
CS61A
Week 5**Pairs and Lists****(v1.0)**

Pair Up!

Introducing - the *only data structure you'll ever need in 61A* - **pairs**.

A pair is a data structure that contains two *things* - the "things" can be atomic values or even another pair. For example, you can represent a point as (`x . y`), and a date as (`July . 1`). Note the Scheme representation of a pair; the pair is enclosed in parentheses, and separated by a single period.

Note also that there's an operator called `pair?` that tests whether something is a pair or not. For example, `(pair? (cons 3 4))` is `#t`, while `(pair? 10)` is `#f`.

You've read about `cons`, `car`, and `cdr`:

- `cons` - takes in two parameters and constructs a pair out of them. So `(cons 3 4)` returns `(3 . 4)`
- `car` - takes in a pair and returns the first part of the pair. So `(car (cons 3 4))` will return `3`.
- `cdr` - takes in a pair and returns the second part of the pair. So `(cdr (cons 3 4))` will return `4`.

These, believe it or not, will be all we'll ever need to build complex data structures in this course.

QUESTIONS: What do the following evaluate to?

```
(define u (cons 2 3))
(define w (cons 5 6))
(define x (cons u w))
(define y (cons w x))
(define z (cons 3 y))
```

1. `u`, `w`, `x`, `y`, `z` (write out how Scheme would print them and box and pointer diagram).

2. `(car y)`

3. `(car (car y))`

4. `(cdr (car (cdr (cdr z))))`

5. `(+ (cdr (car y)) (cdr (car (cdr z))))`

6. `(cons z u)`

7. `(cons (car (cdr y)) (cons (car (car x)) (car (car (cdr z)))))`

Then Came Lists

The super-cool definition of "list": a **list** is either an empty list, or a pair whose car is an element of the list and whose cdr is another list. Note the recursive definition - a list is a pair that contains a list! So then how does it end? Wouldn't there be an infinite number of list? Not so: an **empty list**, called "nil" and denoted '()' is a list containing no elements. And so it is, that every list ends with the empty list. To test whether a list is empty, you can use the null? operator on a list.

So, to make a list of elements 2, 3, 4, we do (define x (cons 2 (cons 3 (cons 4 '()))))

So x will be then represented as (2 . (3 . (4 . ())))

Now, that looks a bit ugly, so Scheme, the nice friendly language that it is, sugar-coats the notation a bit so you get (2 3 4) instead.

It's a bit annoying to write so many cons to define x. So Scheme, the mushy-gushy language that it is, provides an operator list that takes in elements and returns them in a list. So we can also define x this way: (define x (list 2 3 4))

Note: (car x) is 2, (cdr x) is (3 4), and (car (cdr x)) is 3! Well, it's a bit tiresome to write (car (cdr x)) to get the second element of x. So Scheme, again the huggable lovable language that it is, provides a nifty short hand: (cadr x). This reads *cader*, and means "take the car of the cdr of". Similarly, you can use (caddr x) - *caderder* - to take the car of the cdr of the cdr of x, which is 4. You can mix and match the 'a' and 'd' between the 'c' and 'r' to get the desired element of the list (up to a certain length).

You can also append two lists together. append takes in any number of lists and outputs a list containing those lists concatenated together. So (append (list 3 4) (list 5 6)) returns (3 4 5 6).

Don't You Mean sentence?

Oh stop grumbling. A "sentence" is actually a special kind of "list" - more specifically, a "sentence" is a flat list - a list without any sublists - whose elements can only be words or numbers. The operators of sentence - first, butfirst, se, etc. - are also much more forgiving in their domains than their list counterparts. For example, here's a list of equivalences:

sentence	list	example
first	car	(first '(1 2 3 4)) = (car '(1 2 3 4)) = 1
butfirst	cdr	(butfirst '(1 2 3 4)) = (cdr '(1 2 3 4)) = (2 3 4)
empty?	null?	(empty? '()) = (null? '()) = #t
sentence	list	(se 1 2 3 4) = (list 1 2 3 4) = (1 2 3 4)
sentence	cons	(se 1 '(2 3 4)) = (cons 1 '(2 3 4)) = (1 2 3 4)
sentence	append	(se '(1 2) '(3 4)) = (append '(1 2) '(3 4)) = (1 2 3 4)
count	length	(count '(3 4 1)) = (length '(3 4 1)) = 3
every	map	(every square '(1 2)) = (map square '(1 2)) = (1 4)
keep	filter	(keep number? '(2 k 4)) = (filter number? '(2 k 4)) = (2 4)

Note that while se can be used for any combination of single-elements and sentences to make another sentence, list, cons and append are a bit more subtle, and what you pass in as arguments really matters.. For example,

```
(se '(1 2) '(3 4)) => (1 2 3 4) != (list '(1 2) '(3 4)) => ((1 2) (3 4))
(se '(1 2) 3) => (1 2 3) != (cons '(1 2) 3) => ((1 2) . 3)
                    != (list '(1 2) 3) => ((1 2) 3)
                    != (append '(1 2) 3) ;; Error: 3 not a list!
```

And so on. You must be more careful with what you pass into the list operators! What do you get for all that trouble? Power - you can put anything into lists, not just words and numbers. You will now be able to construct deep lists - lists that contain sublists, which allows you to represent all sorts of cool things. You can also store exotic things like procedures in a list. The possibilities are endless!

QUESTIONS:

1. Define a procedure `list-4` that takes in 4 elements and outputs a list equivalent to one created by calling `list`.
2. Define a procedure `length` that takes in a list and returns the number of elements within the list.
3. Define a procedure `list?` that takes in something and returns `#t` if it's a list, `#f` otherwise.
4. Define `append` for two lists.
5. Suppose we have `x` bound to a mysterious element. All we know is this:

```
(list? x) ==> #t
(pair? x) ==> #f
```

What is `x`?

6. Add in procedure calls to get the desired results. The blanks don't need to have anything:

```
(      'a      '(b c d e)      )
==> (a b c d e)

(      '(cs61a is)      'cool      )
==> (cs61a is cool)

(      '(back to)      '(save the universe)      )
==> ((back to) save the universe)

(      '(I keep the wolf)      '((from the door))      )
==> ((I keep the wolf) from the door)
```