

CSC E 330 2010-11-01

Note Title

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This generalization is from a lecture by Eric Meijer - see Hutton's website for [it].

```
guess :: String -> IO ()
guess word =
  do putStr "> "
     xs <- getLine
     if xs == word then
       putStrLn "You got it!"
     else
       do putStrLn (diff word
xs)
         guess word
```

"prelude" (pr)

"test" (p)

"action on string read" (t)

"action on string read" (s)

call interactive-dialogue again  
with a new state

(n w) : w is the state, n is the  
next-state function

```
interactive-dialogue pr p t s n w =
  do pr
     xs <- getLine
     if p xs
       t xs
     else
       s xs
       interactive-dialogue pr p t s n (nw)
```