

## Scheme Lists

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## Announcements

More Special Forms

## Cond

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The **cond** special form that behaves like if-elif-else statements in Python

```
if x > 10:
    print('big')
elif x > 5:
    print('medium')
else:
    print('small')
```

```
(cond ((> x 10) (print 'big'))
      ((> x 5)  (print 'medium'))
      (else     (print 'small')))
```

```
(print
  (cond ((> x 10) 'big)
        ((> x 5)  'medium)
        (else     'small)))
```

You can just use **if** repeatedly instead

```
(if (> x 10) (print 'big')
    (if (> x 5) (print 'medium')
        (print 'small')))
```

This is the *alternative*  
(3rd subexpression)  
of the outer **if**

```
(print
  (if (> x 10) 'big
      (if (> x 5) 'medium
          'small)))
```

## Begin

---

The **cond** special form that behaves like if-elif-else statements in Python

|                                       |  |                               |
|---------------------------------------|--|-------------------------------|
| <b>if</b> x > 10:<br>print('big')     |  |                               |
| <b>elif</b> x > 5:<br>print('medium') | ( <b>cond</b> ((> x 10) ( <b>print</b> 'big')) | ( <b>print</b>                |
| <b>else:</b><br>print('small')        | ((> x 5) ( <b>print</b> 'medium'))             | ( <b>cond</b> ((> x 10) 'big) |
|                                       | ( <b>else</b> ( <b>print</b> 'small')))        | ((> x 5) 'medium)             |
|                                       |  | ( <b>else</b> 'small')))      |

The **begin** special form combines multiple expressions into one expression

|                                   |  |                         |
|-----------------------------------|--|-------------------------|
| <b>if</b> x > 10:<br>print('big') | ( <b>cond</b> ((> x 10) ( <b>begin</b> ( <b>print</b> 'big') | ( <b>print</b> 'guy'))) |
| print('guy')                      | ( <b>else</b> ( <b>begin</b> ( <b>print</b> 'small')         | ( <b>print</b> 'fry'))) |
| <b>else:</b><br>print('small')    | ( <b>if</b> (> x 10) ( <b>begin</b>                          |                         |
| print('fry')                      | ( <b>print</b> 'big')  |                         |
|                                   | ( <b>print</b> 'guy'))                                       |                         |
|                                   | ( <b>begin</b>   |                         |
|                                   | ( <b>print</b> 'small')                                      |                         |
|                                   | ( <b>print</b> 'fry'))                                       |                         |

## Example: Euclid's Algorithm for Greatest Common Divisor (GCD)

From lab: The Greatest Common Divisor (GCD) is the largest integer that evenly divides two positive integers.

Write the procedure `gcd`, which computes the GCD of numbers `a` and `b` using Euclid's algorithm, which recursively uses the fact that the GCD of two values is either of the following:

- the smaller value if it evenly divides the larger value, or
- the greatest common divisor of the smaller value and the remainder of the larger value divided by the smaller value

$252 \% 105 = 42$   
 $105 \% 42 = 21$   
 $42 \% 21 = 0$

*21 is GCD(252, 105)*

An idea: make sure  $a \geq b$  (so that `a` is the "larger value")

```
(define (gcd a b)
  (cond ((zero? b) a)
        ((< a b) (gcd b a)) ; Swap them!
        (else (gcd b (modulo a b)))))
```

(modulo a b) was 0  
in the previous call

```
(define (gcd a b)
  (if (< a b) ; Swap them!
      (begin
        (define tmp a)
        (define a b)
        (define b tmp))
      (if (zero? b) a (gcd b (modulo a b)))))
```

This is the *consequent*  
(2nd subexpression)  
of the **if**

## Example: Euclid's Algorithm for Greatest Common Divisor (GCD)

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```
(define (gcd a b)
  (if (< a b) ; Swap them!
      (begin
        (define c a)
        (define a b)
        (define b c))
      (if (zero? b) a (gcd b (modulo a b)))))
```

This is the *consequent*  
(2nd subexpression)  
of the `if`

Discuss: Why is `c` here?  
Why didn't we need `c` in the other version?

## Turtle Graphics



## Drawing Stars

(forward 100) or (fd 100) draws a line

(right 90) or (rt 90) turns 90 degrees

Number of sides

Where to go next

```
(define (star n m)
  (define angle (/ (* 360 m) n))
  (define (side k)
    (if (< k n) (begin (fd 100) (rt angle) (side (+ k 1)))))
  (side 0))
```

(star 5 2)

1 (or 6)

2

a

3 (or 8)

4

0 (or 10)

(Demo)

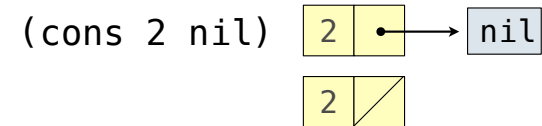
## Lists

## Scheme Lists

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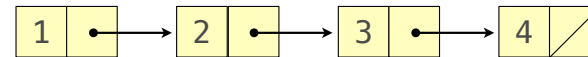
In the late 1950s, computer scientists used confusing names

- **cons**: Two-argument procedure that creates a linked list
- **car**: Procedure that returns the first element of a list
- **cdr**: Procedure that returns the rest of a list
- **nil**: The empty list



**Important! Scheme lists are written in parentheses with elements separated by spaces**

```
> (cons 1 (cons 2 nil))  
(1 2)  
> (define x (cons 1 (cons 2 nil)))  
> x  
(1 2)  
> (car x)  
1  
> (cdr x)  
(2)  
> (cons 1 (cons 2 (cons 3 (cons 4 nil))))  
(1 2 3 4)
```



(Demo)

---

## List Construction

**cons** is always called on two arguments: a first value and the rest of the list.

**list** is called on any number of arguments that all become values in a list.

**append** is called on any number of list arguments that all become concatenated in a list.

```
scm> (define s (cons 1 (cons 2 nil)))
scm> (list 3 s)
scm> (cons 3 s)
scm> (append 3 s) — Error
scm> (list s s)
scm> (cons s s)
scm> (append s s)
```

Diagram illustrating list construction results:

- `(3 1 2)` (Result of `(define s (cons 1 (cons 2 nil)))`)
- `((3) 1 2)` (Result of `(list 3 s)`)
- `((3) (1 2))` (Result of `(cons 3 s)`)
- `(3 1 (2))` (Result of `(cons 3 s)`)
- `((3) 1 (2))` (Result of `(append 3 s)`)
- `(3 (1 (2)))` (Result of `(list s s)`)
- `((3) (1 (2)))` (Result of `(cons s s)`)
- `((1 2) (1 2))` (Result of `(append s s)`)
- `((1 2) 1 2)` (Result of `(append s s)`)
- `(1 2 1 2)` (Result of `(append s s)`)

A red line points to the `(append 3 s)` expression, indicating an error. A blue line points from the `s` argument in `(list s s)` to the `(1 2)` part of the result `((1 2) (1 2))`. A blue line points from the `s` argument in `(cons s s)` to the `(1 2)` part of the result `((3) (1 (2)))`. A blue line points from the `s` argument in `(append s s)` to the `(1 2)` part of the result `((1 2) (1 2))`. A blue line points from the `s` argument in `(append s s)` to the `1 2` part of the result `((1 2) 1 2)`. A blue line points from the `s` argument in `(append s s)` to the `1 2` part of the result `(1 2 1 2)`.

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## Recursive Construction

To build a list one element at a time, use **cons**

To build a list with a fixed length, use **list**

;;; Return a list of two lists; the first n elements of s and the rest

;;; scm> (split (list 3 4 5 6 7 8) 3)

;;; ((3 4 5) (6 7 8))

(define (split s n)

; The first n elements of s

(define (prefix s n)

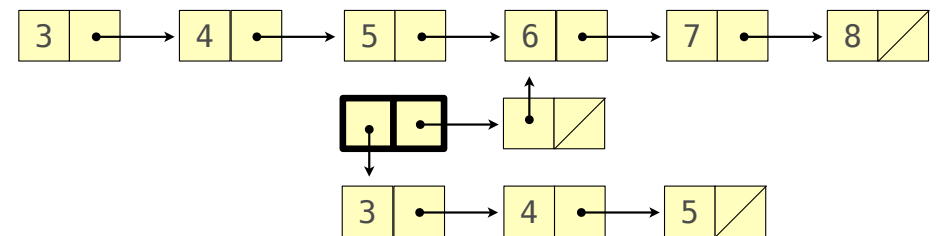
(if (zero? n) nil (cons (car s) (prefix (cdr s) (- n 1)))))

; The elements after the first n

(define (suffix s n)

(if (zero? n) s (suffix (cdr s) (- n 1))))

(list (prefix s n) (suffix s n)))



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# Symbolic Programming

## Symbolic Programming

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Symbols normally refer to values; how do we refer to symbols?

```
> (define a 1)
> (define b 2)
> (list a b)
(1 2)
```

No sign of “a” and “b” in the resulting value

Quotation is used to refer to symbols directly in Lisp.

```
> (list 'a 'b)
(a b)
> (list 'a b)
(a 2)
```

Short for (quote a), (quote b):  
Special form to indicate that the expression itself is the value.

Quotation can also be applied to combinations to form lists.

```
> '(a b c)
(a b c)
> (car '(a b c))
a
> (cdr '(a b c))
(b c)
```

(Demo)

## List Processing



## Built-in List Processing Procedures

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**(append s t):** list the elements of s and t; append can be called on more than 2 lists

**(map f s):** call a procedure f on each element of a list s and list the results

**(filter f s):** call a procedure f on each element of a list s and list the elements for which a true value is the result

**(apply f s):** call a procedure f with the elements of a list s as its arguments

```
(1 2 3 4)                ; count
((and a 1) (and a 2) (and a 3) (and a 4)) ; beats
(and a 1 and a 2 and a 3 and a 4)         ; rhythm
```

```
(define count (list 1 2 3 4))
(define beats (map (lambda (x) (list 'and 'a x)) count))
(define rhythm (apply append beats))
```

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