CS3L Summer 2011 Final Exam, Part 2
You may leave when finished; or, you must stop promptly at 12:20

Name: ___________________________________________ Login: cs3-_____

First names of the people to your left and right, if any: Left: ________ Right: ________

1. If you have difficulty understanding exactly what a question is asking, please ask us for clarification as soon as possible.

2. Assume that your procedures will only be given inputs of the form described in the problem statement. You don’t need to anticipate / check for inputs with the wrong number / type of arguments, etc. You must explicitly define any procedures that you use that aren’t built into STk, even if you’ve previously defined them in lab.

3. On problems in which you fill in blanks in our code, you may not add to or change the existing code, and what you fill into the blanks should be atoms or (at most) very short compound expressions. You will probably get less credit or no credit if you try to cram in much longer answers, on the grounds that your solution is unnecessarily complex.

4. There are no restrictions on what you may use to solve coding problems, except that you may not use set!, set-car!, and set-cdr!, since we never studied them. (They would probably not be particularly helpful anyway on this exam.)

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<th>Your score</th>
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Question 1: What Will Scheme Print?

Suppose that you type each of the following into STk. What will STk print in each case? (Treat the problems as independent, with STk starting in its default state each time.) If STk would print something like #\[closure arglist=...\], just write procedure. If you would get a crash / error message (for any reason), just write error, unless the error would be a segfault or infinite hang due to “running forever”, in which case just write run-forever.

STk> (keep (not odd?) '(1 23 456)) ____________________________

STk> (cddr '(dance dance revolution)) ____________________________

STk> ((lambda (x) (x)) (lambda () 'y)) ____________________________

STk> (append (list 1 () (cons 2 '()))) ____________________________

STk> (accumulate append '()
   '((one) ((two)))) ____________________________

STk> (vector-set!
   (vector-set! #(0 1) 0 1) 1 0) ____________________________

STk> (define (z) (z))
   z
   STk> (and (or #t (z))
   (not (z))) ____________________________

STk> (define (peculiar a)
   (let ((b a))
     b)
   peculiar
   STk> (peculiar 'hmm) ____________________________

STk> (define (new-even? n) (not (new-odd? n)))
   new-even?
   STk> (define (new-odd? n) (not (new-even? n)))
   new-odd?
   STk> (new-odd? 2011) ____________________________
**Question 2: Miscellany**

**I. (4 pts)** Answers are either true or false for very good (not incidental, obscure, or sneaky) reasons.

<table>
<thead>
<tr>
<th>True</th>
<th>False</th>
<th>1. Each of the four built-in sentence HOFs (every, keep, accumulate, repeated) takes a procedure of one argument as its first argument.</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>False</td>
<td>2. A list can be defined recursively as a pair in which the cdr is either the empty list or another list (as per this same definition).</td>
</tr>
<tr>
<td>True</td>
<td>False</td>
<td>3. A vector and all of its entries (e.g., numbers, Booleans, other vectors) are guaranteed to all reside together in the same contiguous block of memory, with nothing else in between.</td>
</tr>
<tr>
<td>True</td>
<td>False</td>
<td>4. The amount of running time needed to find the number of occurrences of a particular value in a vector (e.g., all the 2s in ' # (2 two #t 2 (2)) has (little to) no dependence on the length of that vector.</td>
</tr>
</tbody>
</table>

**II. (2 pts)** Circle any/all of the following that are examples of **selectors** for the indicated data types.

filter for sentences  item for words  leaf? for Trees  vector-set! for vectors

**III. (4 pts)** For each of questions 1-4, choose a **single answer** from among the following. A given answer may be used once, more than once, or not at all.

A. car  B. 'car  C. (car)  D. ' (car)  E. none of A-D  F. more than one of A-D

1. Typing which of these at the STk prompt is equivalent to typing (quote car)?

2. Which of these, if typed in at the STk prompt, would return a list of length 1?

3. Which of these would cause an error if typed in at the STk prompt?

4. Which of these, if typed in at the STk prompt, would cause Scheme to print:
car
Question 2, continued

IV. (4 pts) Here is a good implementation of append:

(define (new-append ls1 ls2)
  (if (null? ls1)
      ls2
      (cons (car ls1) (new-append (cdr ls1) ls2)))))

Assume that the running time of append is directly linearly proportional to the number of calls to cons, car and cdr. (Also assume that cons, car, and cdr take the same amount of time for any inputs.) Circle one of the three options from each bolded group below.

Doubling ls1’s length would (not significantly change / roughly double / roughly quadruple) the running time of new-append.

Doubling ls2’s length would (not significantly change / roughly double / roughly quadruple) the running time of new-append.

V. (3 pts) You have a perfectly balanced / “triangular-looking” binary search tree (BST) called pyramid, in which every branch node has either two branch nodes or two leaf nodes as children, and leaf nodes appear only at the deepest depth of the tree. pyramid has one node at depth 0 (the root), two nodes at depth 1, four nodes at depth 2, eight nodes at depth 3, and sixteen (leaf) nodes at depth 4. pyramid contains only numbers as data, and no numbers are duplicated.

Fill in the blanks in the expression below so that it will return the largest number in pyramid. You should not need to remember exactly how we implemented binary trees as lists; use datum, left-child, right-child, leaf?, make-binary-tree, etc. instead of their car, etc. equivalents.

_________________________

  ((repeated ___________________ ___________________)

     pyramid))
Question 3: Half Off

Suppose that you’re trying to implement a procedure `left-half`, which is supposed to take a word and return its left half (i.e. the first \(n/2\) characters, if the word is \(n\) characters long; you may assume that \(n\) will always be even.) But the procedure isn’t working!

```
(define (left-half word)

  (let ((halfsize (/ (length word) 2)))

    (define (helper rest)

      (if (< (length rest) halfsize)

        '()

        (word (first rest) (left-half (bf rest))))

    (helper word)))
```

1. You type `(trace left-half)` into STk, but the trace output isn’t very useful. Then you type `(trace helper)` into STk, but you get an error message. Why? Choose one.

   A. `helper` has been defined as a special form, and special forms can’t be traced.
   B. In Scheme, there is no way to trace procedures defined inside of other procedures.
   C. No binding for `helper` exists in the global environment.
   D. Only one procedure may be traced at a time; you must `(untrace left-half)` first.
   E. traces within local environments still happen, but the output is not displayed to the user.

2. Fix all bugs in the above procedure so that it will work properly. You may only fix a bug by crossing out a small part of the code and replacing it with something else. Do not change large segments of the code or add in new lines. There are no bugs pertaining to parentheses.

3. Does the recursive procedure `left-half` generate a recursive or iterative process?
Question 4: Fourbearance

In some Asian cultures, the number 4 is unlucky. Write a procedure \(\text{no4 proc}\) that takes a procedure \(\text{proc}\) (that takes one argument) and returns a new procedure that has the exact same behavior as \(\text{proc}\), except that when it’s given an input for which \(\text{proc}\) would normally return the number 4, the number 8 is returned instead. (\(\text{proc}\) will not necessarily always return a number.) You should not replace any other possible return values like \(-4, 44, 4\text{chan, four, (4), or iv... just the number 4 itself. Moreover, your implementation must not call proc more than once -- what if proc is random, or involves mutation, for example?}

Examples:

\[
\begin{align*}
\text{STk> (no4 abs)} & \quad \text{STk> (define new-square (no4 square))} \\
\text{[\#closure arglist...]} & \quad \text{new-square} \\
\text{STk> ((no4 (lambda (x) 4)) 6)} & \quad \text{STk> (new-square 2)} \\
\text{8} & \quad \text{8} \\
\text{STk> ((no4 word?) 'four)} & \quad \text{STk> (new-square 4)} \\
\text{#t} & \quad \text{16}
\end{align*}
\]

2. Assuming that we’ve already typed \(\text{(define (square x) (* x x))}\), how many different values could \(\text{(square ((no4 random) 10))}\) possibly return if you typed it in arbitrarily many times? (You don’t need to enumerate these possibilities... just say how many possibilities there are.)
**Question 5: Film No-R**

Ian worked in a movie theater once, and had to pick out the big plastic letters for the marquee (the movie title display on the outside of the theater). Sometimes the most common letters ran out. *film-no-r* is a pun on “film noir”, in case you were wondering...

Write a procedure *film-no-r* that takes a list of movie titles (each of which is a sentence) and returns the same list, but with every instance of the letter *r* removed from every word.

STk> (film-no-r
  '(((friends with benefits) (x-men first class) (harry potter)))
  ((fiends with benefits) (x-men fist class) (hay potte)))
**Question 6: Treetotaling**

Write a procedure (best-total t) that takes a Tree t in which every datum is a number, and returns the maximum value attainable from adding up all of the numbers in some subtree of t. Any node (branch or leaf) of t, including the root node, counts as a subtree; a subtree is a node and all of that node's descendants. (So for a Tree with n nodes, there are n subtrees that could have the best total.) Use datum, children, leaf?, etc. instead of car, cadr, etc.; you may use these without defining them, and you shouldn't need to remember exactly how we implemented Trees. You may assume that the Tree will contain at least one node.

```
  4      For example, for the Tree to the left,
 / \    best-total should return 5. (This is the result
-2  3    of adding up all of the values in the bolded
 /|\    subtree. All of the other subtrees produce
 3 4 0 8 smaller totals: 4, -5, 3, 4, 0, -8.
```

You must add all of the numbers in some particular subtree; you couldn’t take, e.g, just the 4 and the 3 below it, or the 4 and the -2 and 3 immediately below it, because neither of those would form a full subtree (they would omit some descendants).
**Question 7: Telegraph Troubles**

In Morse code, each letter in the English alphabet is represented by a series of short sounds (written as dots, but we’ll use asterisks because of the special meaning of dots in Scheme) and/or long sounds (written as dashes). Here are all of the English letters that can be represented with at most two dots and/or dashes. **In these problems, we will only deal with these six letters.**

<table>
<thead>
<tr>
<th>A</th>
<th>E</th>
<th>I</th>
<th>M</th>
<th>N</th>
<th>T</th>
</tr>
</thead>
<tbody>
<tr>
<td>*-</td>
<td>*</td>
<td>**</td>
<td>--</td>
<td>-*</td>
<td>--</td>
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</table>

1. *(2 points)* Suppose that the association list `morse` is already defined: (define morse '((* e) (- t) (** i) (*- a) (-* n) (-- m)))

Fill in the blanks to complete the procedure `(from-morse ml)`, which takes a word `ml` (a single Morse letter, which will always be either *, -, **, *, --, or --), and returns the corresponding English letter (E, T, I, A, N, or M, respectively). For example, `(from-morse '-*`) should return `n`.

```scheme
(define (from-morse ml)
  (________________________ (________________________ ml morse)))
```

To transmit a Morse word, you transmit each Morse letter, leaving a pause (written as a space) between each letter and the next. For example, the word `TEATIME` would normally be: -- ** -- ** -- * . However, you’re receiving messages from an inexperienced Morse code operator who hasn’t realized that he needs to put spaces between the letters. For example, he would transmit `TEATIME` as: -**--*--**, and since you don’t know where the spaces should have gone, this could also be reasonably interpreted as `NANETTE`: *- *- ** * - * or a number of other words that may not actually be English words.

2. *(10 points)* Fill in the blanks to complete the memoized version of `(parse-morse mw)`, which takes a word `mw` consisting only of dots (asterisks) and dashes and returns a sentence of all of the possible translations of `mw` into English letters, given that spaces could be anywhere in `mw`. *(The order in which these translations are returned is unimportant.)* Example:

```
STk> (parse-morse '-*-**)
(tete ten tae nte nn)
```
Question 7, continued

Reminder: For fill-in-the-blank questions, do not alter the existing code outside of the blanks, and everything you fill into a blank should be rather short, or you're probably overcomplicating things (and may not get credit!)

(define (parse-morse w)
  (let ((memovect (make-vector (+ (count w) 1) __________)))
    (define (helper rest)
      (if (__________ rest)
          __________
          (let ((lookup (vector-ref memovect (count rest))))
            (if lookup
                __________
                (let ((answer
                      __________
                      (every (lambda (x)
                       (word (from-morse (first rest)) x))
                       (helper (bf rest)))
                      (if (< (count rest) 2)
                          __________
                          (every (lambda (x)
                           (word (from-morse (word (first rest)
                                             __________))
                           x))
                           (helper __________))))))))
            (vector-set! memovect __________ __________)
            answer)))))
      (helper w))))
Question 7, continued

3. (2 points) Our Morse association list makes it convenient to go from a Morse letter to an English letter, but what if we want to be able to translate in the other direction? Write a procedure \textit{(ass-backwards \textit{al})} that takes an association list \textit{al} (any list, not necessarily Morse-related) and returns a new association list in which every two-item sublist has been flipped:

\texttt{STk> (ass-backwards Morse)}
\texttt{((e *) (t -) (i **) (a *-) (n -*) (m --))}

\texttt{(define (ass-backwards \textit{al})}
\texttt{(___________)}
\texttt{(lambda (sublist) (___________) (cadr sublist))}
\texttt{(car sublist))}
\texttt{\textit{al})}

4. (2 points) Give a mathematical expression/description for the number of items \textit{n} in the list returned by \textit{(parse-morse \textit{mw})} when the number of characters in \textit{mw} is \textit{c}. Your answer should depend on \textit{c}. Make sure your expression/description is specific enough. (Hint: this is \textit{very} similar to at least two problems that you’ve seen before in lab...)

\textit{n = ____________________________}