## COMP 210, Spring 2002, Homework 3

Due Wednesday, February 6, 2002 at the start of class
Before you start the homework, you should remind yourself of our General Advice, Advice on Homeworks, and Grading Guidelines. All are available from the class web site (http://www.owlnet.rice.edu/~comp210).
For this assignment, you should follow all the steps of the design methodology and include the results of each step as comments or code in the final materials that you submit. (For example, write your template as a comment-at the appropriate point in the development sequence-and copy it over when you fill it in.)

1. (4 pts) Programs on Lists

Write down a data definition for lists of numbers. Now, develop the following programs that consume a list of numbers:
a) A function summation that returns the sum of all the numbers in the list
b) A function all-positive? that returns true if and only if every number in the list is greater than or equal to zero.
c) A function count-positives that returns the number of positive numbers in the list.
d) A function mostly-positive that returns true if the list contains more positive numbers $(\geq 0)$ than negative numbers $(<0)$.
2. (3 pts) Digital Telephone Directory

Once a year, the local telephone company publishes a directory. For our purposes, the directory is a list of pairs. The pair consists of a symbol, called the key, and a phone number, represented as a number.
a) Write out the data definitions for this simple online phone directory. You should have one data definition for pairs and a second data definition for directories.
b) Write a program lookup that consumes a symbol and a phone directory and produces a phone number. The program lookup should examine the list for a key that matches the symbol given as input. If it finds a key that matches the input symbol, it returns that phone number. If no matching record is found, it returns zero.

Be sure to create a reasonable set of test data and enter it in the definitions window of DrScheme.

Schemers sometimes call a directory in this form an association list.
3. (3 pts) Programs that return Lists
a) A function positive-elements that consumes a list of numbers and returns a list containing those elements of the list that are positive.
b) A function even-positions that consumes a list and returns those elements in evennumbered positions in the list--that is, the second element, the fourth element, the sixth element, and so on.

