# GENERATORS AND STREAMS

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## 1 Iterators and Generators

1. What does the following code block output?

```
def foo():
    a = 0
    if a < 10:
        print("Hello")
        yield a
        print("World")

for i in foo():
    print(i)
```

2. How can we modify `foo` so that it satisfies the following doctests?

```
>>> a = list(foo())
>>> a
[1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
```

3. Define `filter_gen`, a generator that takes in iterable `s` and one-argument function `f` and yields every value from `s` for which `f` returns `True`

```
def filter_gen(s, f):
    """
    >>> list(filter_gen([1, 2, 3, 4, 5],
                                lambda x: x % 2 == 0))
    [2, 4]
    >>> list(filter_gen((1, 2, 3, 4, 5), lambda x: x < 3))
    [1, 2]
    """
```

4. Define `tree_sequence`, a generator that iterates through a tree by first yielding the root value and then yielding the values from each branch. Use the object-oriented representation of trees in your solution.

```
def tree_sequence(t):
    """
    >>> t = Tree(1, [Tree(2, [Tree(5)]), Tree(3, [Tree(4)])])
    >>> print(list(tree_sequence(t)))
    [1, 2, 5, 3, 4]
    """
```

5. **(Optional)** Write a generator that takes in a tree and yields each possible path from root to leaf, represented as a list of the values in that path. Use the object-oriented representation of trees in your solution.

```
def all_paths(t):
    """
    >>> t = Tree(1, [Tree(2, [Tree(5)]), Tree(3, [Tree(4)])])
    >>> print(list(all_paths(t)))
        [[1, 2, 5], [1, 3, 4]]
    """
```

## 2 Streams

1. What's the advantage of using a stream over a scheme list?

2. What's the maximum size of a stream?

3. What's stored in the car and cdr of a stream? What are their types?

4. When is the next element actually calculated?

5. What Would Scheme Display?

   (a) `scm> (define (foo x)(+ x 10))`

   (b) `scm> (define bar (cons-stream (foo 1)(cons-stream (foo 2)bar)))`

   (c) `scm> (car bar)`

   (d) `scm> (cdr bar)`

   (e) `scm> (define (foo x)(+ x 1))`

   (f) `scm> (cdr-stream bar)`

   (g) `scm> (define (foo x)(+ x 5))`

   (h) `scm> (car bar)`

   (i) `scm> (cdr-stream bar)`

   (j) `scm> (cdr bar)`

## 3 Code Writing for Streams

1. Implement `double-naturals`, which is a returns a stream that evaluates to the sequence 1, 1, 2, 2, 3, 3, etc.

```
(define (double-naturals)
    (double-naturals-helper 1 #f)
)
(define (double-naturals-helper first go-next)
```

2. Implement `interleave`, which returns a stream that alternates between the values in stream1 and stream2. Assume that the streams are infinitely long.

```
(define (interleave stream1 stream2)
```

# 4 Tail Recursion

1. Consider the following function:

```
(define (count-instance lst x)
  (cond ((null? lst) 0)
        ((equal? (car lst) x) (+ 1 (count-instance
                                         (cdr lst) x)))
        (else (count-instance (cdr lst) x))))
```

   What is the purpose of `count-instance`? Is it tail recursive? Why or why not? Optional: draw out the environment diagram of this sum-list with `lst = (1 2 1)` and `x = 1`.

2. Rewrite count-instance to be tail recursive.

```
(define (count-tail lst x)

)
```

3. Implement `filter`, which takes in a one-argument function `f` and a list `lst`, and returns a new list containing only the elements in `lst` for which `f` returns true. Your function must be tail recursive.
   You may wish to use the built-in append function, which takes in two lists and returns a new list containing the elements of the first list followed by the elements of the second.

```
;Doctests
scm> (filter (lambda (x) (> x 2)) '(1 2 3 4 5))
(3 4 5)

(define (filter f lst)

)
```