

Guerrilla Section 4: Scheme

Instructions

Form a group of 3-4. Start on Question 1. Check off with a lab assistant when everyone in your group understands how to solve Question 1. Repeat for Question 2, 3, etc. **You are not allowed to move on from a question until you check off with a lab assistant.** You are allowed to use any and all resources at your disposal, including the interpreter, lecture notes and slides, discussion notes, and labs. You may consult the lab assistants, **but only after you have asked everyone else in your group.** The purpose of this section is to have all the students working together to learn the material.

Question 1: What would Scheme display?

What will Scheme output? Draw the box and pointer whenever the expression evaluates to some pair or list.

```
scm> (cons 1 (cons 2 nil))
```

```
scm> (cons 1 (cons 2 '()))
```

```
scm> (cons 1 2)
```

```
scm> '(2 3 5)
```

```
scm> '(2 . (3 . (5 . ())))
```

```
scm> (cons 1 (cons 2 3))
```

```
scm> (cons (cons (car '(1 2 3))
              (list 2 3 4))
          (cons 2 3))
```

```
scm> (car (cdr (cdr (car '((1 2 a) a (4 5))))))
```

```
scm> (define (cddr x) (cdr (cdr x)))
```

```
scm> (cddr '((1 2) 3 (4 5)))
```

```
scm> (define (caar x) (car (car x)))
```

```
scm> (caar '((1 2) 3 (4 5)))
```

```
scm> '(((1 . 2) . 3) 4 . (5 . 6))
```

```
scm> (define a (cons 1 (cons 2 nil)))
```

```
scm> a
```

```
scm> (set-car! a 3)
```

```
scm> a
```

```
scm> (set-cdr! (cdr a) (cons 4 5))
```

```
scm> a
```

```
scm> (define lst '(1 2 3))
```

```
scm> (define var 4)
```

```
scm> (set-cdr! lst var)
```

```
scm> lst
```

Question 2: Linked List Diagrams

Draw a box-and-pointer diagrams for the following commands:

a) `(cons 's (cons 'n (cons 'a (cons (cons 'k (cons 'e nil)) (cons 'c
(cons 't (cons 'u (cons 's nil))))))))`

b) `scm> (define a '(1 (2 4) 3 (6)))`
`scm> a`

c) `scm> (set-cdr! (cdr (car (cdr a))) a)`
`scm> a`

Question 3: Spot the Bug

```
scm> (sum-every-other '(1 2 3))
```

```
4
```

```
scm> (sum-every-other '())
```

```
0
```

```
scm> (sum-every-other '(1 2 3 4))
```

```
4
```

```
scm> (sum-every-other '(1 2 3 4 5))
```

```
9
```

Spot the bug(s), and rewrite the function so it behaves according to the above doctests.

```
(define (sum-every-other lst)
  (cond ((null? lst) lst)
        (else (+ (cdr lst)
                  (sum-every-other (caar lst)) ))))
```

STOP!

Don't proceed until everyone in your group has finished and understands all exercises in this section, and you have gotten checked off!

Scheme Functions

Question 4: Reverse, HOF Scheme

a) Define `reverse` which takes in a list `lst` and returns a new list with the elements reversed.

You may want to use the built-in `append` function.

```
scm> (define a '(1 2 3))
```

```
a
```

```
scm> a
```

```
(1 2 3)
```

```
scm> (reverse a)
```

```
(3 2 1)
```

```
scm> a
```

```
(1 2 3)
```

b) Write a function `list-of-squares` that takes in a Scheme list `lst` and returns a list of the squares of each element in `lst`.

```
scm> (list-of-squares '())
```

```
()
```

```
scm> (list-of-squares '(1 2 3 4 5))
```

```
(1 4 9 16 25)
```

Question 5: Add To All

The function `add-to-all` should behave like this:

```
> (add-to-all 1 '())  
(  
> (add-to-all 'foo '((1 2) (3 4) (5 6)))  
((foo 1 2) (foo 3 4) (foo 5 6))
```

Define `add-to-all` below. You may not need to use all of the provided lines.

```
(define (add-to-all item lst)
```

```
)
```

Question 6: Sublists

Define `sublists`, which takes in a `lst` and returns all possible sublists. Order doesn't matter.

Hint: use `add-to-all`.

```
scm> (sublists '(1 2 3))  
(() (3) (2) (2 3) (1) (1 3) (1 2) (1 2 3))
```

Question 7: Sixty-Ones

Define `sixty-ones`. Return the number of times that 1 follows 6 in the list.

```
scm> (sixty-ones '(4 6 1 6 0 1))
```

```
1
```

```
scm> (sixty-ones '(1 6 1 4 6 1 6 0 1))
```

```
2
```

```
scm> (sixty-ones '(6 1 6 1 4 6 1 6 0 1))
```

```
3
```

STOP!

Don't proceed until everyone in your group has finished and understands all exercises in this section, and you have gotten checked off!

Question 8: Replace X

a) Write a recursive function `replace-x` that takes in a Scheme list `lst` and returns a new list where every instance of `x` is replaced with `y`.

```
scm> (replace-x '() 1 2)
()
scm> (replace-x '(1 2 3) 3 4)
(1 2 4)
scm> (replace-x '(5 7 8 7) 7 10)
(5 10 8 10)
scm> (replace-x '(1 2 3 3 3) 3 5)
(1 2 5 5 5)
```

b) EXTRA Challenge Question: Rewrite `replace-x` such that it takes in a Scheme list `lst` and mutates it, replacing each instance of `x` with `y`.

Question 9: Sequence in List

Fill in the following function, which checks to see if a particular sequence of items, `sub-list`, can be found in another scheme list, `lst` (the items must be in order, but not necessarily consecutive). You may not need to use all of the lines to write your code.

```
scm> (seq-in-lst '(1 2 3 4) '(1 3))
#t
scm> (seq-in-lst '(1 2 3 4) '(4 3 2 1))
#f
```

```
(define (seq-in-lst lst sub-list)
```

```
  (cond _____
```

```
_____
```

```
_____
```

```
_____))
```

STOP!

Make sure everyone in your group has finished and understands all exercises in this section,
and get checked off!

