

# Chapter 1

## Hello

### 1.1 Introduction

This is an example of a so-called “conversational” program. It continuously asks the player what is on their mind, responding in a conciliatory manner until the player inputs “bye”. This simple program nicely illustrates the structure that many of the more interesting programs will take viz. a continuous loop terminated by a special input.

```
module Hello where
  import base:Data.Char (toLower, toUpper)
  banner = "This is Hello (version 0)"
  start :: IO ()
  start = do
    mapM_ putStrLn banner
    putStrLn "Hello there!"
    putStrLn "What is your name?"
    name ← getLine
    putStrLn $ "Hi " ++ map toUpper name ++ "."
    loop name

  loop :: String → IO ()
  loop name = do
    putStrLn $ "What's up, " ++ (toUpper < $ > name) ++ "?"
    response ← getLine
    if (toLower < $ > response) ≡ "bye"
    then putStrLn "Pleasure chatting with you - until next time!"
    else putStrLn "I understand" ≫ loop name
```