# CS61A Notes – Disc 7: Object oriented programming (solutions)

### Taste the Rainbow (or: Dinner is not Ready)

### **Pairs Are Objects Too**

```
(define (make-oop-list ls)
   (cond ((null? ls) (instantiate the-null-list))
         (else (instantiate cons-pair (car ls) (make-oop-list (cdr ls))))))
(define-class (cons-pair the-car the-cdr)
   (method (length) (+ 1 (ask the-cdr 'length)))
   (method (listify) (cons the-car (ask the-cdr 'listify)))
   (method (map op)
           (instantiate (op the-car)
                        (ask the-cdr 'map op)))
   (method (map! op)
           (set! the-car (op the-car))
           (ask the-cdr 'map op))
   (method (accumulate comb init)
           (comb the-car (ask the-cdr 'accumulate comb init))))
(define-class (the-null-list)
   (method (listify) '())
   (method (map op) (instantiate the-null-list))
   (method (map! op) 'done) ;; return some dummy value
   (method (accumulate comb init) init))
```

## Inheritance (or: Midterm Fun)

```
(define-class (bonus-question q)
   (parent (question q '() '(a bonus question gives no hints) 0)))
   ;; note: why don't we need to overwrite the grade method?
(define-class (midterm q-ls)
   (method (get-q n)
           (if (> n (- (length q-ls) 1))
               '(you are done)
               (list-ref q-ls n)))
   (method (grade)
           (accumulate (lambda(x y) (+ (ask x 'grade) y)) 0 q-ls)))
(ask eric 'how-much-time-left?) would return (eric : (random 100)), where (random 100)
would return a random number between 1 and 100.
(define-class (proctor name)
   (method (answer msg) (append (list name ':) msg))
   (method (get-time) (random 100))
   (method (how-much-time-left?)
           (ask self 'answer (list (ask self 'get-time))))
   (method (clarify q) (ask self 'answer (ask q 'hint 'redrum))))
(define-class (lecturer name)
   (parent (proctor name))
   (method (get-time) 30) ;; why didn't we overwrite how-much-time-left?
   (method (clarify q)
           (ask self 'answer '(the question is perfect as written))))
(define-class (ta name temper-limit)
   (parent (proctor name))
   (method (answer msq)
           (set! temper-limit (- temper-limit 1))
           (if (< temper-limit 0)</pre>
               (usual 'answer '(how the hell would I know?))
               (usual 'answer msg))))
   ;; note: when we (ask a-TA 'how-much-time-left?), it's going to
   ;; (ask self 'answer). Which answer method will be called
   ;; (proctor's or TA's)? Will only overwriting answer really work?
(define-class (lenient-proctor name p1 p2)
   (parent (proctor name))
   (method (get-time) ;; why not overwrite how-much-time-left?
           (max (ask p1 'get-time) (ask p2 'get-time))))
```

#### Directories and Files (Again)

```
(define-class (file name content)
   (method (type) 'file)
   (method (size) (length content)))
(define-class (directory name)
   (instance-vars (content '()))
   (method (type) 'directory)
   (method (add thing) (set! content (cons thing content)))
   (method (mkdir dir) (ask self 'add (instantiate directory dir)))
   (method (cd dir) (find (lambda(f) (eq? dir (ask f 'name))) content))
   (method (mv thing dir)
           (let ((found (find (lambda(f) (eq? thing (ask f 'name)))
                              content)))
              (ask (ask self 'cd dir) 'add found)
              (set! content (remove found content))))
```

I love this picture!!!

