

Advanced Programming (I00032)

Introduction to iTasks

Assignment 4

1 Making your first iTask program

On Blackboard you will find a skeleton for an iTask program to make an idea box. You should be able to run in the same way as last week's test program. If you want to rename the .icl file, you either have to create a new project and select the iTasks environment using the IDE or change the module name in the .prj file manually. When you compile this program you will get some warnings, which you can safely ignore.

The skeleton uses the combinator `>>=` to indicate some sequences of tasks. We will reveal in the next lecture how this works. Take this for granted in the current program. In the skeleton an `Idea` is just a `String`. Change this step by step:

1. Define an idea consisting of a title and a description.
2. Use the type `Note` instead of `String` for the description and notice the difference.
3. See what changes in the interface when you make the description a `Maybe Note` instead of a plain `Note`.
4. Change you program in order enable the user to enter a list of ideas instead of a single idea.
5. Change you program to automatically add the name of the user and a number to the ideas. These fields should not be editable by the user, but supplied by the program.
6. Filter out all ideas that do not obey some property, for instance of which the idea text is shorter than 10 characters. Do this by providing an option to the `viewInformation` task used to view the ideas.

Deadline

The deadline for this exercise is October 5, 13:30h. Submit only the final version of your program.