

# Scheme süntaks

## Scheme süntaks

- Programm ja definitsioonid

$\langle \text{programm} \rangle ::= \langle \text{definition} \rangle \dots \langle \text{definition} \rangle$

$\langle \text{definition} \rangle ::= (\text{define } \langle \text{variable} \rangle \langle \text{expression} \rangle)$

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- Programm ja definitsioonid

$\langle \text{programm} \rangle ::= \langle \text{definition} \rangle \dots \langle \text{definition} \rangle$

$\langle \text{definition} \rangle ::= (\text{define } \langle \text{variable} \rangle \langle \text{expression} \rangle)$

> (define x 1)

> x

1

> (define y (+ x 1))

> y

2

> (define x y)

> x

2

# Scheme avaldised

## Scheme avaldised

- Avaldiste süntaks

$$\begin{aligned}\langle expr \rangle & ::= \langle literal \rangle \\ & | \langle variable \rangle \\ & | (\langle expr \rangle \dots \langle expr \rangle)\end{aligned}$$

## Scheme avaldised

- Avaldiste süntaks

$$\begin{aligned}\langle expr \rangle & ::= \langle literal \rangle \\ & | \langle variable \rangle \\ & | (\langle expr \rangle \dots \langle expr \rangle)\end{aligned}$$

- Literalid

- Numbrid 123, 3.1415
- Tõeväärtused #t, #f
- “Tähed” #\a, #\space
- Stringid "See on string"

## Scheme avaldised

- Identifikaatorid `x`, `*`, `one+two=three`
  - Muutujad
  - Võtmesõnad
  - Sümbolid

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- Identifikaatorid `x`, `*`, `one+two=three`
  - Muutujad
  - Võtmesõnad
  - Sümbolid
- Protseduuride aplikatsioonid

```
> (+ 1 2 3 4)
```

```
10
```

```
> (* (/ 10 2) (- 5 3))
```

```
10
```

## Scheme avaldised

- Tingimusavaldis

$$\begin{aligned} \langle expr \rangle &::= \dots \\ &| \text{ (if } \langle expr \rangle \langle expr \rangle \langle expr \rangle \text{)} \end{aligned}$$

## Scheme avaldised

- Tingimusavaldis

$\langle expr \rangle \quad ::= \dots$   
 $\quad \quad \quad | \quad (\text{if } \langle expr \rangle \langle expr \rangle \langle expr \rangle)$

> (if #t 1 2)

1

> (if #f 1 2)

2

> (if (if (= 1 (- 2 1)) #t (/ 1 0)) 3 4)

3

# Primitiivtüübid

## Primitiivtüübid

- Numbrid — number?

```
> (* (- -2 -4) 10.5)
```

```
21.0
```

```
> (/ 2 3)
```

```
2/3
```

```
> (= 3 (* 2 1.5))
```

```
#t
```

```
> (< (+ (* 2 3) (- 4 0)) 10)
```

```
#f
```

## Primitiivtüübid

- Numbrid — number?

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> (/ 2 3)
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2/3
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> (= 3 (* 2 1.5))
```

```
#t
```

```
> (< (+ (* 2 3) (- 4 0)) 10)
```

```
#f
```

- Tõeväärtused — boolean?

```
> (eq? (not (boolean? 7)) (number? #t))
```

```
#f
```

## Primitiivtüübid

- Tähed — char?

```
> (char=? #\A #\a)
```

```
#f
```

```
> (char<? #\A #\a)
```

```
#t
```

```
> (char->integer #\newline)
```

```
10
```

```
> (char-numeric? #\7)
```

```
#t
```

```
> (char-alphabetic? #\7)
```

```
#f
```

## Primitiivtüübid

- Stringid — string?

```
> (string-length "Hello, world!")
```

```
13
```

```
> (string-append "Abra" "kadabra")
```

```
"Abrakadabra"
```

```
> (string->number "1234")
```

```
1234
```

```
> (string #\A #\b #\r #\a)
```

```
"Abra"
```

```
> (string-ref "Abra" 2)
```

```
#\r
```

## Primitiivtüübid

- Sümbolid — `symbol`?

- “Tsitereimine”

$\langle expr \rangle$  ::= ...  
| `(quote  $\langle datum \rangle$ )`  
| `' $\langle datum \rangle$`

```
> apple
```

```
reference to undefined identifier: apple
```

```
> (quote apple)
```

```
apple
```

```
> (eq? (quote apple) 'apple)
```

```
#t
```

## Andmestruktuurid

- Listid — list?

```
> ' (1 2 3 4)
```

```
(1 2 3 4)
```

```
> ' (a () ((#t 3)))
```

```
(a () ((#t 3)))
```

```
> (cons 1 ' (2 3))
```

```
(1 2 3)
```

```
> (list 1 ' (2 3))
```

```
(1 (2 3))
```

```
> (append ' (1 (2)) ' (a b) ' (1))
```

```
(1 (2) a b 1)
```

## Andmestruktuurid

- Operatsioonid listidel

```
> (car ' ( (1 2 3) 4 5) )
```

```
(1 2 3)
```

```
> (cdr ' ( (1 2 3) 4 5) )
```

```
(4 5)
```

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

```
a
```

```
> (cadr ' ( (1 2 3) 4 5) )
```

```
4
```

```
> (null? ' ( ) )
```

```
#t
```

## Andmestruktuurid

- Paarid — `pair`?

```
> ' (a . 3)
```

```
(a . 3)
```

```
> ' (a . (b . (( ) . c)))
```

```
(a b ( ) . c)
```

```
> (pair? ' (a b c d))
```

```
#t
```

```
> ' (a . (b . (c . ())))
```

```
(a b c)
```

```
> (cdr ' (a . b))
```

```
b
```

## Protseduurid

- Protseduuri tüüp — procedure?

```
> (procedure? car)
```

```
#t
```

```
> (procedure? (cadr (list 1 + 2)))
```

```
#t
```

```
> ((if (procedure? procedure?) car 'ship)
    '(plane train))
```

```
plane
```

```
> (apply + '(1 2))
```

```
3
```

## Protseduurid

- Protseduuride defineerimine

$\langle expr \rangle \quad ::= \dots$   
 $\quad \quad \quad | \quad ( \text{lambda } \langle formals \rangle \langle expr \rangle )$

$\langle formals \rangle \quad ::= \langle variable \rangle$   
 $\quad \quad \quad | \quad ( \langle variable \rangle \dots \langle variable \rangle )$

> (lambda (x) (+ x 1))

#<procedure>

> ((lambda (x) (+ x 1)) 3)

4

> (map (lambda (x) (+ x 1)) '(1 2 3))

(2 3 4)

## Protseduurid

- Protseduuride defineerimine (järg)

```
> (define fahrenheit-to-celsius  
    (lambda (x)
```

```
        (* (- x 32) 5/9)))
```

```
> (fahrenheit-to-celsius 212)
```

```
100
```

```
> (define compose
```

```
    (lambda (f g)
```

```
        (lambda (x)
```

```
            (f (g x))))))
```

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

```
b
```

## Järgmiseks korraks

- Lugeda läbi EOPL ptk. 1
  - Vektorid
  - Muutuva aarsusega protseduurid
- (TYSFD ptk. 1 – 3)
  - Ignoreerida !-lõppevaid protseduure