

61A Lecture 22

Monday, March 16

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- Lecture next Friday 3/20 is a video (but a great one)

Linked Lists

Recursive Lists Can Change

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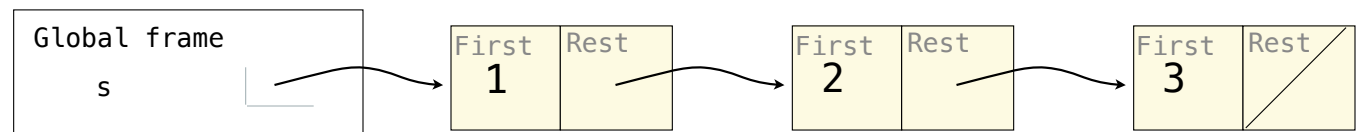
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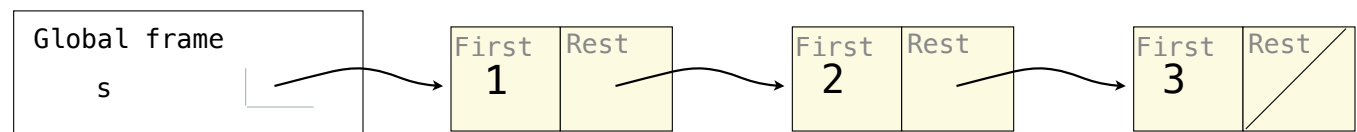


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>>> t.rest = s
>>> s.first
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>>> s.rest.rest.rest.rest.rest.first
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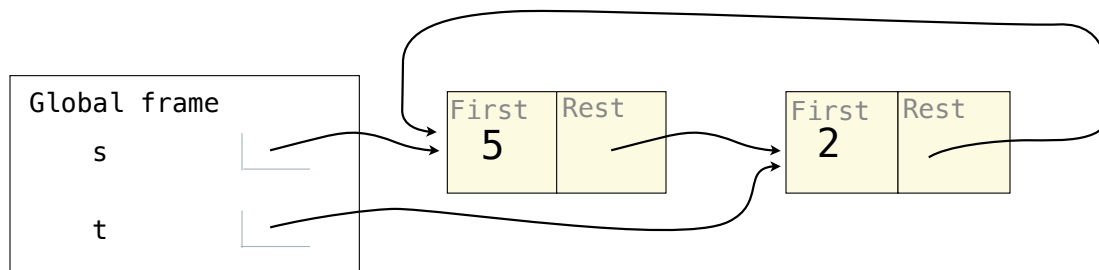
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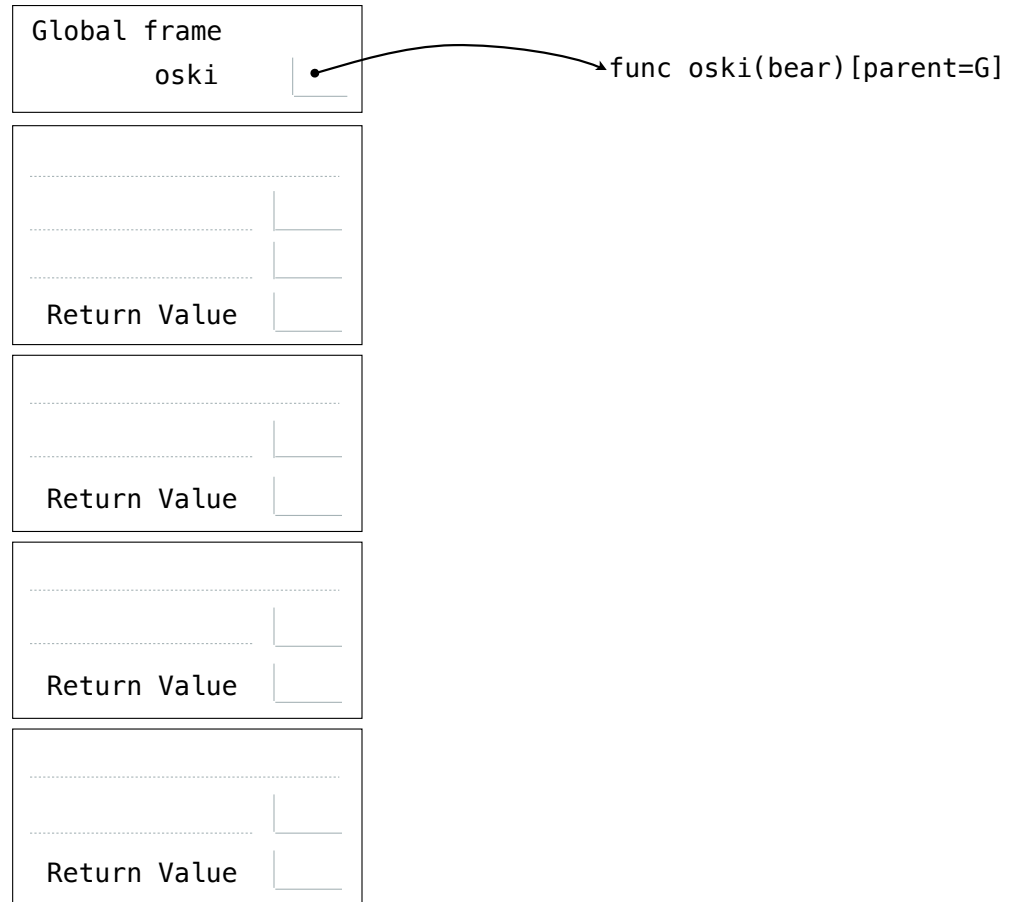


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Environment Diagrams

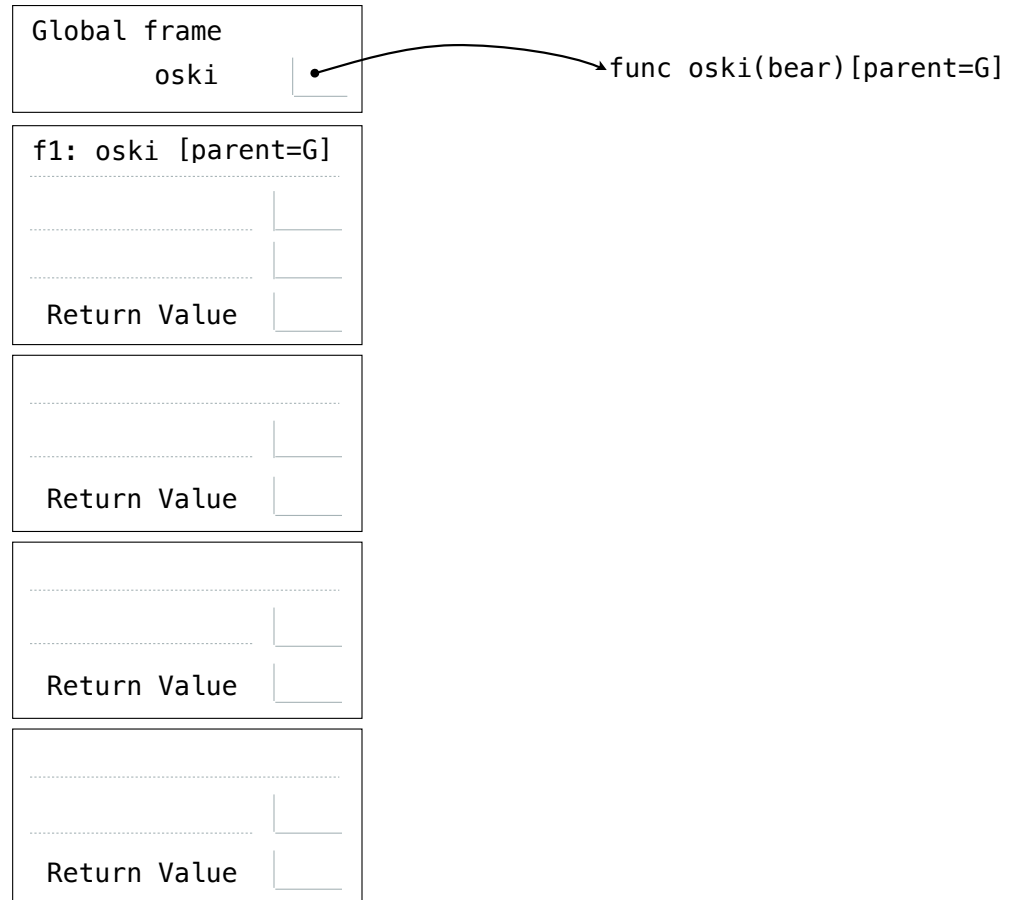
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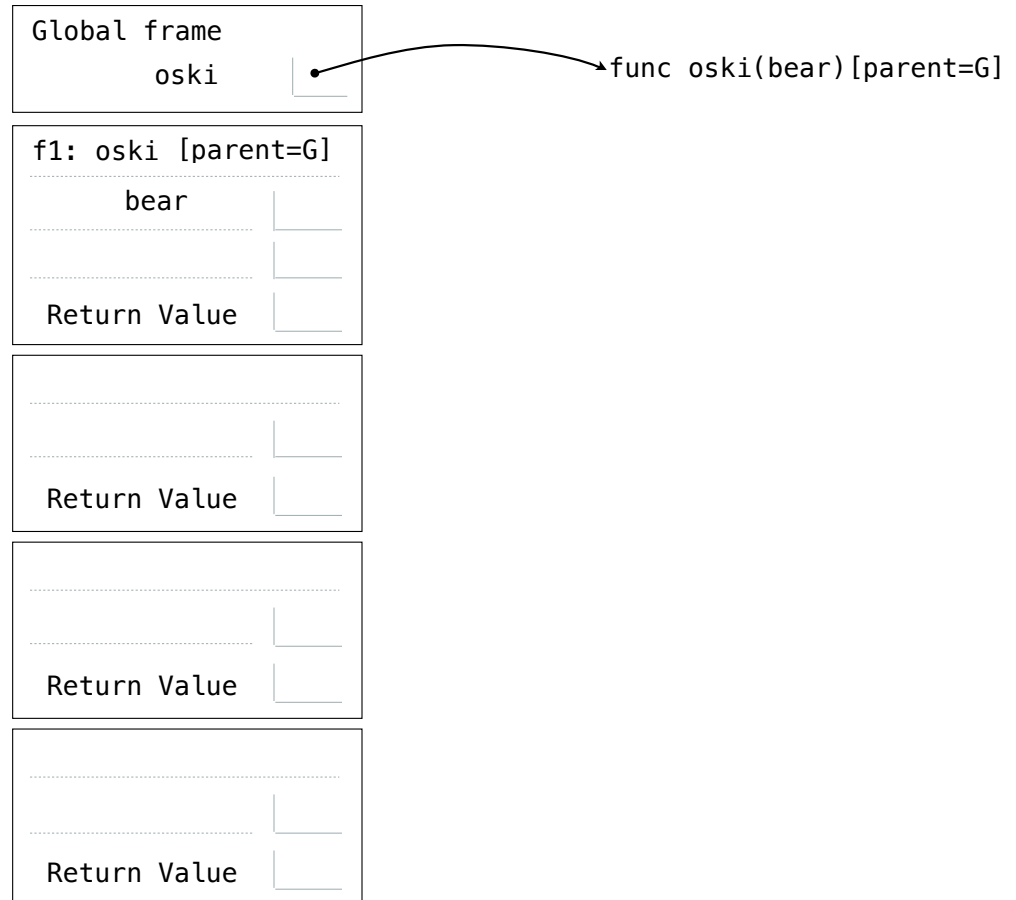
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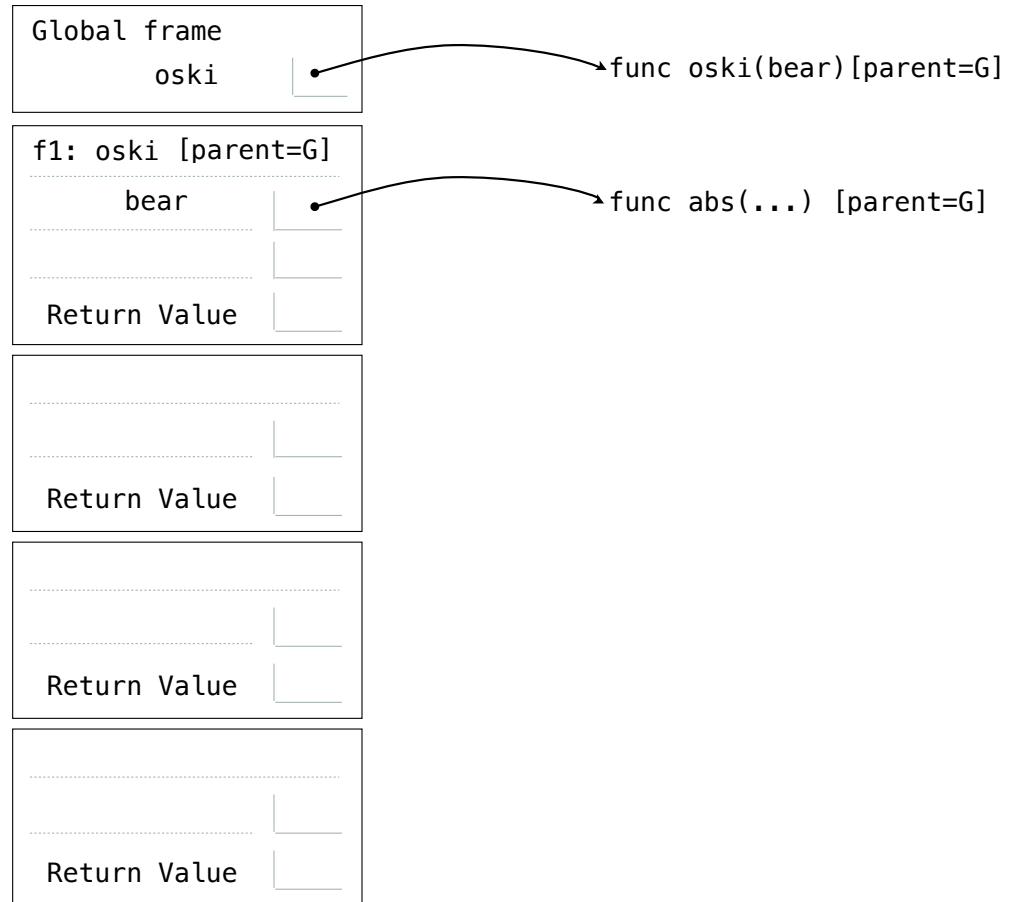
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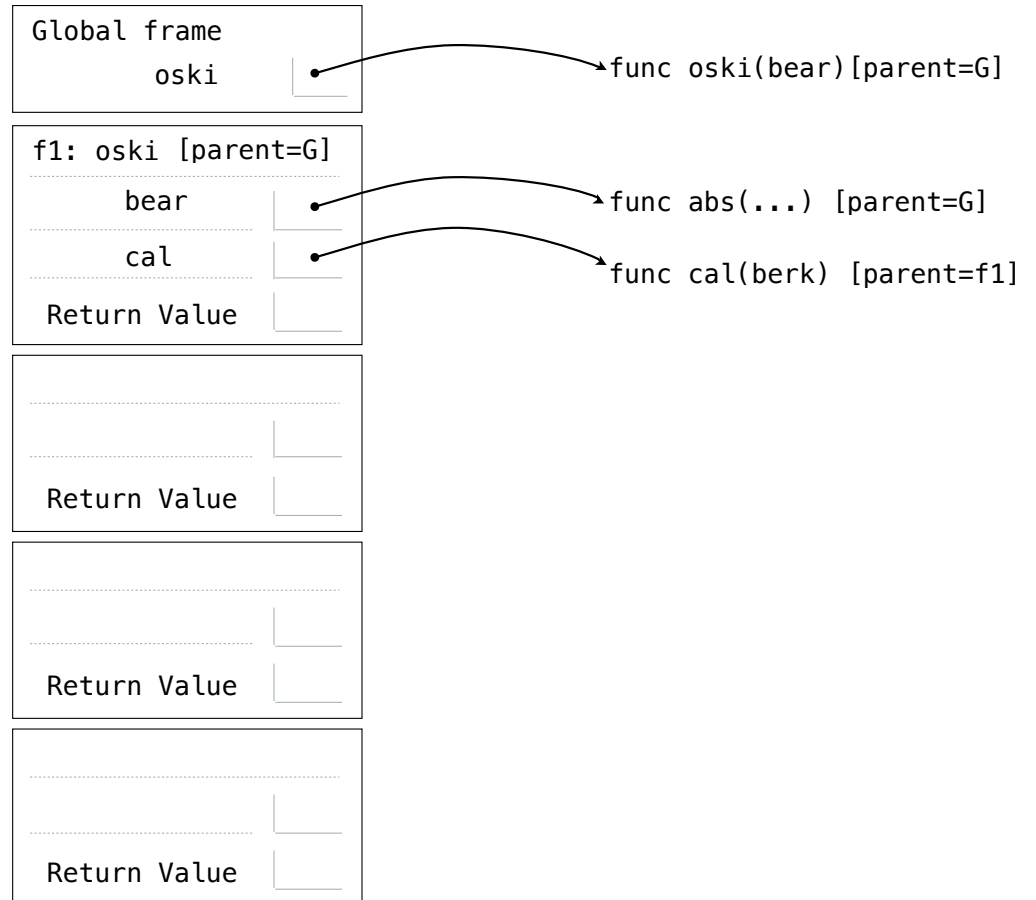
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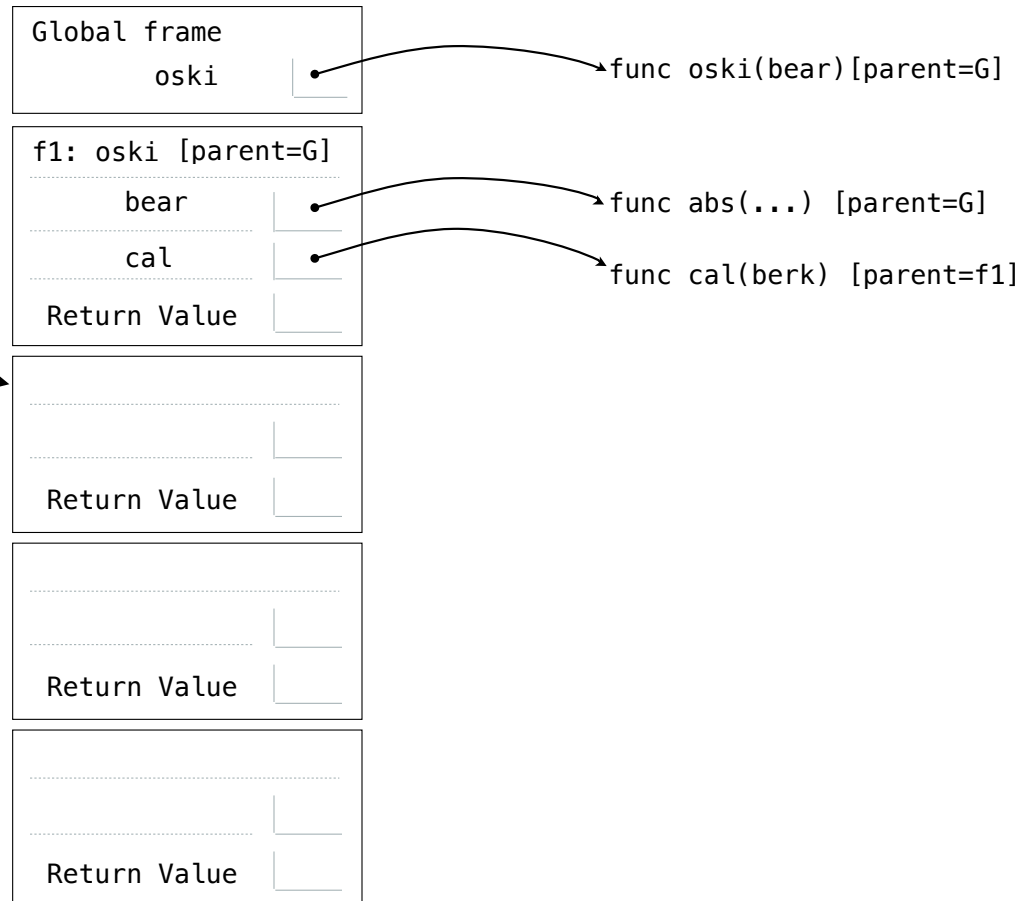
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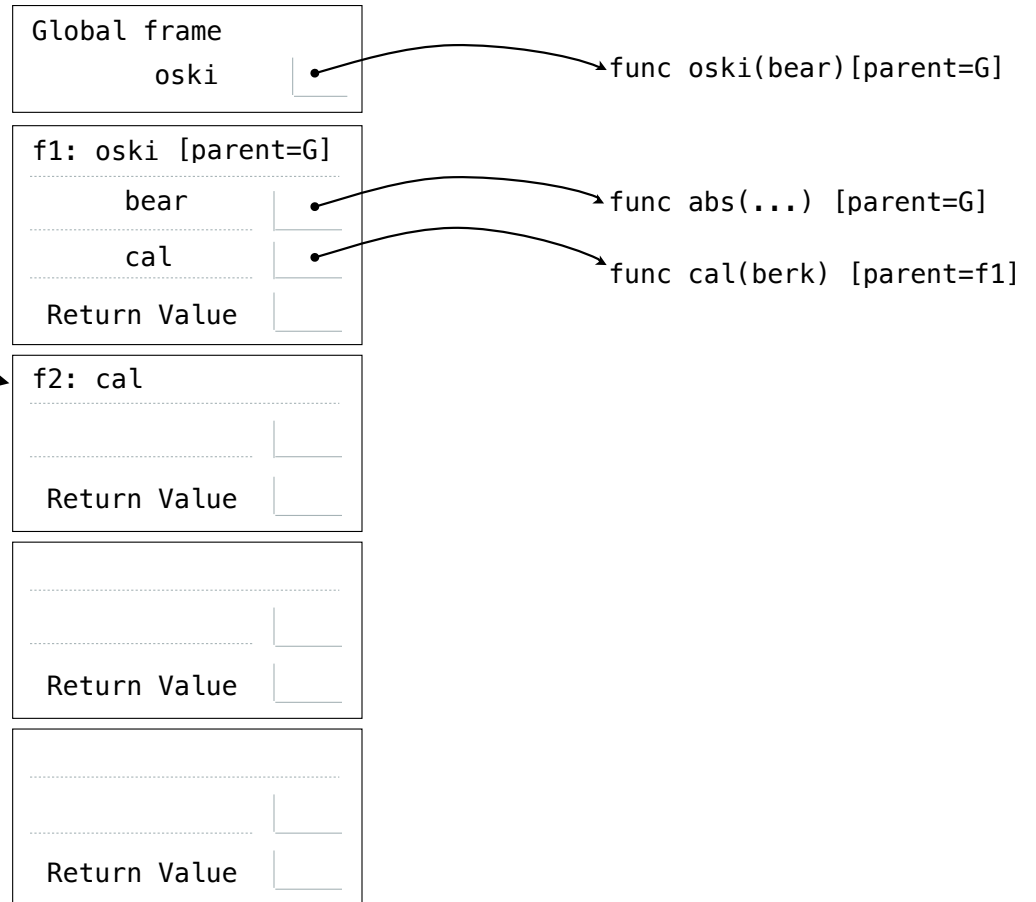
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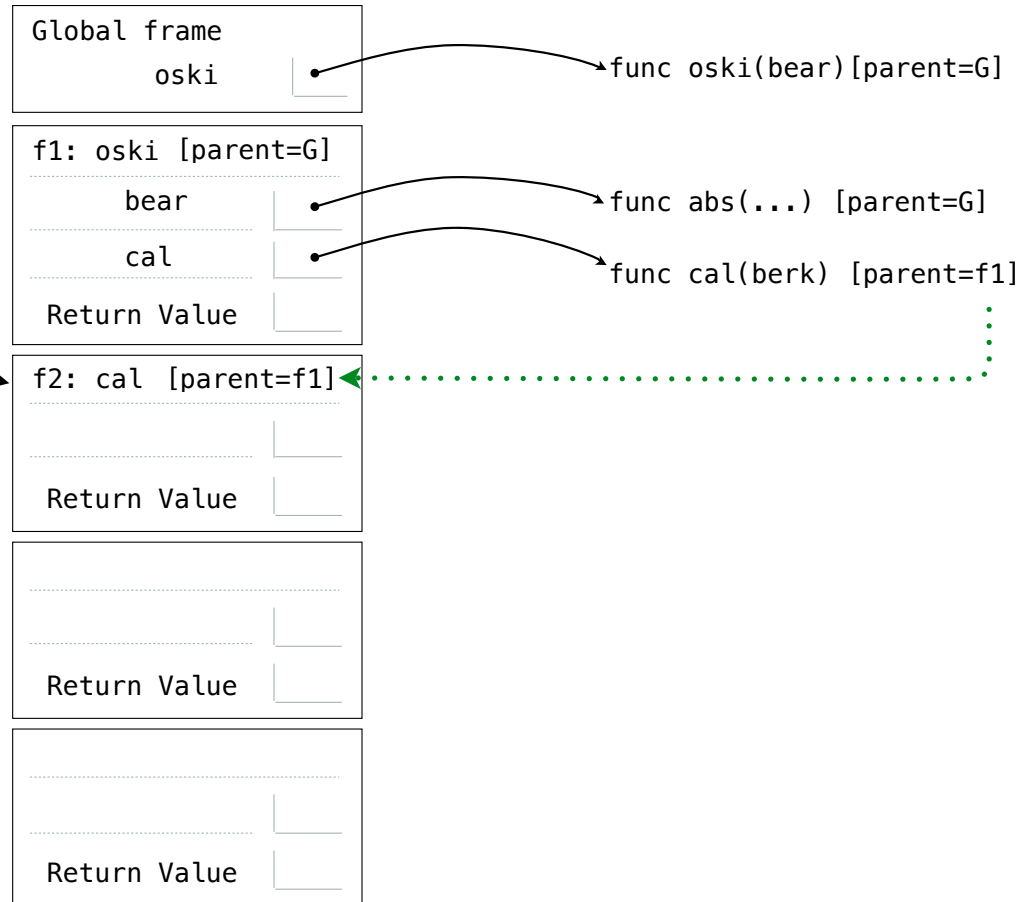
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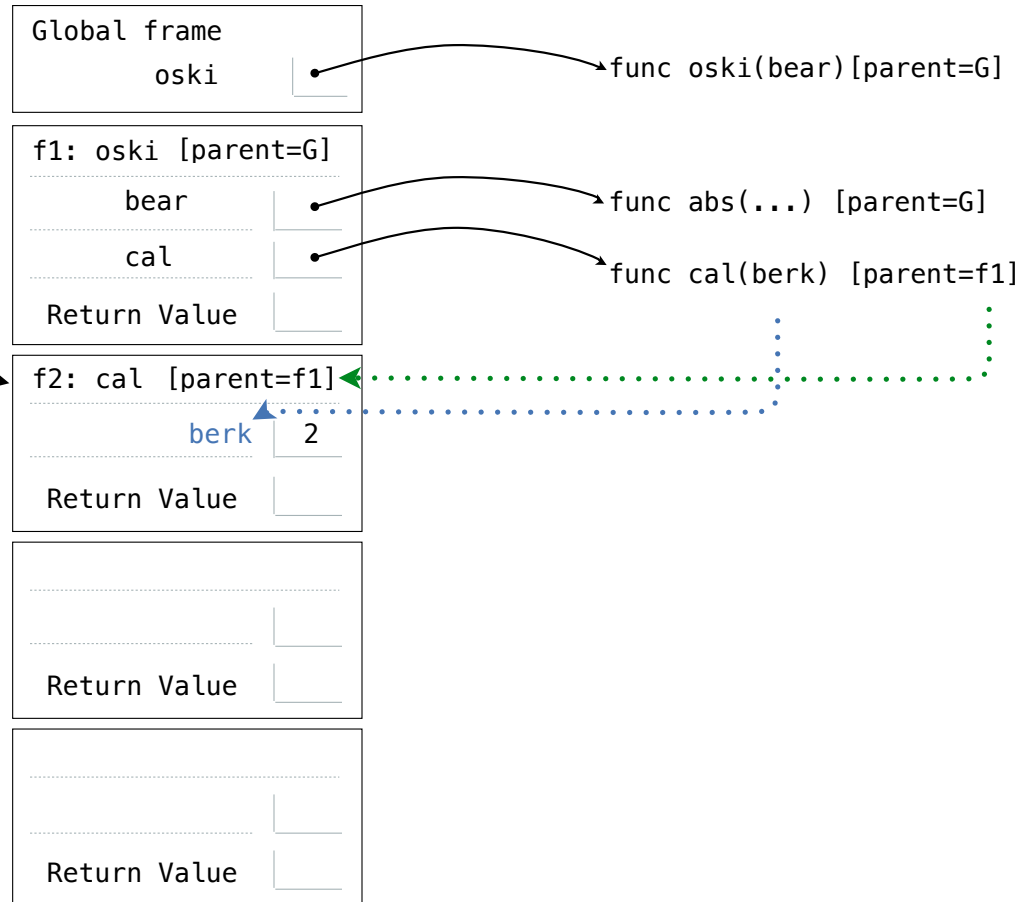
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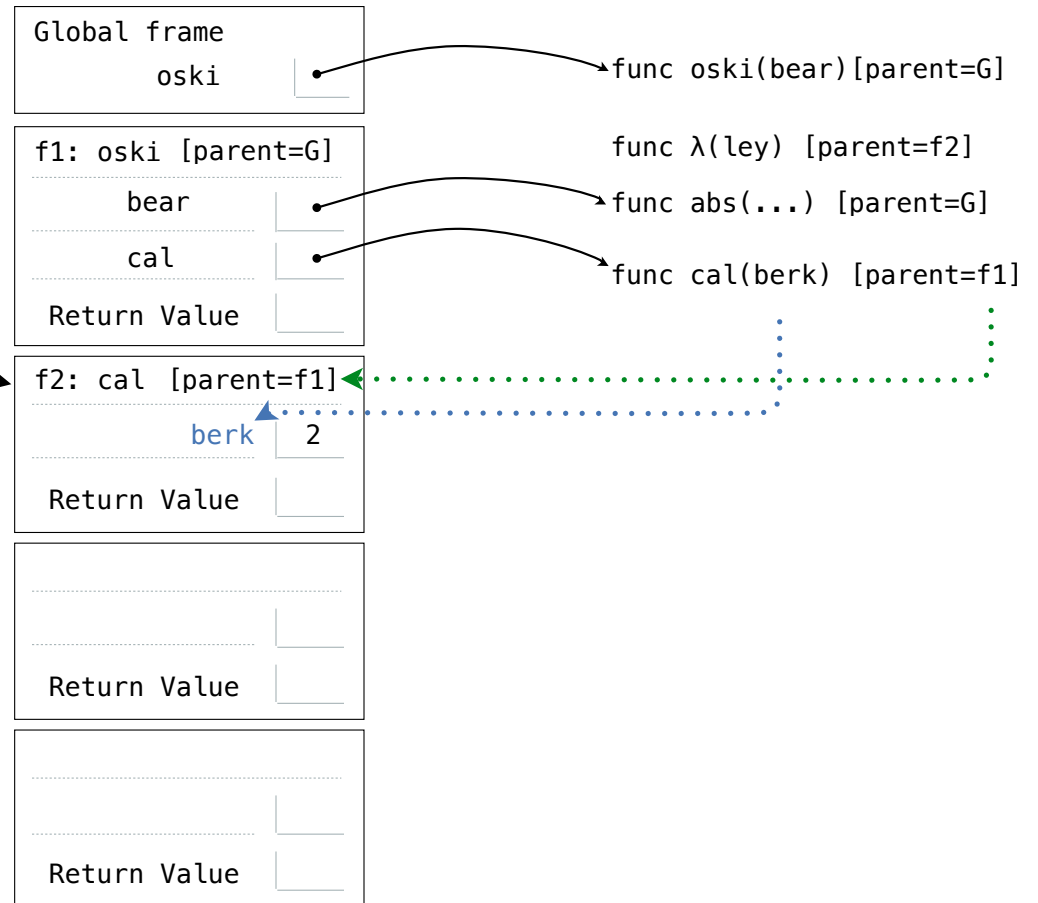
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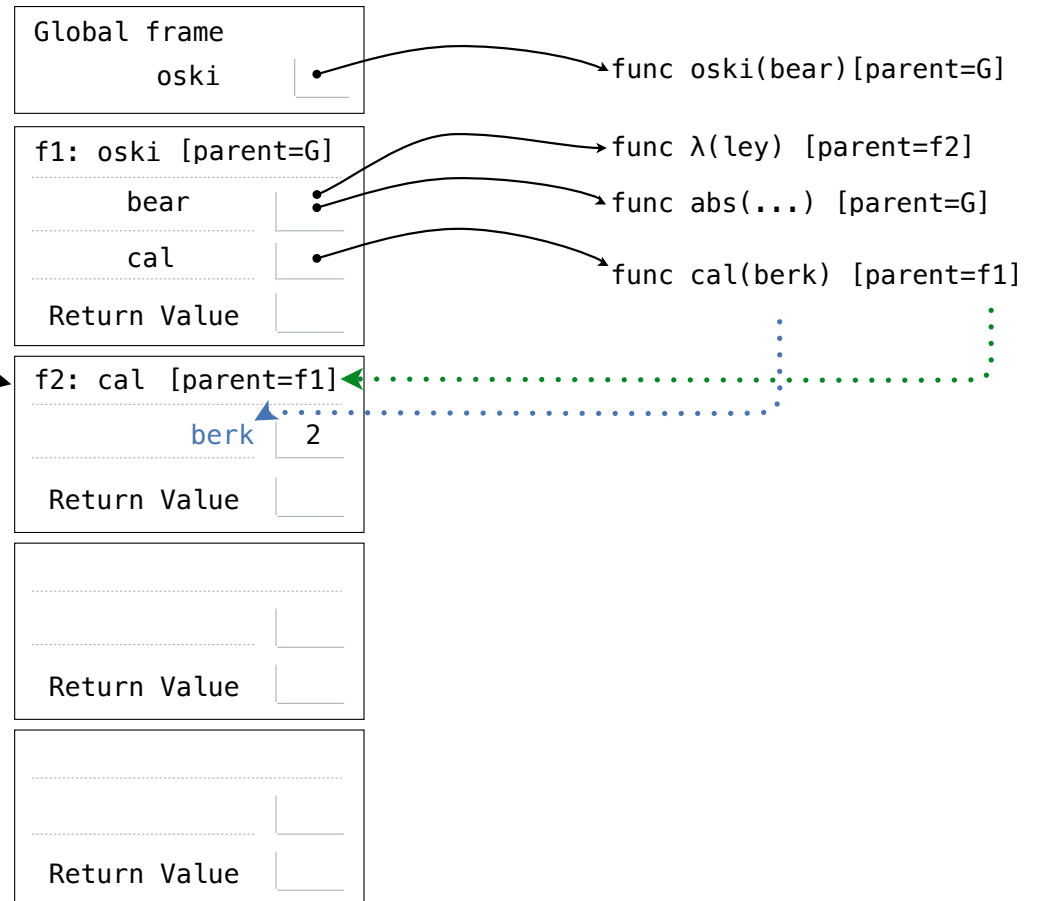
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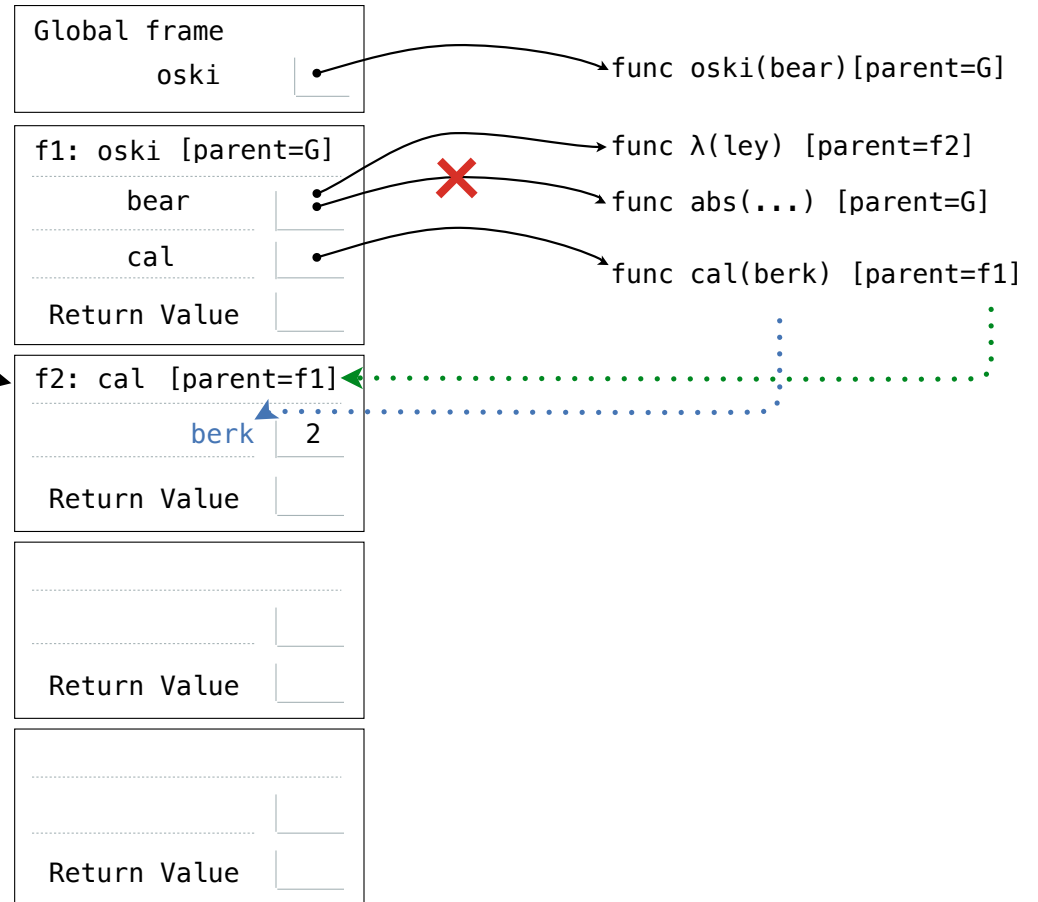
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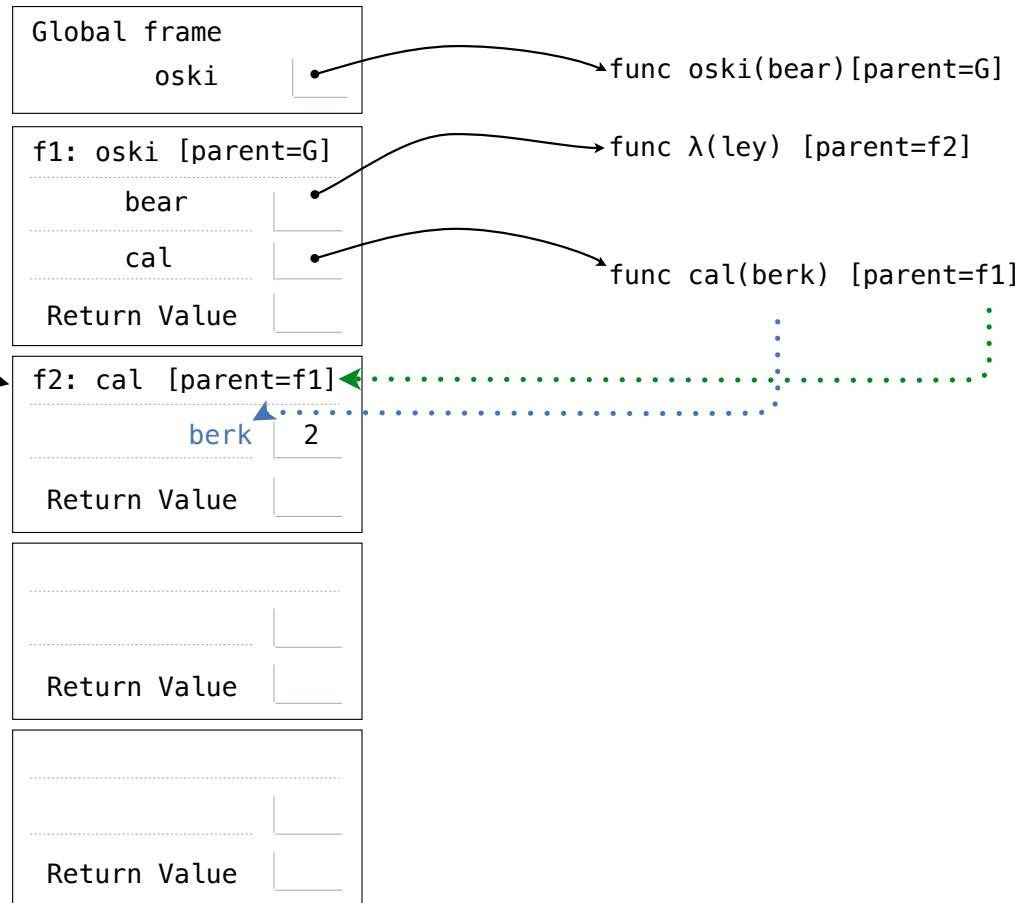
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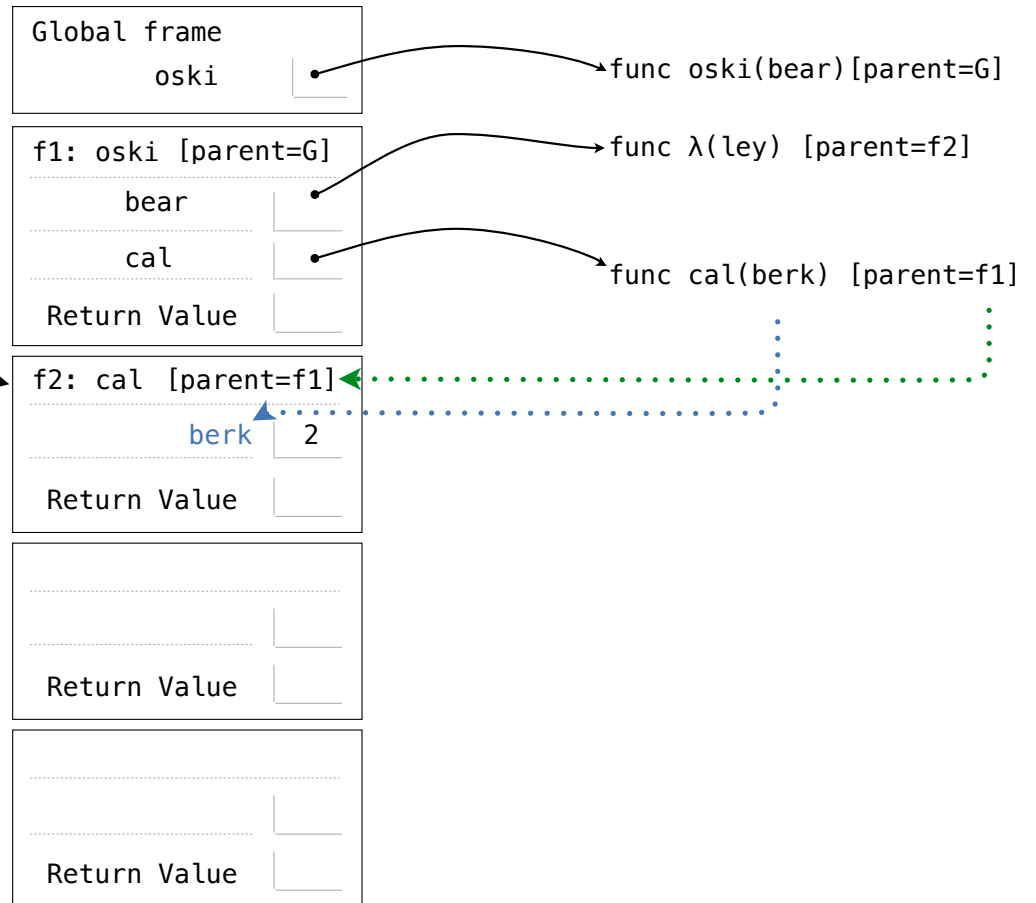
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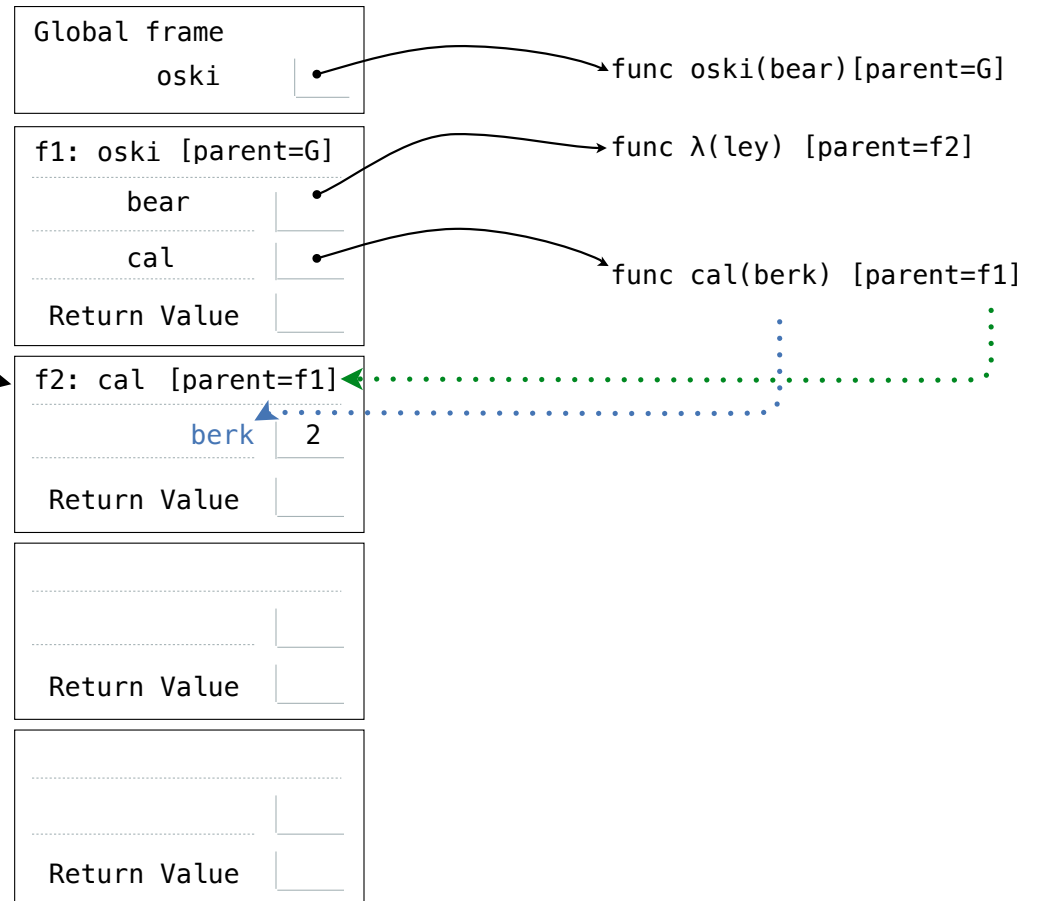
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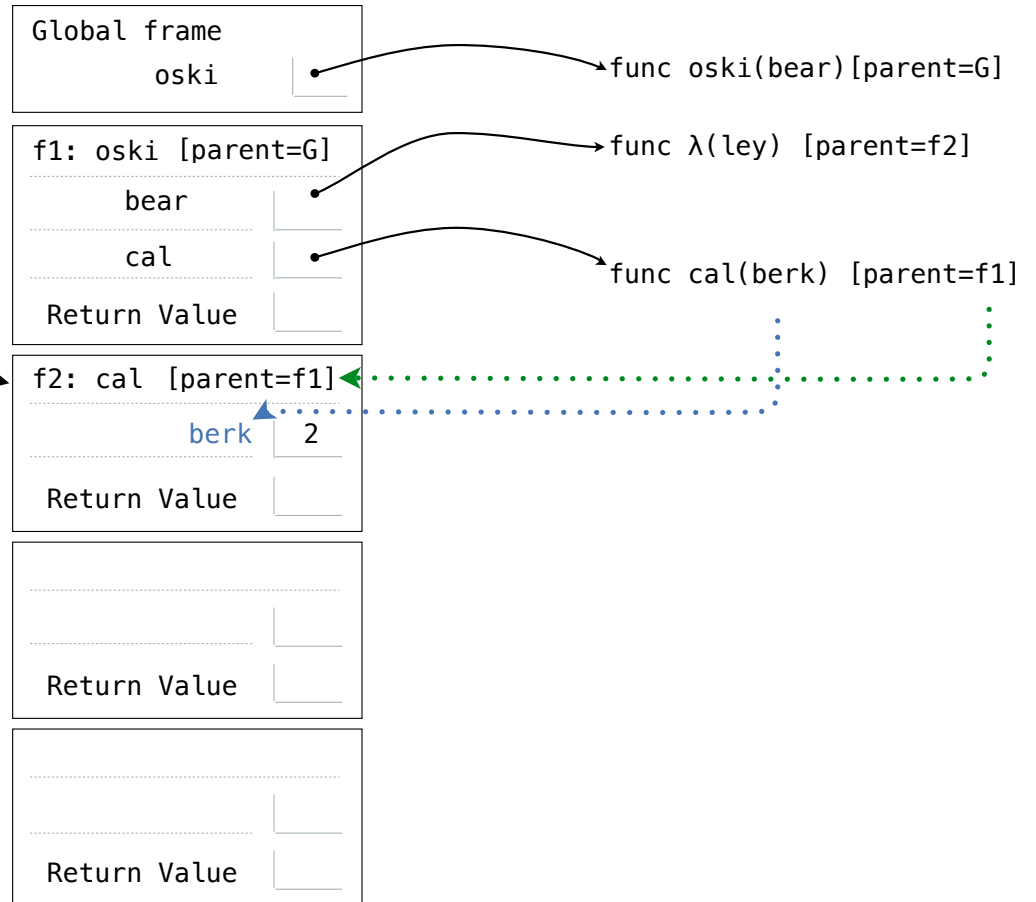
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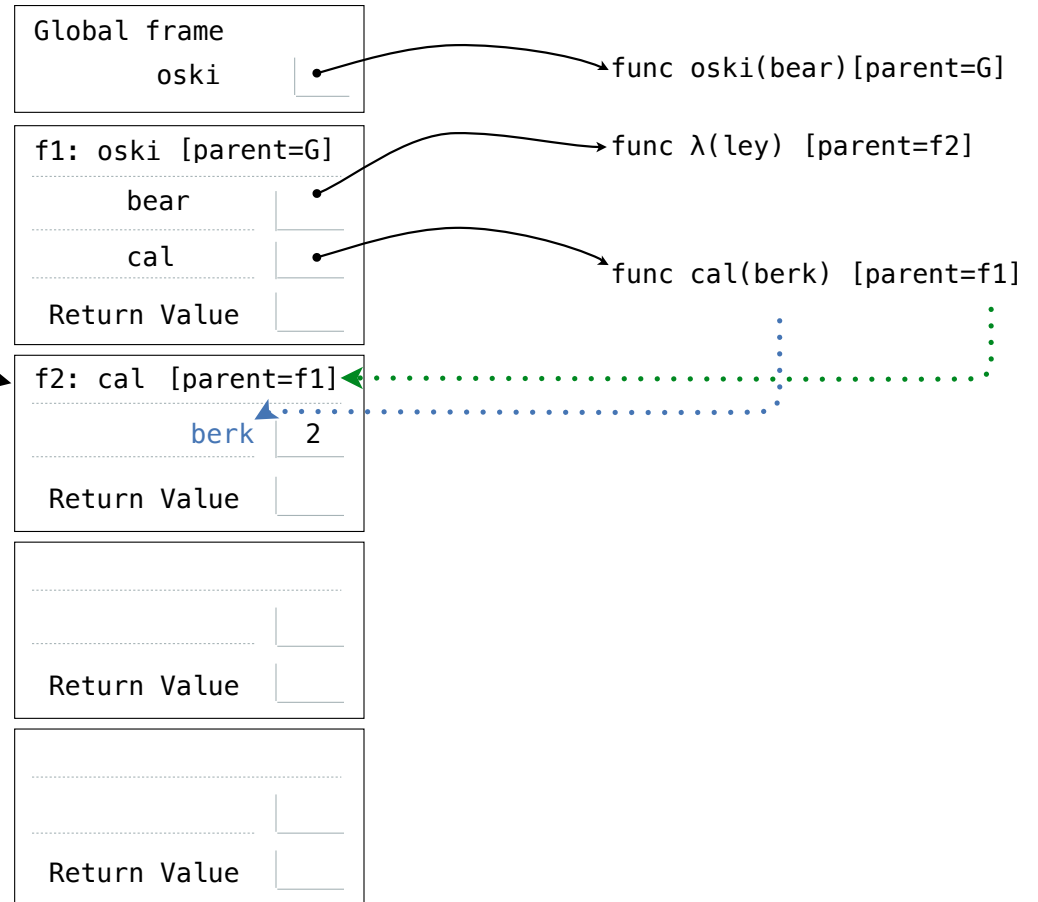
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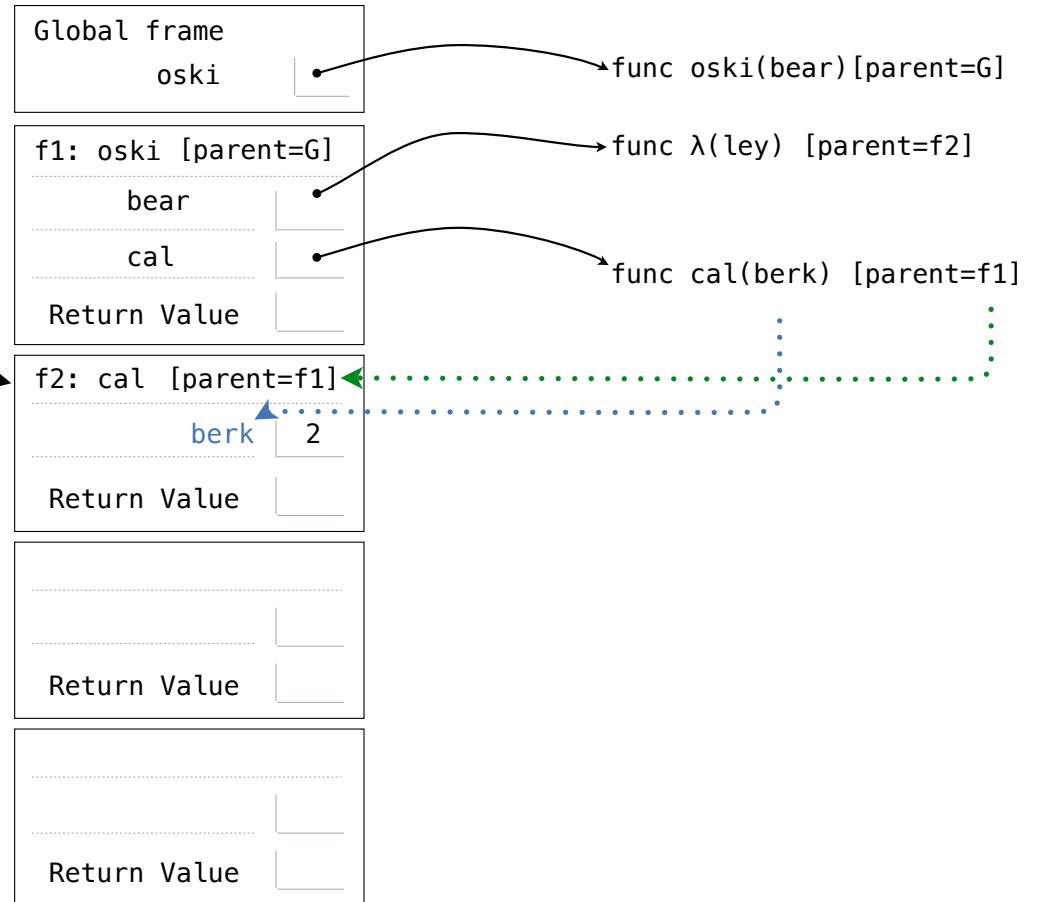
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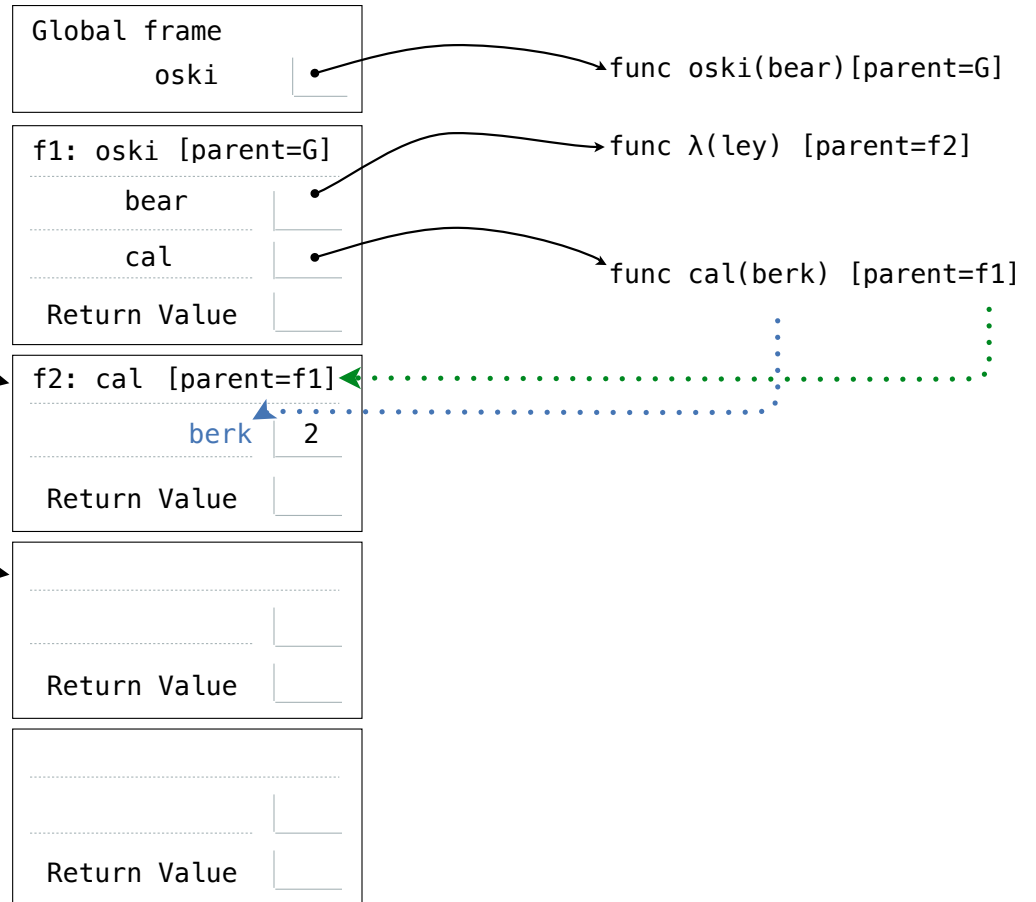
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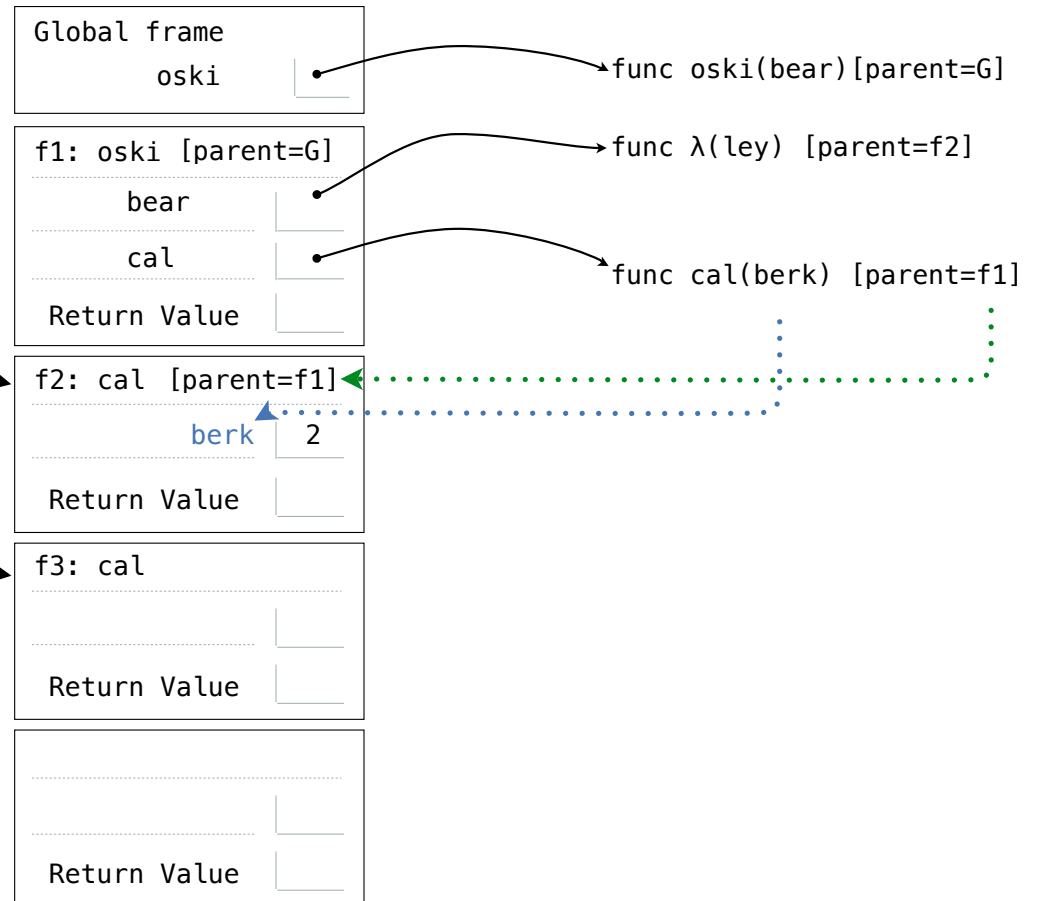
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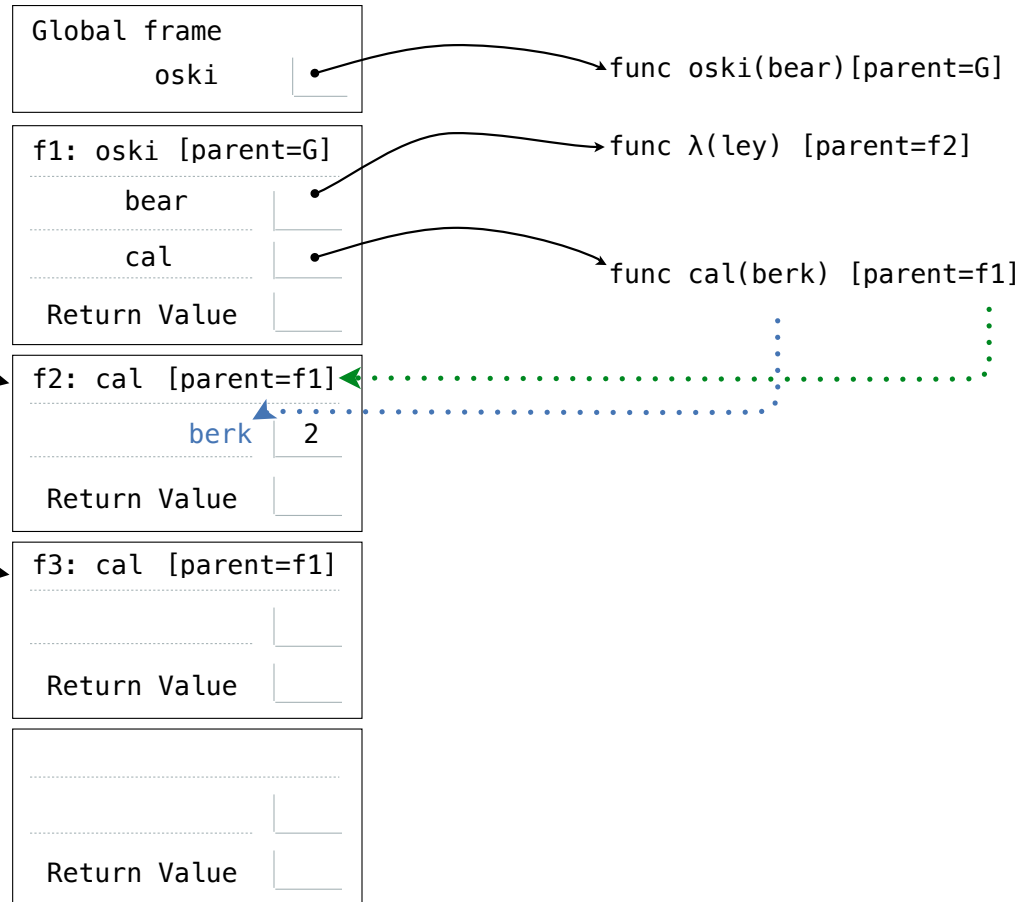
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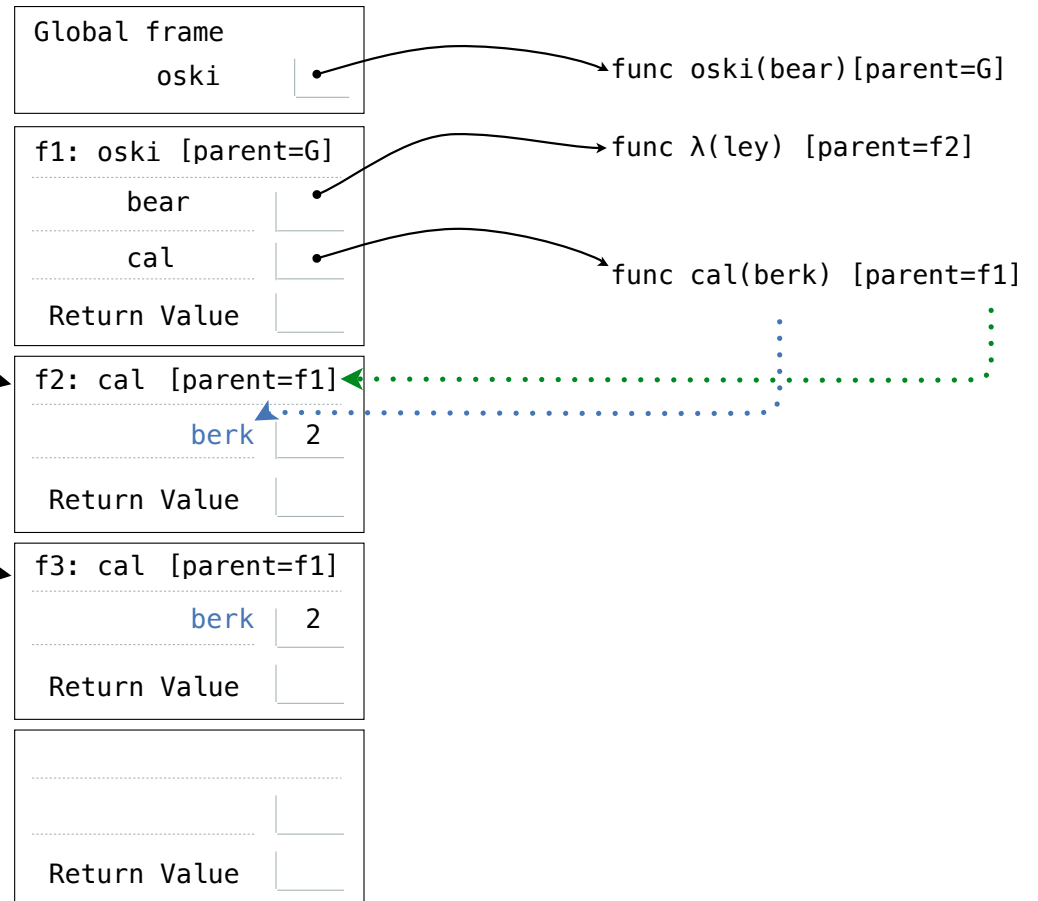
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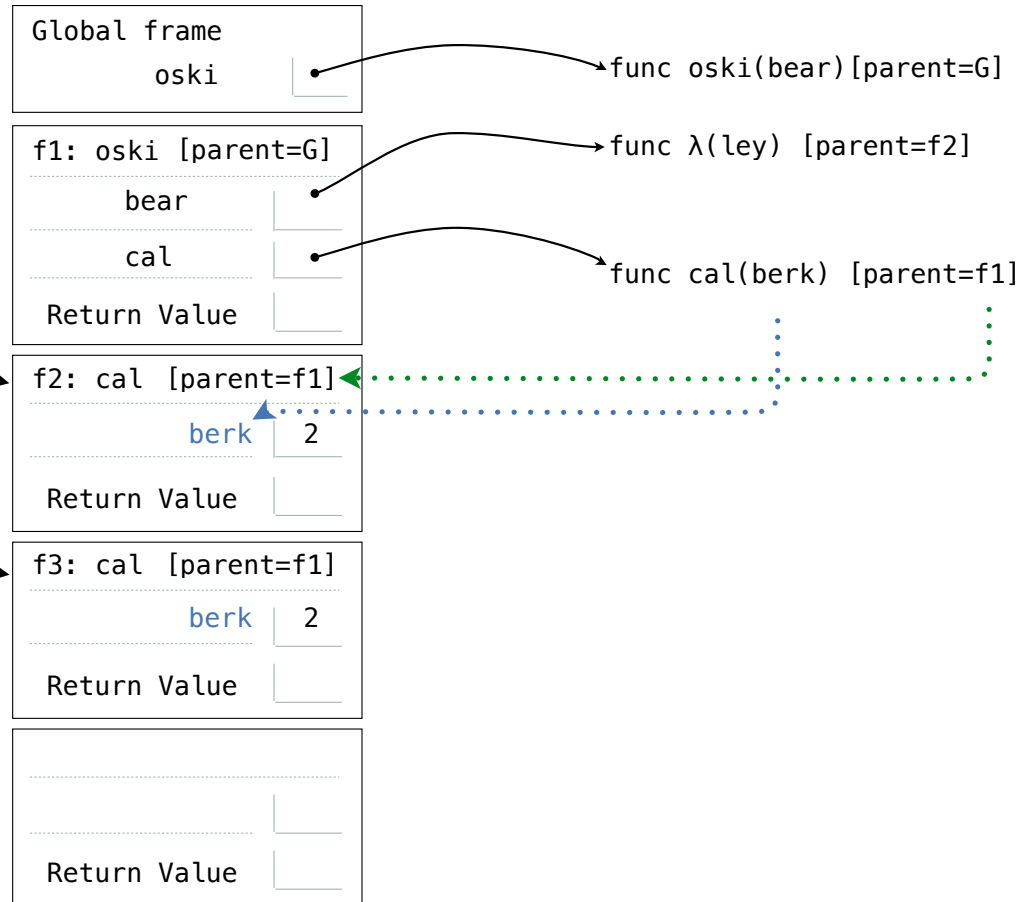
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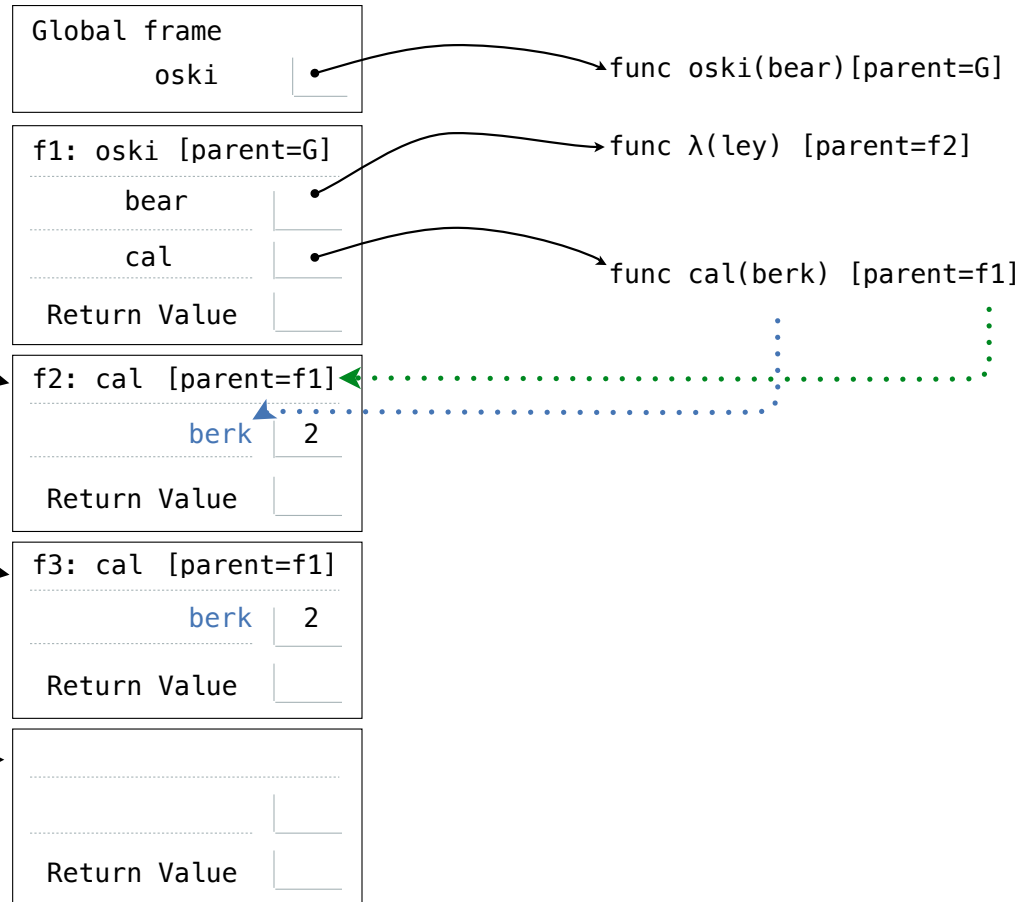
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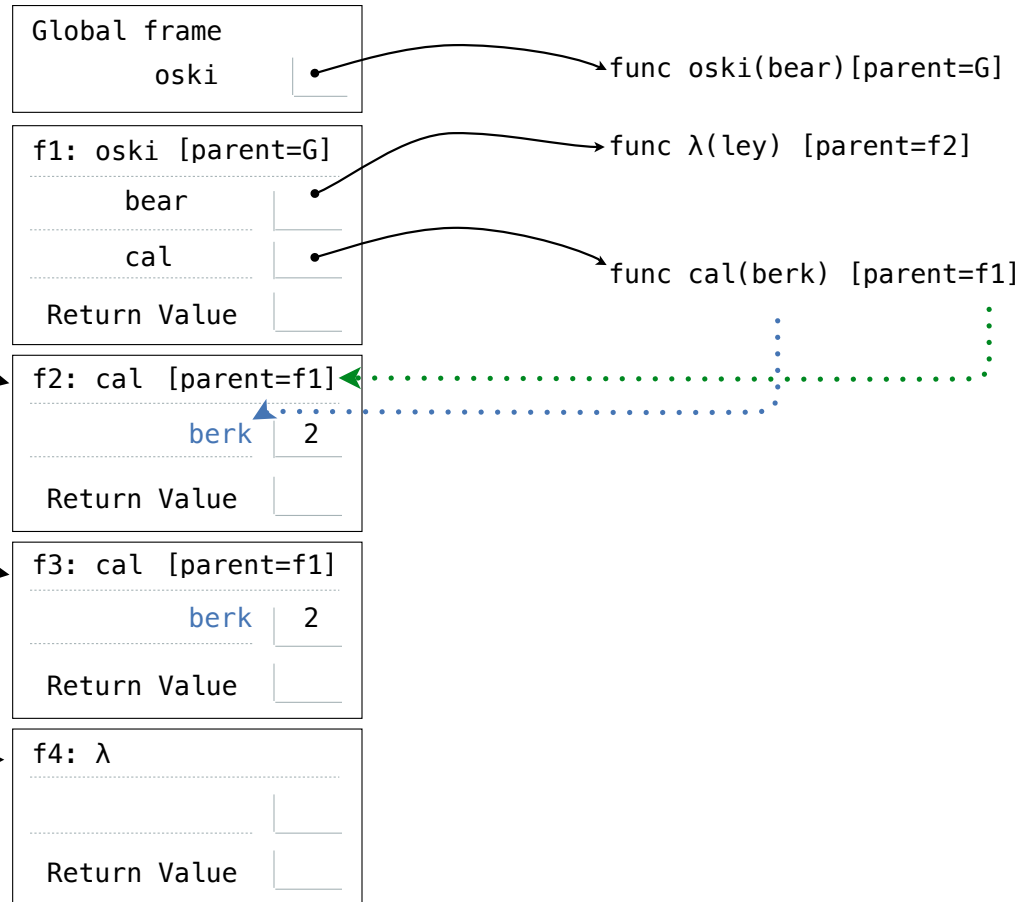
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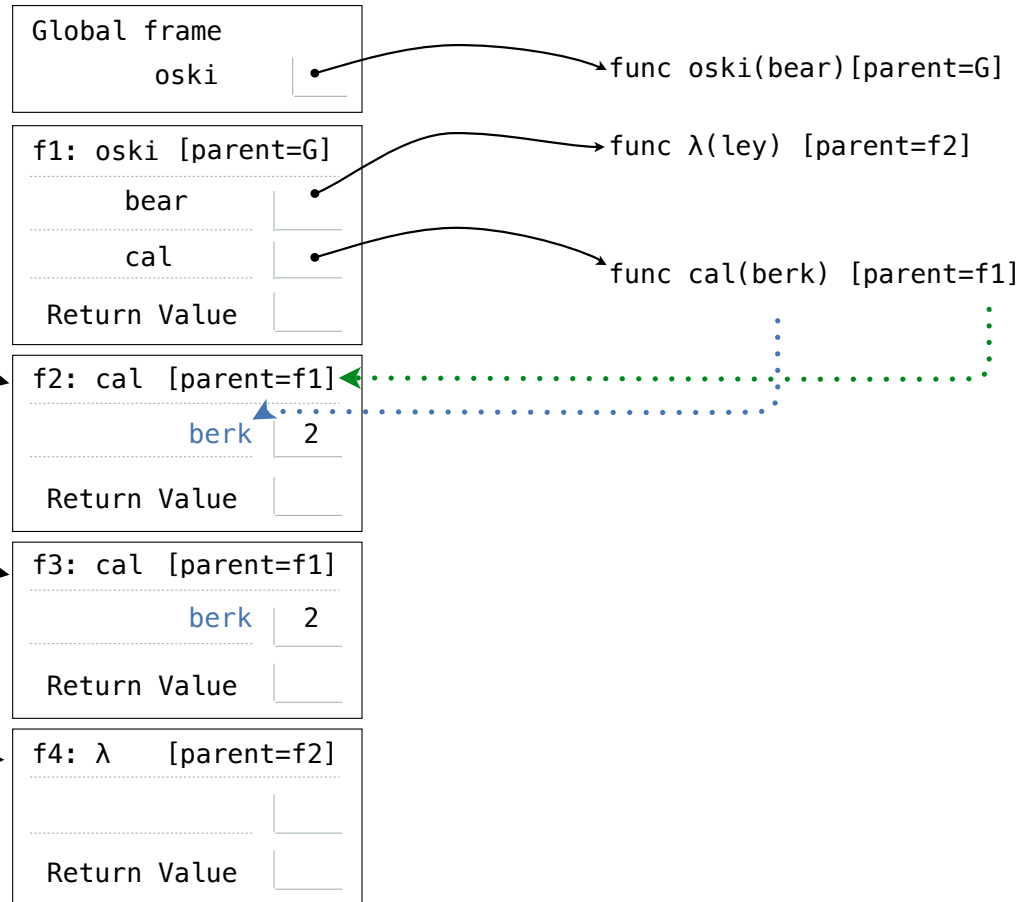
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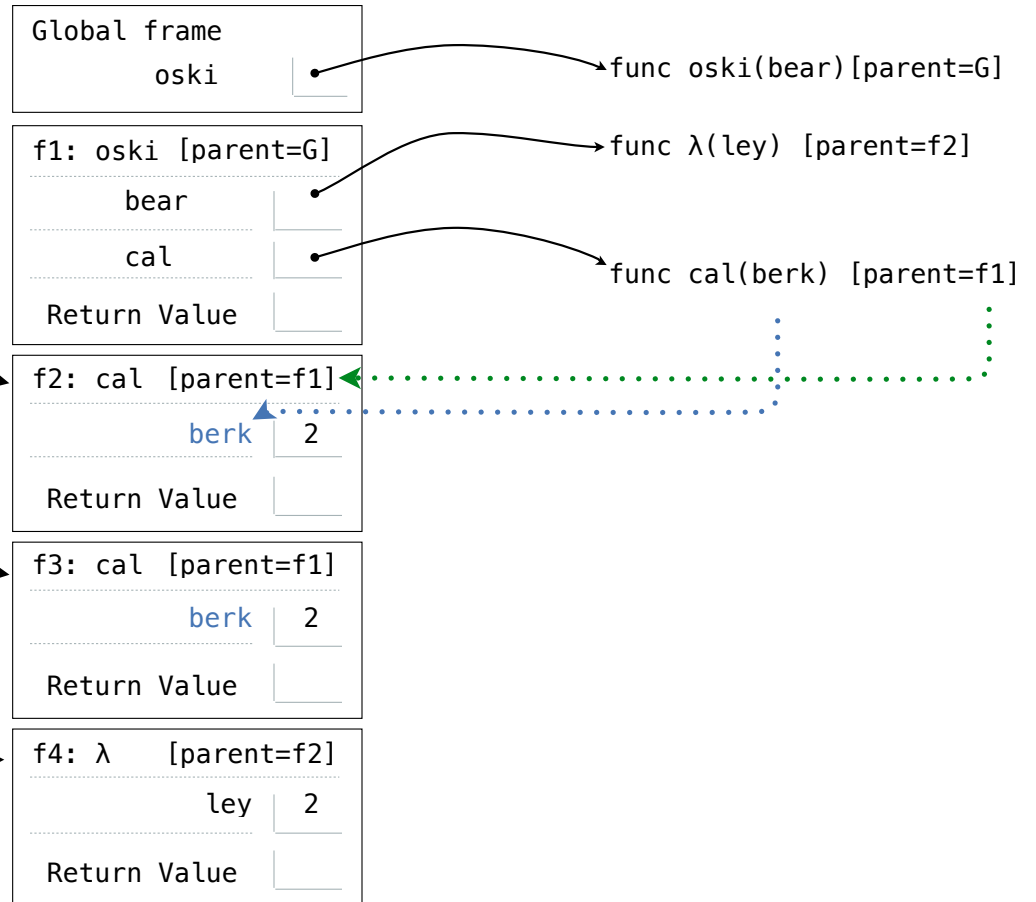
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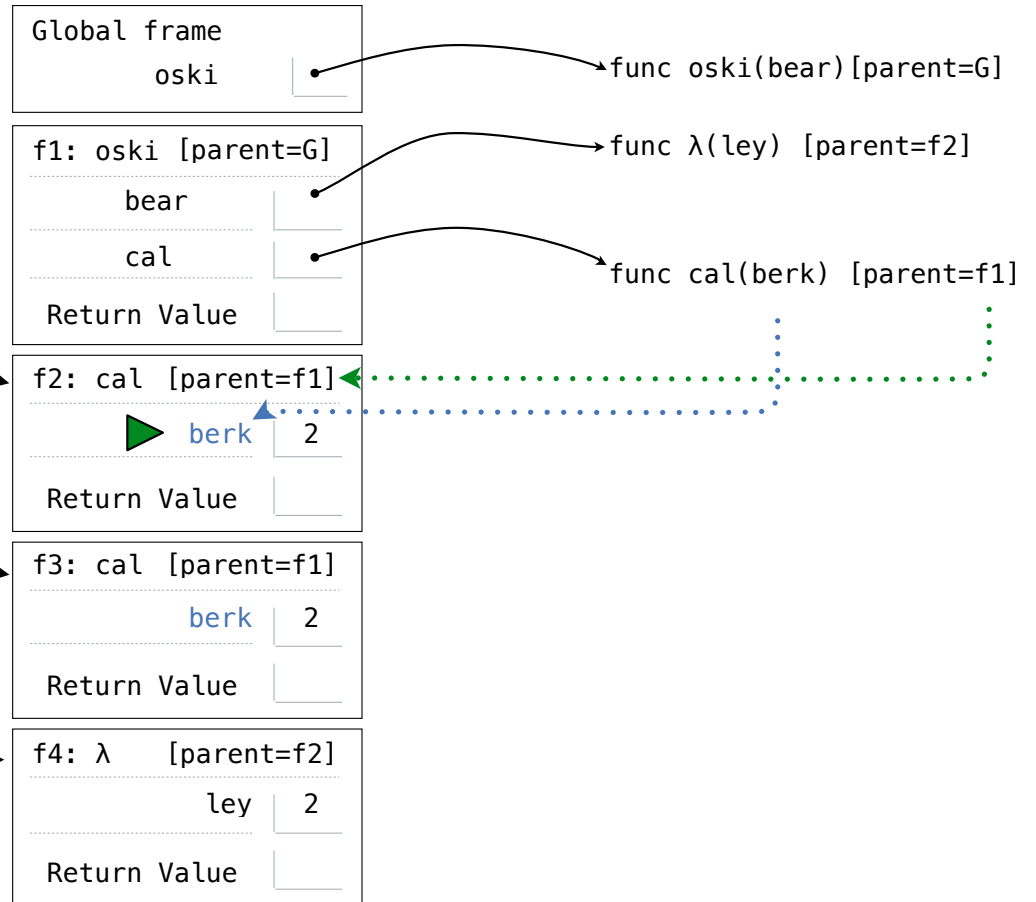
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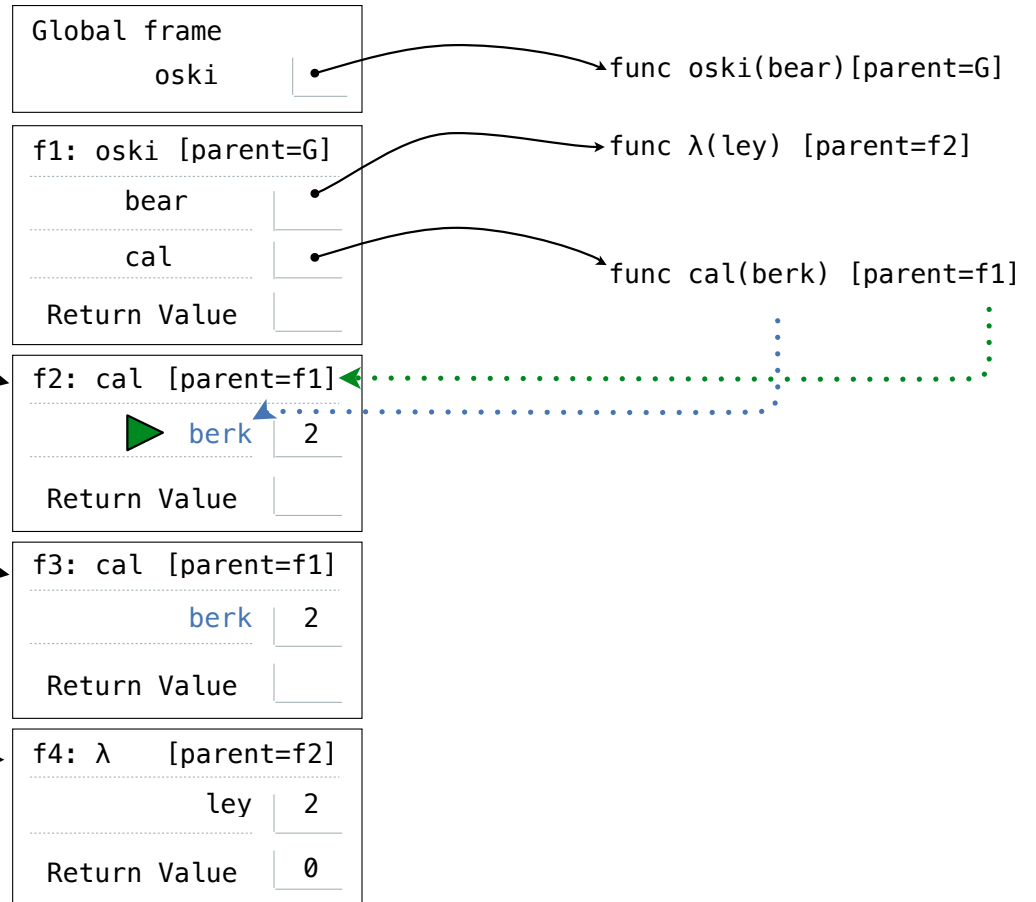
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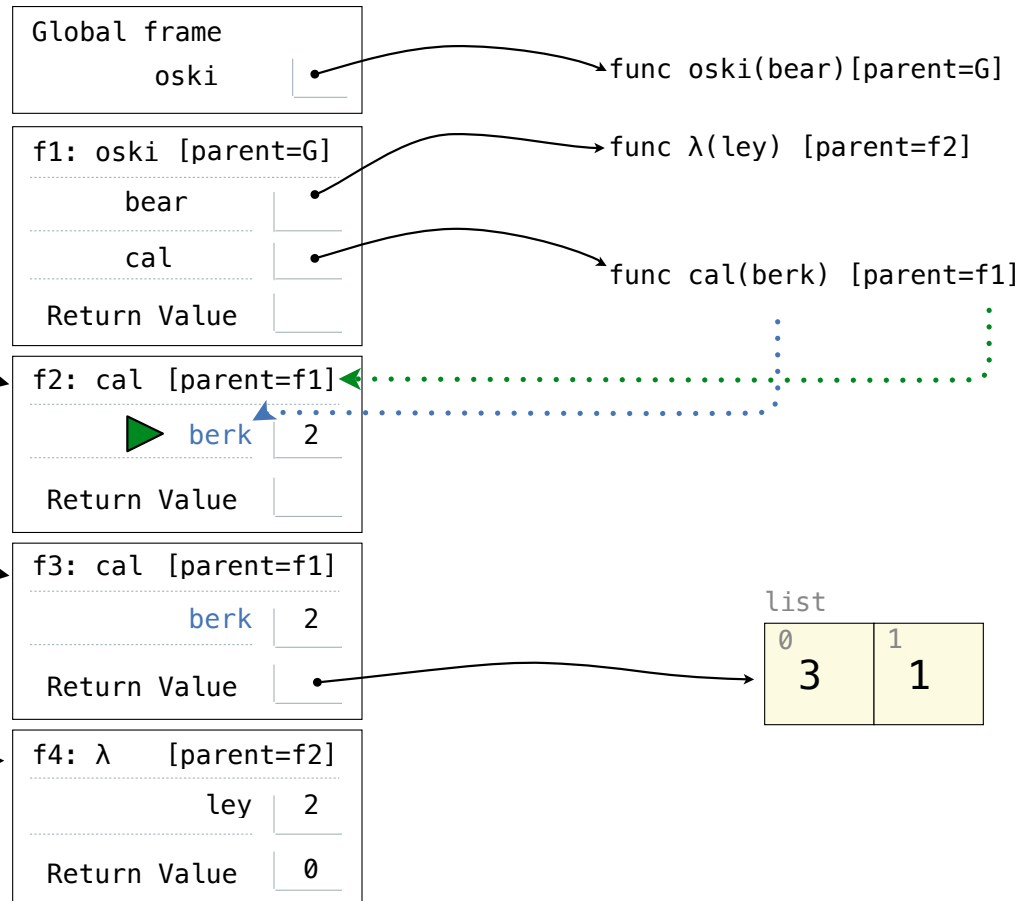
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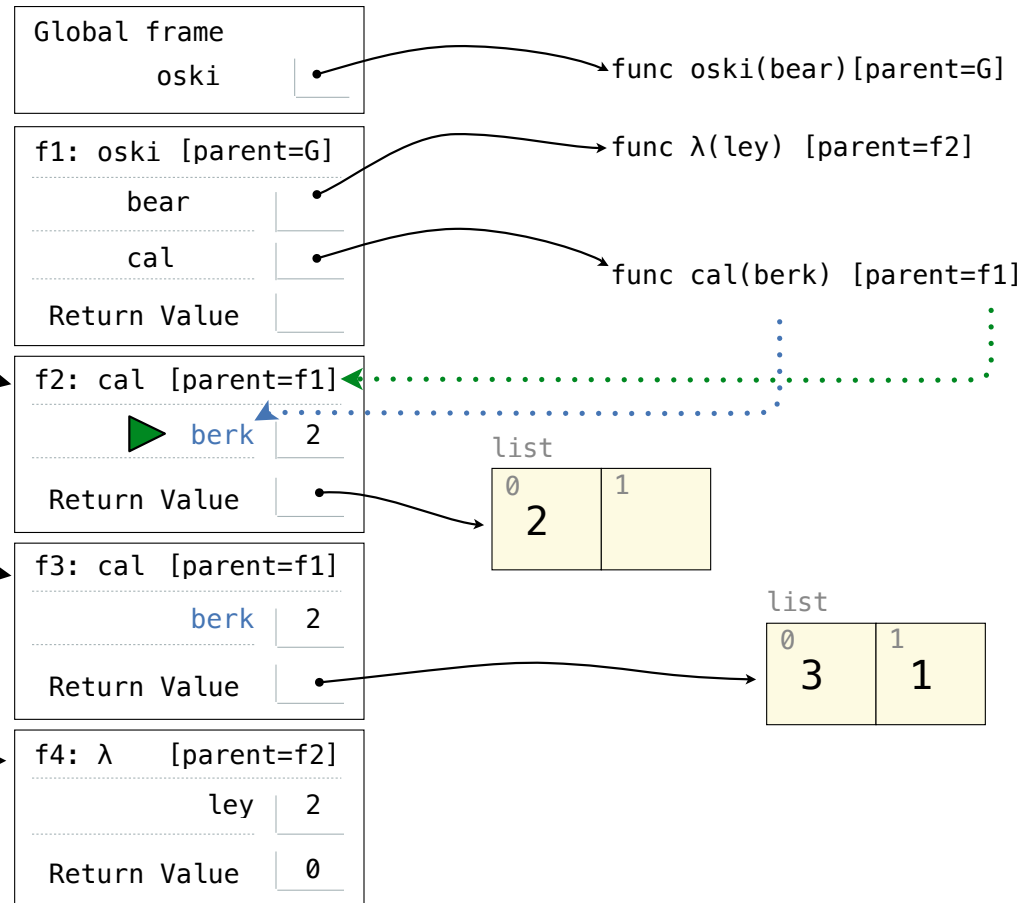
Go Bears!

```
def oski(bear):  
    def cal(berk):  
        nonlocal bear  
        if bear(berk) == 0:  
            return [berk+1, berk-1]  
        bear = lambda ley: berk-ley  
        return [berk, cal(berk)]  
    return cal(2)  
oski(abs)
```



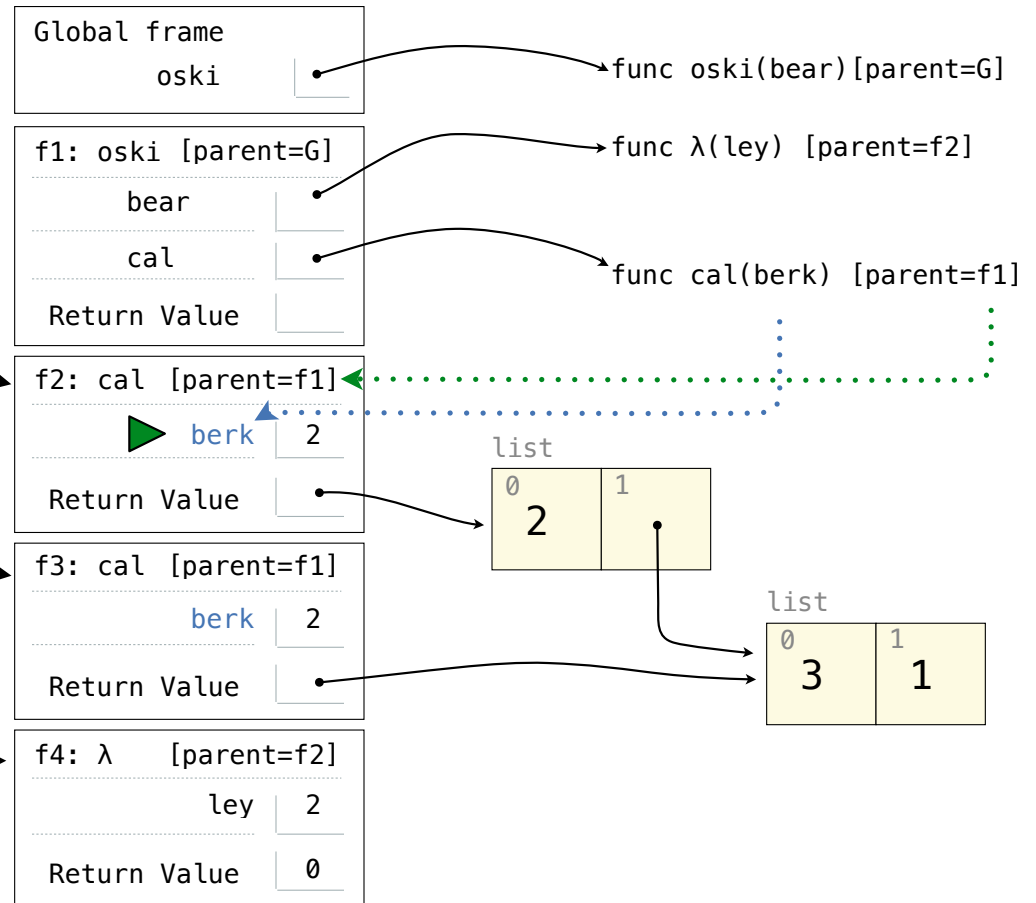
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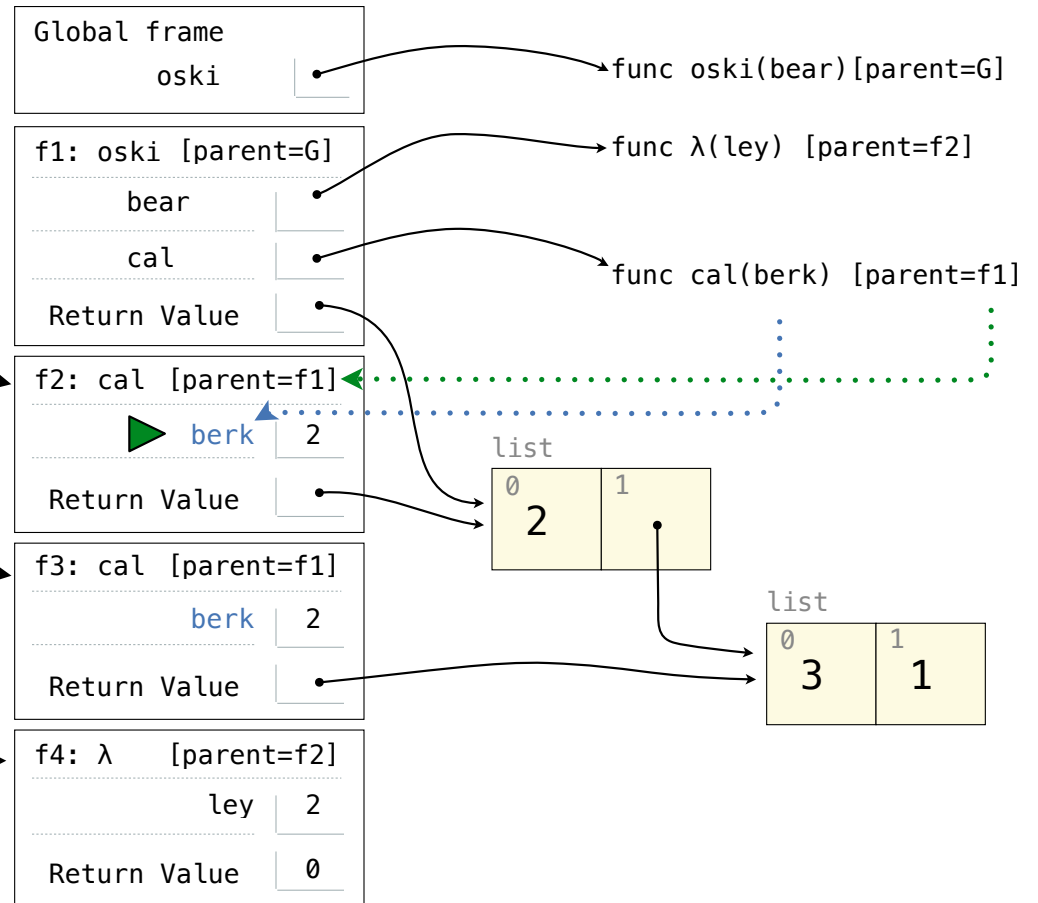
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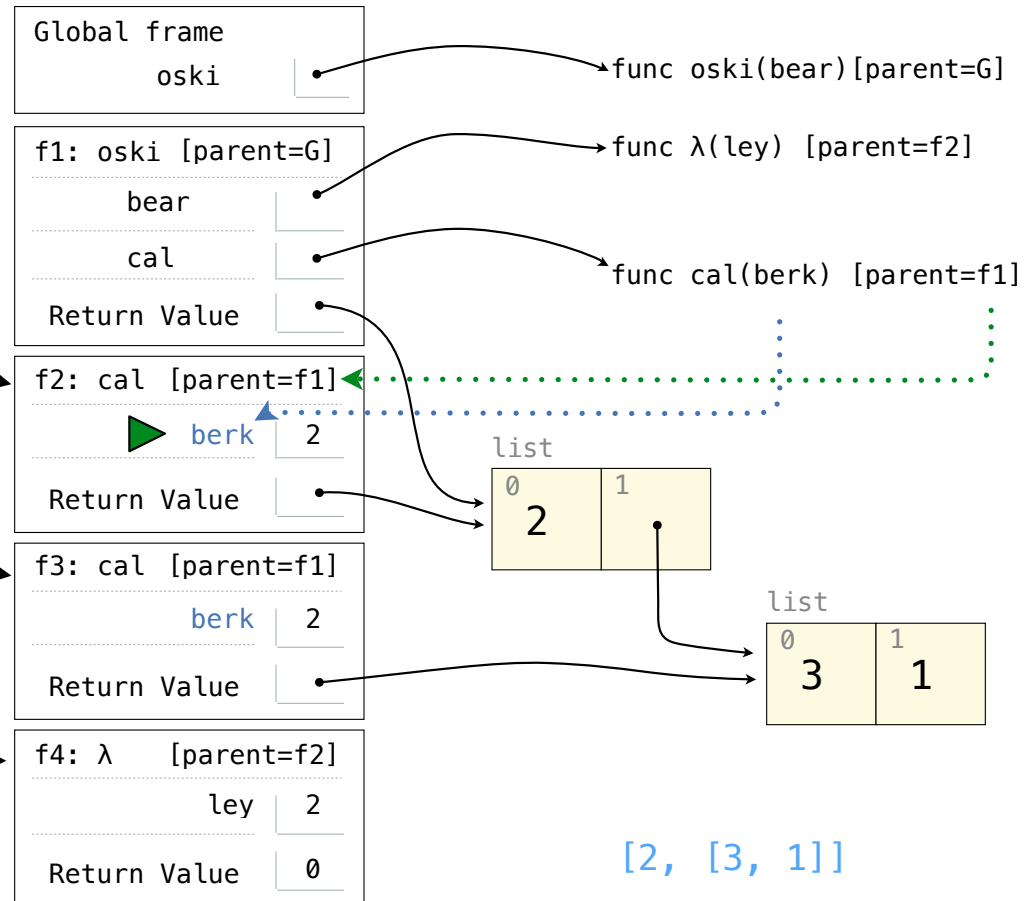
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Objects

Land Owners

Instance attributes are found before class attributes; class attributes are inherited

Land Owners

Instance attributes are found before class attributes; class attributes are inherited

```
class Worker:
```


Land Owners

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```
class Worker:  
    greeting = 'Sir'
```

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```
class Worker:
    greeting = 'Sir'
    def __init__(self):
        self.elf = Worker
```

Land Owners

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class Worker:
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```

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class Worker:
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class Bourgeoisie(Worker):
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class Bourgeoisie(Worker):
    greeting = 'Peon'
```

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```

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```
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```

```
>>> Worker().work()
>>> jack
>>> jack.work()
>>> john.work()
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```

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jack = Worker()
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```

```
>>> Worker().work()
<class Worker>
greeting: 'Sir'

>>> jack

>>> jack.work()

>>> john.work()

>>> john.elf.work(john)
```

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```

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```

```
<class Worker>
```

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greeting: 'Sir'
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```
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```

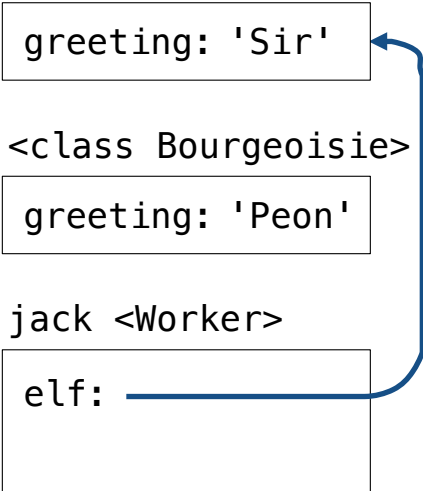
```
greeting: 'Sir'
```

```
<class Bourgeoisie>
```

```
greeting: 'Peon'
```

```
jack <Worker>
```

```
elf: _____
```



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Peon, I work
'I gather wealth'
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'Peon, I work'
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<class Worker>

greeting: 'Sir'

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Binary Trees

Morse Code

Morse code is a signaling protocol that transmits messages by sequences of signals

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Morse code is a signaling protocol that transmits messages by sequences of signals

A: ● ■
B: ■ ● ● ●
C: ■ ● ■ ●
D: ■ ● ●
E: ●
...

Morse Code

Morse code is a signaling protocol that transmits messages by sequences of signals

Problem: Implement **morse** so that **decode** works correctly

A: ● ■
B: ■ ● ● ●
C: ■ ● ■ ●
D: ■ ● ●
E: ●
...

Morse Code

Morse code is a signaling protocol that transmits messages by sequences of signals

Problem: Implement **morse** so that **decode** works correctly

```
abcde = {'a': '.-', 'b': '-...', 'c': '-.-.', 'd': '-..', 'e': '.'}
```

A: ● ■
B: ■ ● ● ●
C: ■ ● ■ ●
D: ■ ● ●
E: ●
...

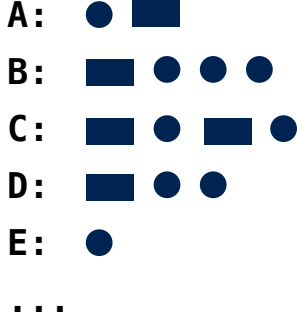
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def decode(signals, tree):  
    """Decode signals into a letter using a morse code tree.
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```

```
def decode(signals, tree):  
    """Decode signals into a letter using a morse code tree.
```

```
>>> t = morse(abcde)
```

A: ● ■
B: ■ ● ● ●
C: ■ ● ■ ●
D: ■ ● ●
E: ●
...

■ ■ ■ ■ ■ ■

■

■

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Problem: Implement **morse** so that **decode** works correctly

```
abcde = {'a': '.-', 'b': '-...', 'c': '-.-.', 'd': '-..', 'e': '.'}
```

```
def decode(signals, tree):  
    """Decode signals into a letter using a morse code tree.  
  
    >>> t = morse(abcde)  
    >>> [decode(s, t) for s in [████, ███, █████, █████, █████, █████]]  
    ['d', 'e', 'c', 'a', 'd', 'e']  
    """
```

A: ● █
B: █ ● ● ●
C: █ ● █ ●
D: █ ● ●
E: ●
...

Morse Code

Morse code is a signaling protocol that transmits messages by sequences of signals

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    >>> [decode(s, t) for s in [█, █, █, █, █, █]]  
    ['d', 'e', 'c', 'a', 'd', 'e']  
    """  
    for signal in signals:  
        █  
            █
```

A: ● █
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    for signal in signals:  
        if signal == █:  
            tree = tree.left
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```

A: ● █
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    ....
```

(Demo)