

Lisp and POP11

```
(defun add_nums (inlist)
  (let ((total 0) item)
    (dolist (item inlist)
      (setq total (+ item total)))
    total)
  )
== (add_nums '(1 2 3 4 5 6))
21
== (add_nums ())
0

define add_nums(inlist) -> total;
  lvars total= 0, item;
  for item in inlist do
    item + total -> total
  endfor
enddefine;

: add_nums([1 2 3 4 5 6]) =>
** 21
: add_nums([]) =>
** 0
```

```

(define my_member (item list)
  (cond ((null list) nil)
        ((equal item (car list)) t)
        ((t (my_member item (cdr list)))
         (if list = []
             (if (my_member item (cdr list))) then false -> result
             elseif item = hd(list)
             then true -> result
             else my_member(item, t1(list))
             -> result
             endif
             enddefine;
         )
        )
        )
      == (my_member 2 '(1 2 3 4 5)) : my_member(2, [1 2 3 4 5]) =>
T   ** <true>
== (my_member 2 '(1 3 4 5)) : my_member(2, [ ]) =>
NIL  ** <false>

```

The Jugs Problem — in LISP

- Not general purpose search
- Fixed sequence of possible actions on each cycle
- Goal is to get particular amount in either jug
- Procedure constructs a list of actions to achieve goal

(defun jugs)

```
(defun jugs (ina inb capa capb goal)
  (cond
    ((= ina goal) '((Correct amount in A)))
    ((= inb goal) '((Correct amount in B)))
    ((= ina capa) (cons 'Empty A) (jugs 0 inb capa capb goal)))
    ((= inb 0) (cons 'Fill B) (jugs ina capb capa capb goal))
    ((> (- capa ina) inb)
      (cons 'Empty B into A)
      (jugs (+ ina inb) 0 capa capb goal)))
    (t (cons 'Fill A from B)
      (jugs capa (- inb (- capa ina)) capa capb goal)))
  )
)
```

output.lsp

```
== (jugs 0 0 3 5 2)
((FILL B) (FILL A FROM B) (CORRECT AMOUNT IN B))
== (jugs 0 0 5 3 2)
((FILL B) (EMPTY B INTO A) (FILL B) (FILL A FROM B) (EMPTY A)
(EMPTY B INTO A) (FILL B) (EMPTY B INTO A) (FILL B) (FILL A FROM B)
(CORRECT AMOUNT IN B))
== (jugs 0 0 3 3 2)

; MISHAP - rle: RECURSION LIMIT (pop_callstack_lim) EXCEEDED
; DOING   : (JUGS 0 0 ...)
```