```ocaml
let majority x = match (count_vote x) with (y,n) -> (y >= n) ;;
```