Haskell Exercises 8: Interactive Programs

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26 July 2011

(1) Write an interactive program that will read a sequence of letters typed at the keyboard and will print out the successor of each letter. Spaces and newlines are to be ignored. This process is to continue until <control-Z> is typed which signals the end of the input.

(2) Write an interactive program that expects a sequence of words to be typed at the keyboard. Each word is to be printed out backwards. This process is to continue until the special word "END" is encountered which signals the end of the input and is not to be processed.

(3) Define a function *showint* :: *Int* → *String* that, given an integer returns the string that denotes its value. For example, `showint 42 = "42"` and `showint -756 = "-765"`.

(4) Define a function *getint* :: *String* → *Int* that is the inverse of *showint*. For example, `getint "42" = 42` and `showint "-756" = -765`.

(5) Using *showint* and *getint* write utility functions *readint* and *writeint* to use in interactive programs that deal with integers.

(6) Write the utility function *read3*, which is like *read2* except it prompts for and reads three values.