

Es. 1

$S \rightarrow AD$

$A \rightarrow 1 \mid 1A \mid B$

$B \rightarrow 2 \mid 2B \mid C$

$C \rightarrow 3 \mid 3C$

$D \rightarrow 3 \mid 3C \mid E$

$E \rightarrow 2 \mid 2E \mid F$

$F \rightarrow 1 \mid 1F$

Es. 2

let rec valdepth bt = match bt with

Void $\rightarrow (0, 0)$

| Node (x, Void, Void) $\rightarrow (x, 1)$

| Node (x, lbt, rbt) when lbt $\langle \rangle$ Void or rbt $\langle \rangle$ Void

\rightarrow let $(v_1, p_1) = \text{valdepth } lbt$
and $(v_2, p_2) = \text{valdepth } rbt$

in

if $v_1 > v_2$ then $(v_1, p_1 + 1)$
else $(v_2, p_2 + 1)$;;

Es. 3

```
int check ( int a[], int dim)
{
    int i = 0;
    int verificato = 1;
    while ( i < dim && verificato )
    {
        int esistemore = 0;
        int tuttiminoriuguali = 1;
        int j = i + 1;
        while ( j < dim && tuttiminoriuguali )
            if ( a[i] < a[j] ) tuttiminoriuguali = 0;
            else {
                if ( a[i] > a[j] && ! esistemore )
                    esistemore = 1;
                j = j + 1;
            }
        if ( tuttiminoriuguali && esistemore )
            i = i + 1;
        else verificato = 0;
    }
    return verificato;
}
```

Es. 4

```
void arrayere (int a[], int dima, int b[], int dimb)
{
  int i;
  for (i=0; i < dima; i=i+1)
  {
    int j=0; int trovato=0;
    while (j < dimb && ! trovato)
      if (a[i] = b[j]) trovato = 1;
      else j=j+1;
    if (! trovato) a[i] = 0;
  }
}
```

Es. 5

```
let DelOutside l (x,y) =
  let f (w,z) ys = if w >= 0 & z >= 0 &
                    w <= x & z <= y
                    then (w,z)::ys
                    else ys
  in foldr f [] l ;;
```

oppure

```
let DelOutside l (x,y) =
  let p (w,z) = (w >= 0 & z >= 0 & w <= x
                & z <= y)
  in filter p l ;;
```

Es 6

```
void scambria ( listaDiElementi *l)
{
  if (*l != NULL)
  {
    if (*l -> next != NULL)
    {
      if (*l -> next -> next == NULL)
      {
        *l -> next -> next = *l;
        *l = *l -> next;
        *l -> next -> next = NULL;
      }
      else
      {
        listaDiElementi prec = *l;
        listaDiElementi corr = *l -> next;
        while (corr -> next -> next != NULL)
        {
          prec = corr;
          corr = corr -> next;
        }
        prec -> next = corr -> next;
        corr -> next -> next = corr;
        corr -> next = NULL;
      }
    }
  }
}
```