COMP 210, FALL 2000 Lecture 14: I'm Tired of Family Trees, Too!

Reminders:

- 1/2 Homework assignment, due Wednesday
- Handed back exam. Summary statistics are on the web.

Review

1. We defined the data structures for a parent-centric family tree and worked our way through to writing a template. The example that we had, in Scheme, was quite painful because I mis-parenthesized it.

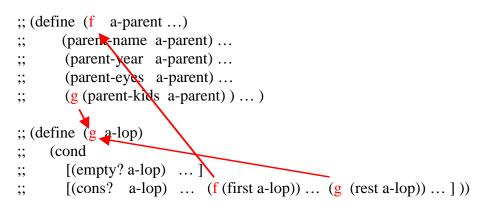
Here Comes The Definition, Again (apologies to A. Lenox)

```
;; a parent is a structure
;; a (make-parent name year eyes children)
;; where name and eyes are symbols, year is a number, and
;; children is a list-of-children
(define-struct parent (name year eyes children)
;; a list-of-parent is either
;; -- empty, of
;; -- (cons f r)
;; where f is a parent and r is a list-of-parent
;; [Since we used cons, we don't need the define-struct ...]
```

These data-definitions refer to each other. We say that they are mutually dependent or mutually recursive. [The definition of list-of-children is **also** self-referential (recursive).]

```
;; example data
(make-parent 'Tom 1930 'blue
(cons (make-parent 'Ann 1952 'green
(cons (make-parent 'Mary 1975 'green empty)
empty)
)
(cons (make-parent 'Mike 1955 'blue empty)
empty)
)
)
```

What about a template for these data definitions?



The template for a mutually recursive data definition contains one template for each constituent data definition. To reflect the recursion in the data definition, we have added the calls to f and g. When the template uses a selector function that refers to an instance of the other data-definition, we have included the appropriate call to the template for that data-definition. In this way, the template reflects the coupling of the data-definitions.

Let's develop the program **count-members** which consumes a parent and returns the number of people in the family tree rooted at the parent.

```
;; count-members: parent -> number
;; Purpose: tally the number of people in the tree rooted at parent
(define (count-members a-parent)
   (+1 (count-kids (parent-kids a-parent)))
   )
;; count-kids: list-of-parent -> number
;; Purpose: compute how many people are in the family trees rooted at children
(define (count-children a-lop)
  (cond
     [(empty? a-lop) 0]
     [(cons?
               a-lop)
          (+
             (count-members (first a-lop))
             (count-kids (rest a-lop)))]
   ))
```

The template gives us the code.

OPTIONAL PROBLEM (10 minutes)

Write **kids-with-blue-eyes** : parent -> list-of-parent where every parent on the resulting list has blue eyes.

Now, write **at-least-two-kids**, a program that consumes a parent and returns a list of the names of all parents in the tree with at least two kids.

```
;; at-least-two-kids: parent -> list-of-symbol
;; Purpose: return a list of all people in the tree with at least 2 kids
(define (at-least-two-kids a-parent)
  (cond
     [(> (num-kids (parent-kids a-parent)) 2)
      (cons (parent-name a-parent)
            (kids-with-two-kids (parent-kids a-parent)))]
     [else (kids-with-two-kids (parent-kids a-parent))] ))
;; kids-with-two-kids: list-of-kids -> list-of-symbol
;; Purpose: returns a list of all kids with at least 2 kids
(define (kids-with-two-kids a-lop)
  (cond
     [(empty? a-lop) empty]
     [(cons? a-lop)
        (append (at-least-two-kids (first a-lop))
              (kids-with-two-kids (rest a-lop)))] ))
                                                       Append takes two or more
:: num-kids: list-of-children -> num
                                                       lists and returns the list that
;; Purpose: counts how many children are in the list
                                                       has the elements of the first,
(define (num-kids a-lop)
                                                       followed by the elements of
 (cond
                                                       the second, followed by ...
     [(empty? a-lop) 0]
    [else (+1 (num-kids (rest a-lop)))] ))
                                                       This is just length—a Scheme
                                                       built-in function
```