Scheme

1. **Special Forms**

   (a) `begin - (begin exps)`
   Evaluate each expression in order and return the value of the last expression.

Problems

1. Write `abs`, a function that returns the absolute value of its input.

   `(abs 5)`
   ;Value: 5
   `(abs -5)`
   ;Value: 5

   `(define abs
     (lambda (val)

2. Write `sum-to-n` which sums the numbers from 1 to n inclusive.

   `(define sum-to-n
     (lambda (n)

Alter the procedure to sum the squares of the numbers.
3. Write a procedure that computes $e$.

4. Write a procedure that runs forever. (Remember that C-c, C-c stops evaluation)

5. Using `string-append`, write a procedure `pad`, which takes a string and a number, that returns the string with that number of spaces added to the end.

   (pad "yay" 0)
   ;Value: "yay"
   (pad "yay" 1)
   ;Value: "yay "
   (pad "yay" 3)
   ;Value: "yay   

   (define pad

6. Write a procedure that uses Euclid's algorithm to compute the GCD of two numbers. Euclid's algorithm (according to Knuth it's the oldest known algorithm) goes as follows: if $r$ is the remainder of $a$ divided by $b$, then the common divisors of $a$ and $b$ are the same as those of $b$ and $r$. Additionally, the gcd of a number and 0 is the number.

   (gcd 206 40)
   ;Value: 2

   (define gcd
     (lambda (a b)

Tower of Hanoi

Scheme

1. Special Forms

   (a) define (sugared form) - (define (name parameters) expressions)
       This form is equivalent to (define name (lambda (parameters) expressions)).

   (b) let - (let bindings body)
       Binds the given bindings for the duration of the body. The bindings is a list of (name value) pairs. The body consists of one or more expressions which are evaluated in order and the value of last is returned.

Problems

7. Guess the value, then evaluate the expression in scheme. If your guess differs from the actual output, try desugaring any relevant expressions.

   (define (foo x)
     (+ x 3))

   foo

   (foo 5)

   (define bar 5)
(define (baz) 5)

bar

baz

(bar)

(baz)

(let ((a 3)
        (b 5))
    (+ a b))

(let ((+ *)
        (* +))
    (+ 3 (* 4 5)))

(define m 3)
(let ((m (+ m 1)))
    (+ m 1))

(define n 4)
(let ((n 12)
        (o (+ n 2)))
    (* n o))

Guessing Game