

CSc 520

Principles of Programming Languages

6: Scheme — Symbols and Structures

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- In addition to numbers, strings, and booleans, Scheme has a primitive data-type (*atom*) called **symbol**.

- A symbol is a lot like a string. It is written:

```
'identifier
```

- Here are some examples:

```
'apple
```

```
'pear
```

```
'automobile
```

- `(symbol? arg)` checks if an atom is a symbol.
- To compare two symbols for equality, use `(eq? arg1 arg2)`. HTDP says to use `(symbol=? arg1 arg2)` but DrScheme doesn't seem to support this.

Symbols...

```
> (symbol? "hello")
#f
> (symbol? 'apple)
#t
> (eq? 'a 'a)
#t
> (eq? 'a 'b)
#f
> (display 'apple)
apple
> (string->symbol "apple")
apple
> (symbol->string 'apple)
"apple"
```

Symbols...

```
(define (healthy? f)
  (case f
    [(sushi sashimi) 'hell-yeah]
    [(coke) 'I-wish]
    [(licorice) 'no-but-yummy]
    [else 'nope]
  ))
> (healthy? 'sashimi)
hell-yeah
> (healthy? 'coke)
i-wish
> (healthy? 'licorice)
no-but-yummy
> (healthy? 'pepsi)
nope
```

Structures

- Some versions of Scheme have **structures**. Select **Advanced Student** in DrScheme.
- These are similar to C's `struct`, and Java's `class` (but without inheritance and methods).
- Use `define-struct` to define a structure:

```
(define-struct struct-name (f1 f2 ...))
```
- `define-struct` will automatically define a constructor:

```
(make-struct-name (f1 f2 ...))
```

and field-selectors:

```
struct-name-f1  
struct-name-f2
```

Structures...

```
(define-struct person (name sex date-of-birth))  
  
> (define bob (make-person "bob" 'male '1978))  
> bob  
(make-person "bob" 'male '1978)  
> (define alice (  
    make-person "alice" 'female '1979))  
  
> (person-sex bob)  
'male  
> (person-date-of-birth alice)  
'1979
```

Equivalence

- Every language definition has to struggle with **equivalence**; i.e. what does it mean for two language elements to be the same?
- In Java, consider the following example:

```
void M(String s1, String s2, int i1, int i2) {  
    if (i1 == i2) ...;  
    if (s1 == s2) ...;  
    if (s1.equals(s2)) ...;  
}
```

Why can I use `==` to compare `ints`, but it is usually wrong to use it to compare strings?

Equivalence...

- Scheme has three equivalence predicates `eq?`, `eqv?` and `equal?`.
- `eq?` is the pickiest of the three, then comes `eqv?`, and last `equal?`.
- In other words,
 - If `(equal? a b)` returns `#t`, then so will `(eq? a b)` and `(eqv? a b)`.
 - If `(eqv? a b)` returns `#t`, then so will `(eq? a b)`.
- `(equal? a b)` generally returns `#t` if `a` and `b` are **structurally** the same, i.e. print the same.

Equivalence...

(`eqv?` a b) returns #t if:

- a and b are both #t or both #f.
- a and b are both symbols with the same name.
- a and b are both the same number.
- a and b are strings that denote the same locations in the store.

```
> (define S "hello")
> (eqv? S S)
true
> (eqv? "hello" "hello")
false
> (eqv? 'hello 'hello)
true
```

Equivalence...

- (`equal?` a b) returns #t if a and b are strings that print the same.
- This is known as **structural equivalence**.

```
> (equal? "hello" "hello")
true
> (equal? alice bob)
false
> (define alicel (
      make-person "alice" 'female '1979))
> (define alice2 (
      make-person "alice" 'female '1979))
> (equal? alicel alice2)
true
```