

MASSACHUSETTS INSTITUTE OF TECHNOLOGY  
 Department of Electrical Engineering and Computer Science  
 6.001—Structure and Interpretation of Computer Programs  
 Fall 2007

**Recitation 5**  
**Data Structures and Abstractions**

## Scheme

### New procedures

1. `(cons a b)` - Makes a cons-cell (pair) from a and b
2. `(car c)` - extracts the value of the first part of the pair
3. `(cdr c)` - extracts the value of the second part of the pair
4. `(cadadadad r c)` - shortcuts. `(cadr x)` is the same as `(car (cdr x))`
5. `(list a b c ...)` - builds a list of the arguments to the procedure
6. `(define nil '())` - the special object `'()`, called the empty list, denotes the end of a list. We often write this as `nil` instead of `'()`.
7. `(null? a)` - returns `#t` if a is the empty list (`nil` or `'()`), and `#f` otherwise.

## Problems

1. Draw box-and-pointer diagrams for the values of the following expressions. Also give the printed representation.
  - (a) `(cons 1 2)`
  - (b) `(cons 1 (cons 3 (cons 5 '())))`
  - (c) `(cons (cons (cons 3 2) (cons 1 0)) '())`
  - (d) `(cons 0 (list 1 2))`

(e) `(list (cons 1 2) (list 4 5) 3)`

2. Write expressions whose values will print out like the following.

(a) `(1 2 3)`

(b) `(1 2 . 3)`

(c) `((1 2) (3 4) (5 6))`

3. Create a data abstraction for points in a plane. It should have a constructor, `(make-point x y)`, which returns a point, and two selectors `(point-x pt)` and `(point-y pt)`, which return the *x* and *y* coordinates.

4. Now, extend the point abstraction to handle line segments, with a constructor `(make-line-segment pt1 pt2)`, and selectors `line-segment-start` and `line-segment-end`.

5. Write a procedure (`intersection seg1 seg2`) that returns a point where two line segments intersect if they do, and returns `#f` if they do not intersect. Be sure to honor the abstractions defined.