Agenda

- HW1 tips
  - Avoid reimplementation of functions

- Pattern-matching over expression trees

- A little tail recursion
  - What is and isn’t tail recursive?
  - How can we make functions tail recursive?
Homework 1 Check-In

Things to keep in mind:

● Easy to miss things when learning a new language!
● Test as you go & design your tests carefully
● Read the spec before, during, and after each problem. It’s worth the extra time!
  ○ Check for correctness and redundancy/style (and review the CSE 341 Style Guide before submitting!)
● Functional programming emphasizes code reuse
  ○ Avoid re-implementing functionality where possible
  ○ Will become even more important later with higher-order function
Key Concepts Review

- Custom datatypes
  - all of (records), one of (variants)

- Pattern matching
  - Powerful way to break apart data

- Tail recursion
  - Space efficiency of loops with recursive functions
val-Pattern Matching

Remember our unit test?

(* Neat trick for creating hard-fail tests: *)

```ocaml
val true = ((4 div 4) = 1);
```

Just a pattern match!

“Match the left hand side against the value ‘template’ true, binding any variables (there aren’t any)”
Adventures in pattern matching

- Shape example
- Function-pattern syntax if we get to it
Pattern Matching

- We can pattern match over data types.
- Beware “non-exhaustive matching”
  - Pattern matching can avoid “empty list” exceptions!
- Most functions pattern match over a single argument
  - SML has special syntax for this common case!
  - Use is a matter of taste
- Let’s work through some examples!
Tail Recursion

What is it?

Briefly: if a function will immediately return after making a call, we can reuse the stack space of the current function.
Tail Recursion

Quickcheck!

• Discuss the problems with your breakout rooms!
Tail Recursion

- Was `length` tail recursive?
- Was `all_positive` tail recursive?
- Why tail recursion?