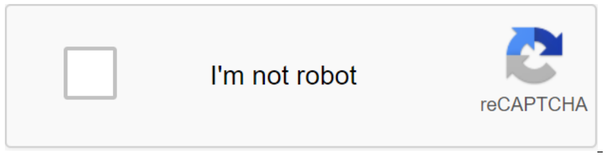
Geometry dash 2.2 beta para android



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PAGE 1 PAGE 2 Scope: pdf, key, Haskell: pdf, key, If you haven't worked with Haskell before, will take some time to familiarize yourself with the basics of the language. The chapter above is a good start. But there are many other sources to take advantage of, including: The source code used in the class below you will find the source that we used during the lecture. You can run them using GHCi (like Haskell). Intro module, where the import Prelude lurks (either (..)) - - Definitions and bindings -- Haskell uses the l sign to announce the binding symbol: x 2 - they are not called variables, but they are not mutated boxes - are they like JS in const (but on steroids) - x 3 - is allowed? -- Let's introduce local bindings (new area) example0 - let x y 44 - it's shadows above x z - x - 2 in z 2 - what is x here? A: 2, B: 44 -- Variables are independent in order, if u, then 'a' else 'b' -- we use u, defined below: y - True -- -- The Essence of Programming in Haskell -- All this expression -- Expressions rate -- - What is the diff between expressions and values? - Programming in Haskell: replacing equal equals -- - Lambda's calculus to win! - example0 - let x 44 z - x - 2 in z 2 - qgt; - let z No 44 - 2 in z 2 ---gt; - (44 - 2) - 2 - qgt; 42 - 2 - --gt; - - - Each expression has a type -- intVal is a word size integer intVal :: Int intVal No 31 (42 and 56) - for example, ii is arbitrarily large integer ii :: Integer ii No.31 (42 th 560,000,000 1000) - dbl is the double accuracy of the floating point dbl No 3 (4.2 and 5.6) - for example , chr is a url symbol unicode chr :: Char :: For example, str is the line Char str :: String listOfInt :: Int listOfInt For example, the truth is boolean true: True :: Bool - Some comments on types - We should not add annotations type: Haskell types - Check types in GHCi Why? Is it the same as not specifying the types in JS? - A: Yes, B: no -- Haskell does not make any implicit conversions -- - What type of ii_x_dbl below: -- ii_x_dbl and ii and dbl :: ??? -- - A: Double, B: Int, C: Error type -- - Arithmetic operators - and - overloaded (like some others) ii_add and ii 33 -- ::? dbl_add and dbl 33.0 -- :: ? -- We'll talk about overload more in upcoming classes -- Features -- Features have pos shooter types:: Integer --'gt; Bool -- - - Feature arguments separated by space not (,,) pos x x zgt; 0 -- You can just use lambdas instead: gt:: int --gt; Int-gt; Bool gt and x-gt. (x zgt; y) -- The app features, as in the calculus of lambda: is33pos and pos 33 -- True -- How you shouldn't think about features (or expressions): -- - What does this feature do? -- How do you think: what does it mean? Think math! -- In f :: A --gt;B means: -- - for each element x ∈ A, f---ing for some elements y ∈ B -- or f(x) diverges -- Multiargument functions -- Features can take several arith arguments:: Int -- qgt; Int int arith x y z q x (y z) - The appication function takes place one argument at a time (curry) to add x y y y th five add 3 2 - it's the same as: (add 3) 2 add3 and add 3 -: ??? -- - What's the other way to write add3? -- * All Haskell functions take one argument -- - Multi-argument functions just return funtions -- - E.g., the type of add with ()'s added: add :: Integer -> (Integer -> Integer) -- - We usually ommit ()'s since -> is right-associative add4Things :: Float -> (Float -> (Float -> (Float -> Float))) add4Things x y z w = x + y + z + w + (1.0 :: Float) -- # Tuples and lists -- * Haskell has basic support for tuples -- - Constructors: (), (,), (,,), ... -- - E.g., tuples unit = () :: () -- kind of like void tuple2 = (3, 'w') :: (Int, Char) tuple3 = (3, 'w', 3.3) :: (Int, Char, Double) funAdd :: (Int, Int) -> Int funAdd (x, y) = x + y funAdd35 = funAdd (3, 5) -- * Haskell has basic support for homogeneous lists -- - Constructors: (:) | MyIntList's (1,2,3) :: (Int) -- Just like against things: myIntList's 1:2:3: -- (:):: Int -- (Int) -- (int) -- (:) 3 (3 :): . . . . . You can use for - concatenatedList: concatenatedList - (1,2,3) - (4,5,6) - Empty lists myEmptyBoolList :: (Bull) myEmptyBoolList - myEmptyCharList :: Char myEmptyCharList - -- Haskell does not have the support of heterogeneous lists -- - for example, myHeteroList No1, 'W':: ??? -- Abstract Data Types -- Key Word 'Data' Announces User Data Types pairT and PairC Int Int Deriving Show -- means that you can print types -- - New type: PairT -- - Value/data constructor: PairC -- - Value of this type encapsulates two Int's myPair:: PairT myPair and PairC 3 4 -- One type may have multiple data point constructors Polar dual dual derivative Show point1, point2 :: Point 1 - Descartes 3.3 2.2 points2 - Polar 0.1 3.14 Data Color Green Blue Blue Indigo Purple Derivative Show myRed and Red :: Color -- - Use of ADTs - - Designers as Features , can be partially applied: myPair ':: Int - 'gt; PairT myPair' - PairC 3 -- - Hull Expressions can be used to deconstruct values with getX templates ::: PairT - Int getX pair of PairC x -y --x -- for example, convert the point in the card: toCartesian :: Point - zCartetian point - the point of the case Polar r theta - x y --gt; Cartes x - or, less verbose: pt@ (Cartes) - Pt - We can identify a tiny language with addition and multiplication: data Expr and AddExpr Expr Expr MulExpr Expr Expr Expr (en) ConstExpr Int Derivative Show eval :: Expr---gt; Int eval n) n eval (AddExpr e1 e2) - eval e1 - eval e2 eval (MulExpr e1 e2) - eval e1 - eval e2 -- - pattern corresponding to outside of the case - can use templates instead of variables outside the case -- - for example, in the definition of functions: toCartesian ':: Point toCartesian' (Polar r theta) - Descartian (r - cos theta) (r - sin theta) toCartesian' x x -- - for example, in an empty block getY pair - let (PairC - y) -- - - steam in y - What will happen If we change the order? Factor' 0 y 1 factor' n (factorial' (n-1))-- You can alternatively guard definitions: factorial'n isLT0 n No 1 factorial'n otherwise No n (factorial' (n-1))-- Guard - it's just predicates:: Int --'gt; Bool isLT0 -- - Recursive Data Types -- - Data Types Can Be Re-defined -- - for example, int list: data intList ICons Int IntList, derivative show -- ^^^^^^ myEmptyInt - INil :: IntList myIntList - ICons 1 (ICons 3 myEmptyIntList) :: IntList sumOfIntList :: IntList - qgt; Int sumOfIntList INil - 0 sumOfIntList (ICons x xs) - x (sumOfIntList xs) Solution: sumOfIntList INil - Error Empty List sumOfIntList (ICons x INil) - x sumOfIntList (ICons x xs) - x - sumOfIntList xs -: 6 :: Boo 6 - sumOfIntList myIntList No 6 -- Polymorphic Data Types -- I want a list of Char's or String's or Point's -- - Define separatetype data for each : crazy! We want to reuse! CharList - CNil CCons Char CharList, Derivative Shaw -- May want to have features that work on any kind of lists -- - Solution: Parametric Types -- Types may have options (kind of similar features) Data List No Nil Cons a (List a) derivative show -- ^^^^^^ -- - here, The list itself takes the argument: Type of variable a. -- - Can use a type variable in a designer -- - Cons and Nil work on any type: :: List Int myIntList' Cons 1 (Cons 2 (Cons 3 Nil)) myCharList ': List Of Char myCharList' - Cons 'a' (Cons 'b' (Cons 'c' Nil)) llength :: List a--gt; Int llength Solution Found: llength nil No 0 llength (Cons x xs) - 1 - llength xs -' myList'len :: Bool myList'len - 3 - llength myIntList' - 3 - llength myChar'- - Polymorphic data types with multiple parameters - Right b Derivative SafeDiv:Int.- Int - Or String Int safeDiv 0 - myErr safeDiv x y - Right $x 'div' y -- - What is type : --myErr :: ??? myErr - Left You can't split by zero, stupid. - - Laziness - - Definitions of symbols evacuated they, when it's -- - for example, safeDiv' x y - let q q div x y -- safe as q has never been rated, if y 0, then 0 q -- Infinite data structures posInt -- -s if: if ' b x y case b True - x -- x-0; y -- - for example, loop forever: x forever -- - What to do forever Means? exampleF - if' True 3 (forever 4) -- Laziness FTW: uncertain and error -- Can leave things uncertain -- sometimes called lower thisVarIsUndef - indefinite soIsThisVar - error leaving it uncertain at the moment, fixmeme later -- Because Haskell is lazy, it won't throw if you don't use them -- Why can it be useful? -- Note: This is not how you should raise the exceptions in Haskell! -- Snaps with where the provisions are - - Recall that let x ... In the... Can be used to bind the x variable in a local sight -- Let can be used whenever you need to create a block area; Let's express - sometimes you want more flexibility; that's where the situation is: cmpSquare x y z - more :) y z z y the same : y z - a smaller :(where z x'x -- Note that z is in the scope of function there -- Common: where the position associated with function equations or case expressions course consists of lectures, homework, and programming labs. The aim of the course is to (1) introduce you to the various contemporary concepts and paradigms of the programming language and (2) make you think and understand the design of the trade-offs and implementations of different language functions. To learn different concepts, we'll use real languages (e.g. JavaScript, Haskell, C, and Rust). But, we won't cover any language in its entirety - this course is not designed to make you an experienced programmer, learning to master the program in any of these languages is a course in itself. Score 5% Participation in the classroom and online 35% homework and programming lab 25% Intermediate exam 35% Final exam Participation / preliminary lectures before each class will be some assigned reading. You have to do the reading and at least have a vague understanding of the concepts that will be discussed in the classroom. This will allow us to spend time lecturing to strengthen your understanding. Asking and answering questions in the classroom, in the square, or during working hours counts on your participation in the classroom. Homework and Software Labs We will write homework and programming labs. Both are designed to enhance your knowledge of the concepts covered by the lecture and make you think about PL in more detail, for what is covered by the lecture (for example, if you were tasked with designing a new language). You are expected to work on written assignments in groups of 3. All written homework must be typed and presented as a PDF using an online presentation tool. All written assignments must be presented as a group. Homework will be released on Wednesdays and must be presented next Friday night (10 days). If you roll it at the beginning - the next (7 days) - you will get an extra 10% of your class. No late days. You are expected to work on the programming labs yourself. You can discuss with course students, in general, but not any specific solution. Job programming will be released on Fridays and will be due 2 weeks later on Friday night. No late days. If you consult with anything (books, scientific articles, online resources, people not in your group) when working on assignments, look at it in your view. We encourage external learning, but expect you not to seek specific details about the decision - anything presented should be treated as your own job. Similarly, you should not publish or otherwise share your decisions at any time (even after the class ends). If you are unsure of what is allowed, please ask the course staff. We'll have five written homework and 5 programming labs. They equally count on 35% of your class. All tasks and solutions will be placed on piazza. All of them should be turned on with a hailoscope. We will release them on the following dates: Written homework: January 17, January 24, January 31, February 14, February 20 Programming Lab: Jan 12, January 26, February 09, February 23, March 09 Intermediate Exam will be held February 6, in class. The interim period is a closed book, but you can use a double-sided crib (letter size). The final exam will be held on March 20 at CENTR 115 (in the same room as the lecture) from 7 p.m. to 9:59 p.m. You must pass the exam at this time and on the spot. The finale is a closed book, but you can use 2 double-sided cribs (letter size). Exams make up 60% of your class. So how is the final is cumulative your medium-term class will be calculated as: zgt;0? max (final, medium term) : 0 This means that (1) you basically get a second chance if you're not as good on the intermediate and (2) you have to show up to both intermediate and final. If you need to skip any exam due to a well-documented medical emergency, contact your instructor immediately. Academic integrity and student behavior in this course, you implicitly agree to comply with the UCSD's scholarship and student integrity policy. University scholarship integrity rules and code of conduct are taken seriously and will be respected. 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