

**Exercice 01 (7pts) :**

**A)** Classez les **concepts** suivants selon leurs paradigmes d'origines (2pts/ 0.25 x 8):

- 1- Effet de bord.      2- Encapsulation de données      3- Héritage multiple.
- 4- Balises (tags).      5- Absence des variables.      6- Surcharge des méthodes (overloading).
- 7- Programmation à base des faits et des déductions.      8- Preuves (vérification) des programmes.

Impératif	Fonctionnel	Orienté Objet	Logique	Formel	Web
1	5	2 3 6	7	8	4

**B)** Complétez la table suivante par le **type fonctionnel** qui correspond (5pts):

# fun a b -> (a + b), (a - b) ;;	- : int -> int -> int * int = <fun>	0.5
# let superC g a b = g a b ;;	val superC : ('a -> 'b -> 'c) -> 'a -> 'b -> 'c = <fun>	0.5
# superC (fun x y -> y^(string_of_int x)) 55 "77";;		
- : string = "7755"		0.5
# [(1, 7.5)] :: [(8, 6.3)] ;;	-(int * float) list list = [ [(1, 7.5)]; [(8, 6.3)] ]	0.5
# [ ["xx", 3.3] ] @ [ ["yy", 2.5] ] ;;	ERROR	0.5
# let ff b a = a :: b ;;	val ff : 'a list -> 'a -> 'a list = <fun>	0.5
# fun x y -> (ff x) (ff y) ;;	-( 'a -> 'a list) list -> 'a list -> ( 'a -> 'a list) list = <fun>	01
# fun x y -> (ff x) (y ff) ;;	-( 'a list -> ( ('b list -> 'b -> 'b list) -> 'a) -> 'a list = <fun>	01

**Exercice 02 (4 pts)**

Ecrire la fonction `aplatir` (et donner son type) qui aplatit une liste de liste de type quelconque.

**Exemples d'application :**

```
# aplatir [[1 ; 2] ; [] ; [3 ; 4 ; 5] ; [6]];;
- : int list = [1 ; 2 ; 3 ; 4 ; 5 ; 6]
```

# let rec aplatir list = match list with

| [] -> []

| x :: r -> x @ (aplatir r) ;;

val aplatir : 'a list list -> 'a list = <fun>

### Exercice 03 (9 pts)

Transformez le programme **Java** suivant en un programme fonctionnel **OCaml**.

JAVA	OCaml
<pre>class Account { private int number; private double balance;  public Account(int N, double M) { if(M&gt;=0.00){ number = N; balance = M;} else System.out.println("ERREUR"); }  public int getNumber() { return this.number; }  public double getBalance() { return this.balance; }  public void deposit(double M) { if(M&gt;=0.00) balance = balance + M; else System.out.println("ERREUR"); }  public void withdraw (double M) { if((balance - M)&gt;=0) balance = balance - M; else System.out.println("ERREUR"); }  public void move (Account C, double M) { if(((balance-M) &gt;= 0.00) &amp;&amp; (M &gt;= 0.00) ) { withdraw(M); C.deposit(M); } else System.out.println("ERREUR"); }  public void showBalance(){ System.out.println("BALANCE = " + balance); }  public static void main(String[] args) { Account A1 = new Account(1, 10000.00); Account A2 = new Account(2, 5000.00); A1.deposit(5000.00); A1.withdraw(20000.00); A2.move(A1, 5000.00); A1.withdraw(20000.00); A1.showBalance(); A2.showBalance(); }}</pre>	<p>1- type account = int * float <b>01</b>  Int : modélise le numéro floa : modélisé la balance</p> <p>2-  # let newAccont (n:int) (m:float) =  if (m &gt;= 0.) then (n, m) else failwith ("ERROR");  val newAccont : int -&gt; float -&gt; int * float = &lt;fun&gt; <b>01</b></p> <p>3-  # let getNumber (c:account) = fst c ;;  val getNumber : account -&gt; int = &lt;fun&gt; <b>0.5</b></p> <p>4-  # let getBalance (c:account) = snd c ;;  val getBalance : account -&gt; float = &lt;fun&gt; <b>0.5</b></p> <p>5-  # let deposit m c = if(m&gt;=0.) then  (newAccount (getNumber c) ((getBalance c) +. m))  else failwith ("ERROR");  val deposit : float -&gt; account -&gt; int * float = &lt;fun&gt; <b>01</b></p> <p>6-  # let withDraw m c = if( (m -. (getBalance c)) &gt;=0.) then  newAccount (getNumber c) ((getBalance c) -. m)  else failwith ("ERROR");  val withDraw : float -&gt; account -&gt; int * float = &lt;fun&gt; <b>01</b></p> <p>7-  # let move m c1 c2 = <b>01</b>  if (((m -. (getBalance c1)) &gt;=0.) &amp;&amp; (m &gt;= 0.))  then ( newAccount (getNumber c1) ((getBalance c1) -. m),  newAccount (getNumber c2) ((getBalance c2) +. m) )  else failwith ("ERROR");  val move : float -&gt; account -&gt; account -&gt; (int * float) * (int * float)</p> <p>8-  # let showBalance c = string_of_float(getBalance c);  val showBalance : account -&gt; string = &lt;fun&gt; <b>01</b></p> <p>9-  # let a1 = newAccount 1 10000.00 ;; <b>02</b>  # let a2 = newAccount 2 5000.00 ;;  # let a1 = deposit 5000.00 a1 ;;  # let a1 = withDraw 20000.00 a1 ;;  # let (a1, a2) = move 5000.00 a1 a2 ;;  # let a1 = withDraw 20000.00 a1 ;;  # let s1 = showBalance a1 ;;  # let s2 = showBalance a2 ;;</p>

