## Problem 4. (3 / 6 points): It was a dark and mysterious recursion...

Consider the recursive procedure gather that takes a sentence of at least two single-character words (i.e., letters such as 'a', 'b', etc.):

Part A (3 points). What will (gather '(a b b b c d d)) return?

Part B (6 points). Write gather-hof, which behaves the same as gather but uses no explicit recursion.

## Problem 5. (9 points): Does money grow on tree recursions?

Consider a set of three coins: a penny, worth 1 cent; a nickle, worth 5 cents; and a dime, worth 10 cents. Write a procedure named possible-amounts which takes a number n, and returns a sentence of all the possible amounts that any n coins of these three types can make. For instance

(possible-amounts 1)	<b>→</b>	(1 5 10)
(possible-amounts 2)	<b>→</b>	(2 6 11 10 15 20) (This includes two pennies, a penny and a nickel, a penny and a dime, two nickels, a nickel and a dime, and two dimes)
(possible-amounts 3)	<b>→</b>	(3 7 12 11 16 21 15 20 25 30)

Fill in the blanks to make the definition of possible-amounts work correctly:

```
(define *coin-amounts* ____
(define (possible-amounts n)
  (pa-helper *coin-amounts* n))
(define (pa-helper coins n)
  (cond ((<= n 1)
                                                 ;; base case 1
        ((empty? coins) _____)
                                                 ;; base case 2
        (else (se (add-coin-to-every
                                                 ;; recur case 1
                      (first coins)
                      (pa-helper coins (- n 1)))
                                                  ;; recur case 2
                 (pa-helper
                                 )))))
;; add coin to each element of sent
(define (add-coin-to-every coin sent)
  (every (lambda (num)
            (+ coin num))
        sent))
```