# CSci 450: Org. of Programming Languages
# CSci 503: Fundamental Concepts in Languages
# Assignment #3, Fall 2018

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### 25 October 2018

**(Revised) Due 11:59 p.m., Friday, 2 November**

# Assignment #3

## General Instructions

All homework and programming exercises must be prepared in accordance with the instructions given in the Syllabus. Each assignment must be submitted to your instructor by its stated deadline.

*Citations*: In accordance with expected scholarly and academic standards, if you reference outside textbooks, reference books, articles, websites, etc., or discuss an assignment with individuals inside or outside the class, you must document these by including appropriate citations or comments at prominent places in your submission such as in the header of the primary source file.

*Identification*: Put your name, course name, and assignment number as comments in each file you submit.

## Assignment Description: Carrie's Candy Bowl

- This is an individual assignment.

- When complete, submit your Haskell source code and testing modules to the course Blackboard site for Assignment #3.

  Be sure to document your code appropriately using program comments. Give attention to the general instructions given above and in the Syllabus.

- Consider the **Carrie's Candy Bowl Project** described in the accompanying handout: [HTML] [PDF]

- **Create a Haskell module `CandyBowl` in file `CandyBowl.hs`.**

  File `CandyBowl_skeleton.hs` can be used as a beginning point for this module.

- **CSci 450 students: Include solutions for Exercises 1-9 and any ONE of of the remaining exercises.**

- **CSci 503 students: Include solutions for Exercises 1-10 and any TWO of of the remaining exercises.**

- **Create a separate Haskell module `CandyBowlTest` to include your code to test the `CandyBowl` module.**

- We may use a unit testing framework to partially automate grading. So it is important that you use the precise file, module, and function names and the given function signatures given.