CS3 Final Exam

Last name ____________________________  First name ____________________________
SID Number ____________________________  TA’s name ____________________________

(Sorry to ask this next question, but with 200+ students, there may be a wide range of behavior.)

The name of the student to my left is ____________________________________________
The name of the student to my right is ____________________________________________

I certify that my answers are all my own work. I certify that I shall not discuss the exam with anyone in CS3 who has yet to take it until after the exam time.

Signature ______________________________________________________________________

Instructions

• Question 0: Fill in this front page and write your name on the front of every page! The exam is open book and open notes (no computers). Put all answers on these pages; don’t hand in any stray pieces of paper.

• You may NOT write any auxiliary functions for a problem unless they are specifically allowed in the question.

• Feel free to use any Scheme function that was described in sections of the textbook we have read without defining it yourself.

• You do not need to write comments for functions you write unless you think the grader will not understand what you are trying to do otherwise.

• You have three hours, so relax. We estimate 30 minutes per question.

• Each question is worth the same amount, so don’t spend all your time on one problem; if you’re stuck, move on.

• Feel free to write λ instead of lambda.

• Feel free to write any comments you wish in the margins of this front page. Good skill!

Grading Results

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Question 1 – This Blankety blank blank exam... (20 pts, 3 pts each; 30 min)

(If you get every question on this page correct, you earn one bonus point)

Fill in the blanks below. The symbol “⇒” means “evaluates to”.
- If any of the following display an error, write “ERROR” & describe the error.
- If any of the following go into an infinite loop, write “INFINITE LOOP”.
- If any of the following are impossible, write “IMPOSSIBLE”.
- If any of the return values are procedures, write <PROCEDURE name>
  (e.g., cons ⇒ <PROCEDURE cons>)

a) (butfirst (butlast (se '(this) 'is '(easy) ))) ⇒ ____________________________

b) (cdadr ____________________________) ⇒ ()

c) (cdadr ____________________________) ⇒ cs3

d) (define foo (lambda (arg) arg))
    (filter foo (list "" 'if '() #f not #t)) ⇒ ("" if () not #t)
    (lambda (proc1 proc2)
        (if (= (proc1 9 3) 3)
            proc1
            proc2))

    (equal? / (reduce ____________________________ (list + / * -))) ⇒ #t

f) (define (1+ n) (+ 1 n))
    (define (bar n) ((repeated 1+ n) n))
    (every bar '(1 2 3)) ⇒ _____________________________________________

    (define (double x) (* 2 x))
    (define mystery (lambda (x)
        (lambda (g)
            (g (g x)))))
    (( mystery mystery mystery 2 double double )) ⇒ 32
Question 2 – Anyone up for a game of checkers?... (20 points; 30 min)

Let’s design a fractal “checker” whose base \((n=0)\) case is a filled square, and whose recursive case places three half-sized copies of the previous generation in the Northwest (NW), Northeast (NE) and Southwest (SW) corners. For example, here are the \(n=0\) and \(n=1\) fractals:

\[
\begin{align*}
&n=0 & n=1 \\
&\text{U} & \text{(NW)} & \text{U} \\
&\text{D} & \text{(NE)} & \text{D} \\
&\text{L} & \text{(SW)} & \text{L} \\
&\text{R} & \text{R} & \text{R}
\end{align*}
\]

a) Sketch the \(n=2\) fractal above on the right. (2 points)

b) Sketch the \(n=3\) fractal above on the right. (3 points)

c) Fill in the blanks below to complete the definition for checker. (9 points)

\[
\begin{align*}
(\text{define } \text{checker} &\ L \ D \ R \ U \ n) \\
(\text{if } (= n 0) &\ (\text{draw-rectangle } L \ D \ R \ U)) \\
(\text{let } ((LR \ (\div (+ L R) 2)) &\ (DU \ (\div (+ D U) 2))) \\
(\text{checker} &\ L \ D \ LR \ DU \ (- \ n \ 1)) \\
(\text{checker} &\ L \ DU \ LR \ U \ (- \ n \ 1)) \\
(\text{checker} &\ LR \ DU \ R \ U \ (- \ n \ 1)) \\
))
\end{align*}
\]

You may not need every blank...

d) The fractal \((\text{checker } L \ D \ R \ U \ 100)\) looks like a Sierpinski triangle rotated 45°!

Let’s say you forgot to write your Northwest (NW) recursive call in part (c) above. Roughly sketch what \((\text{checker } L \ D \ R \ U \ 100)\) would look like below. (6 points)

A Sierpinski triangle rotated 45° is the fractal \((\text{checker } L \ D \ R \ U \ 100)\) with the NW recursive call.

Sketch your answer above for the fractal \((\text{checker } L \ D \ R \ U \ 100)\) without the NW recursive call.
Question for – (Get it?) (20 pts; 30 min.)

This problem concerns the definition and use of a new higher-order function called for. Similar to for-each, it allows us to repeatedly evaluate a unary procedure \( f \) (of \( i \), say), but each time \( i \) increases (by some \( \text{INCR} \) procedure) from \( \text{FROM} \) up through (and \text{including}, if it is equal to) the bigger \( \text{TO} \). When it’s done incrementing (\( i > \text{TO} \)), \text{for} should return done.

We’ll circle the return value for this problem to differentiate return value from display.

\[
\text{for} \, \text{FROM} \, \text{TO INCR} \, \text{F}
\]

\[
\text{INPUTS} \quad : \text{FROM} \quad \text{(A number)}
\]
\[
: \text{TO} \quad \text{(A number)}
\]
\[
: \text{INCR} \quad \text{(A unary procedure which takes an input number and returns another number hopefully closer to \text{TO} than the input)}
\]
\[
: \text{F} \quad \text{(A unary procedure which gets invoked upon every iteration as we use \text{INCR} to increase the number until > than \text{TO})}
\]
\[
\text{RETURNS} \quad : \text{done}
\]

\[
\text{EXAMPLES}:
\]

\[
\text{(define (1+ x) (+ x 1)) \, \text{; example \text{INCR} procedure}}
\]
\[
\text{(define (5+ x) (+ x 5)) \, \text{; example \text{INCR} procedure}}
\]
\[
\text{(for 1 9 1+ display) \, \Rightarrow 123456789\text{done}}
\]
\[
123456789 \, \text{were displayed, done was returned}
\]
\[
\text{(for 1 9 5+ display) \, \Rightarrow 16\text{done}}
\]
\[
16 \, \text{were displayed, done was returned. Since 1 <= 9, (f 1) = (display 1) called, then (incr 1) = (5+ 1) = 6, and since 6 <= 9, (f 6) = (display 6) called, then (incr 6) = (5+ 6) = 11, and since 11 > 9 we return done.}
\]

a) Write for. You may not define any helper functions. (6 points)

\[
\text{(define (for FROM TO INCR F)}
\]
\[
\text{(if (>= FROM TO)
\quad \text{'done}
\quad - (begin (F FROM) (for (INCR FROM) TO INCR F)))
\quad - ))
\]

b) What’s the result? Show the display & circle the return value (as above). (4 pts)

You should be able to do this question and part (c) below without part (a) above.

\[
\text{(define (square x) (* x x))}
\]
\[
\text{(define (silly i)
\quad (display (word 'cal i))
\quad 'is}
\quad (+ i 1))
\]
\[
\text{(for 2 4 square silly) \, \Rightarrow cal2done}
\]

c) Your are given (draw-1×1-square x y) which draws a 1×1 square on the screen at coordinates \((x,y)\). Use for to create a single expression (without defining any new helper functions) to create the 5×5 triangle shown below. Each 1×1 square should be drawn once and only once, and by simply changing the 5 to 100 in the let your expression should draw a 100×100 triangle. (10 points)

\[
\text{(let ((size 5))}
\]
\[
\text{(for \, \text{FROM} \, \text{TO INCR F)}
\]
\[
\text{(lambda (x) (+ 1 x)) \, \text{; increment}}
\]
\[
\text{(lambda (n-val-1) \, \text{; F}}
\]
\[
\text{(for \, n-val-1 \, \text{; from}}
\]
\[
\text{(+ 1 size) \, \text{; to}}
\]
\[
\text{(lambda (y) (+ 1 y)) \, \text{; increment}}
\]
\[
\text{(lambda (n-val-2) (draw-1x1-square n-val-1 n-val-2)))})}} \, \text{; F}
\]
\[
\text{1 \, 2 \, 3 \, 4 \, 5}
\]
\[
\text{2 \, 3 \, 4 \, 5}
\]
\[
\text{3 \, 4 \, 5}
\]
\[
\text{4 \, 5}
\]
\[
\text{5}
\]
Name: ____________________________________________

Question 5 – At Harvard, it’s caaaaaaar and cdr... (20 pts; 30 min.)

We all recall fondly the short-cut C_R functions that start with c, have some number of a’s and d’s and end with r that are used for walking down a complex list. E.g.,
(cadar '((1 2) (3 4))) ==> 2 Let’s assume that there is no limit to the number of a’s and d’s one can use between the c and the r (normally the maximum number is 4).

You are to help us debug the function C_R which takes an element ELT (not a list) and list L and returns the word of a’s and d’s that would have had to be used between the “c” and the “r” to extract ELT from the list L. If ELT is not in the list L, C_R should return #f.

You are told ELT is either in there exactly once or not at all. E.g.,

(C_R 2 '((1 2) (3 4)))  => ada  ;; (CADAR '((1 2) (3 4)))  => 2
(C_R 'e '((a b c d e f)))  => adddd  ;; (CADDDDr '((a b c d e f))  => e
(C_R 'stanford '((big game champ)))  => #f  ;; stanford not in the list...

;; Assume null? has been implemented as: (define (null? arg) (equal? arg '()))

(define (C_R elt L)
  (cond ((null? L)  ;; 1 done?
        #f)
        ((equal? elt (car L))  ;; 2 is elt the car?
        'a)
        ((C_R elt (car L))  ;; 3 is elt in the car?
        'a)
        ((word (C_R elt (car L)) 'a))  ;; 4 is elt in the car?
        'a)
        ((C_R elt (cdr L))  ;; 5 is elt in the cdr?
        'd)
        (else #f))  ;; 6 is elt in the cdr?
        'd)

a) Fill in the blanks below to complete the sentence.
The first blank should contain the shortest length list possible. (10 points)

“Calling (C_R 'x _______________________ ) causes (fill in description of error)
‘ERROR! __________________________’ when it should return __________________________.
Replacing line ___________ with (cond ((or (null? L) (not (list? L)))

fixes the error.”

b) After you make the change in (a) there is still one remaining logical bug. Fill in the blanks below to complete the sentence. The first blank should contain the shortest length list possible. After the fix the program should work as advertised. (10 pts)

“Calling (C_R 'x _______________________ ) returns __________________________”
when it should return __________________________.
Replacing line ___________ with (word (C_R elt (cdr L)) 'd)

fixes the error.”
Question 6 – A great value-added question… (20 pts; 30 min.)
This question deals with your project and game theoretic values for positions: (win=\(w\), tie=\(t\), lose=\(l\)). For now, we will deal only with non-loopy games (i.e., games which never have repeat positions that could cause the game to end in a draw) with the players alternating turns. Do NOT use the tree abstraction for this problem.
As a reminder:

- A **winning** position is one with at least one losing child
- A **tieing** position is one with no losing children but at least one tie child
- A **losing** position is one with all winning children

As a reference, here are the brief specs for the three most important functions:

- (primitive-position pos) \(\rightarrow\) \(w\), \(l\) or \(t\) if pos is primitive (end of game), else \(\#f\)
- (do-move pos move) \(\rightarrow\) A new position, the result of making that move at that pos
- (generate-moves pos) \(\rightarrow\) A list of all the moves available at pos

Write value which should return the game’s value as the letters \(w\), \(l\) or \(t\).
It should work for ANY non-loopy game with players alternating turns!!
You **may not** write any helper functions; just fill in the blanks below. (20 points)

```scheme
(define (value pos)
  (if ____________________________________________________________________ ________________________________________________________________ (let (( child-values _____________________________________________________________ ))
    (cond (( ___________________________ ) ____________ ) ;; case 1
      (( ___________________________ ) ____________ ) ;; case 2
      ( else _______________________________________ )))) ;; case 3
```

You’re done! Happy holiday!