CS 61A Fall 2019 — Structure and Interpretation of Computer Programs

Midterm 2

INSTRUCTIONS

- You have 2 hours to complete the exam.
- The exam is closed book, closed notes, closed computer, closed calculator, except two hand-written 8.5" × 11" crib sheet of your own creation and the provided CS 61A study guides.
- Mark your answers **on the exam itself**. We will *not* grade answers written on scratch paper.

Last name	
First name	
Student ID number	
CalCentral email (`_@berkeley.edu`)	
TA	
Name of the person to your left	
Name of the person to your right	
All the work on this exam is my own. **(please sign)**	

POLICIES & CLARIFICATIONS

- If you need to use the restroom, bring your phone and exam to the front of the room.
- You may use built-in Python functions that do not require import, such as `min`, `max`, `pow`, `len`, `abs`, `sum`, `next`, `iter`, `list`, `sorted`, `reversed`, `tuple`, `map`, `filter`, `zip`, `all`, and `any`.
- You **may not** use example functions defined on your study guide unless a problem clearly states you can.
- For fill-in-the-blank coding problems, we will only grade work written in the provided blanks. You may only write one Python statement per blank line, and it must be indented to the level that the blank is indented.
- Unless otherwise specified, you are allowed to reference functions defined in previous parts of the same question.
- You may use the `Tree` and `Link` classes defined on Page 2 (left column) of the Midterm 2 Study Guide.

1. (12 points) What Would Python Display *(At least one of these is out of Scope: WWPD, Nonlocal, OOP, Lists)*

For each of the expressions in the table below, write the output displayed by the interactive Python interpreter when the expression is evaluated. The output may have multiple lines. If an error occurs, write "Error", but include all output displayed before the error. If evaluation would run forever, write "Forever". To display a function value, write "Function". The first two rows have been provided as examples.

The interactive interpreter displays the contents of the `repr` string of the value of a successfully evaluated expression, unless it is `None`.

Assume that you have first started `python3` and executed the statements on the left, which cause no errors. Assume that expressions on the right are executed in the order shown. Expressions evaluated by the interpreter have a cumulative effect.

```
class C:
    x = 'e'
    def f(self, y):
        self.x = self.x + y
        return self

    def __str__(self):
        return 'go'

class Big(C):
    x = 'u'
    def f(self, y):
        C.x = C.x + y
        return C.f(self, 'm')

    def __repr__(self):
        return '<bears>'

m = C().f('i')
n = Big().f('o')

def g(y):
    def h(x):
        nonlocal h
        k = 2
        if len(x) == 1:
            h = lambda x: y
            k = 1
        return [-x[0]] + h(x[k:])
    return h(y)

py = {3: {5: [7]}}
thon = {5: 6, 7: py}
thon[7][3] = thon

q = range(3, 5)
r = iter(q)
code = [next(r), next(iter(q)), list(r)]
```

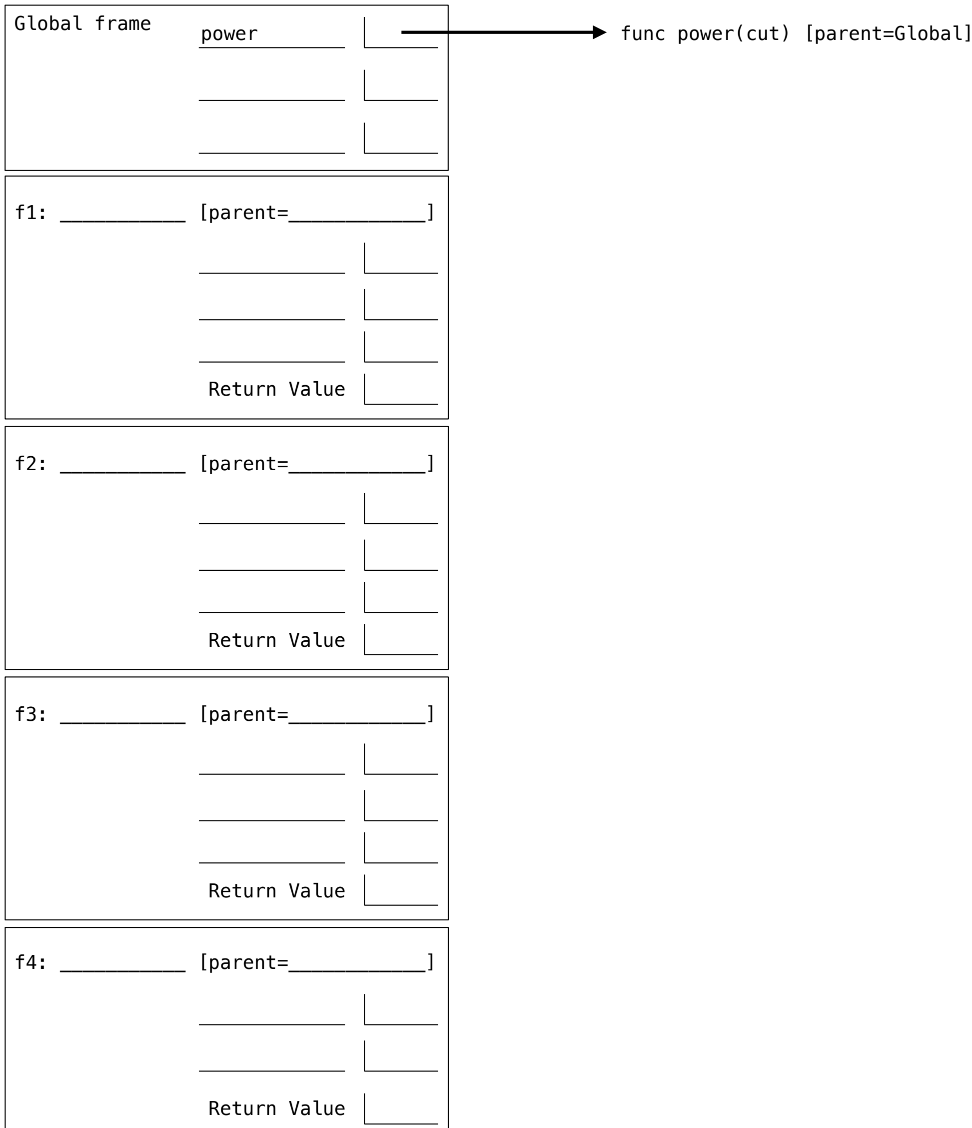
	Expression	Interactive Output
	`pow(10, 2)`	100
	`print(4, 5) + 1`	4 5 Error
(2 pt)	`[m.x, n.x]`	
(2 pt)	`[C.f(n, 'a').x, C().x]`	
(2 pt)	`print(m, n)`	
(1 pt)	`n`	
(2 pt)	`g([3, 4, 5])`	
(1 pt)	`py[3][5]`	
(2 pt)	`code`	

2. (8 points) Environmental Studies *(At least one of these is out of Scope: Environment Diagrams, Lists, Nonlocal)*

Fill in the environment diagram that results from executing the code on the right until the entire program is finished, an error occurs, or all frames are filled. *You may not need to use all of the spaces or frames.*
A complete answer will:

- Use box-and-pointer notation for lists.
- Add all missing names and parent annotations.
- Add all missing values created or referenced.
- Show the return value for each local frame.

```
1  def power(cut):
2      def wind(y):
3          nonlocal cut
4          cut, g = cut - 1, cut
5          y = [e]
6          return y is e
7      if cut and not wind('y'):
8          return power(cut)
9      else:
10         return [g, 'e']
11 g = 'p'
12 e = [g]
13 g = 2
14 e.append(power(1))
```



3. (6 points) Max Tree *(All are in Scope: Trees, Tree Recursion)*

(a) (4 pt) Implement `max_tree`, which takes a `Tree` instance `t` and a function `key` that takes one argument and returns a number. The `max_tree` function returns the label `n` of `t` for which `key(n)` is largest. If there is more than one label for which `key` returns the same largest value, `max_tree` can return any of those labels. The `Tree` class is defined on the Midterm 2 Study Guide. You may **not** call `min` or `max`.

```
def max_tree(t, key):
    """Return the label n of t for which key(n) returns the largest value.

    >>> t = Tree(6, [Tree(3, [Tree(5)]), Tree(2), Tree(4, [Tree(7)])])
    >>> max_tree(t, key=lambda x: x)
    7
    >>> max_tree(t, key=lambda x: -x)
    2
    >>> max_tree(t, key=lambda x: -abs(x - 4))
    4
    """
    if t.is_leaf():

        return ____________________________________________________________________________

    x = ___________________________________________________________________________________

    for b in t.branches:

        m = _______________________________________________________________________________

        if _______________________________________________________________________________:

            x = m

    return x
```

(b) (2 pt) Now implement `max_tree` in one line using a call to the built-in `max` function.
You may **not** include any additional calls to `max` beyond the one included in the template below.

```
def max_tree(t, key):
    "Return the label n of t for which key(n) returns the largest value."

    return max(____________________________________________________________________________, key=key)
```

4. (4 points) Seek Once *(All are in Scope: Lists)*

Implement `stable`, which takes a list of numbers `s`, a positive integer `k`, and a non-negative number `n`. It returns whether all pairs of values in `s` with indices that differ by at most `k` have an absolute difference in value of at most `n`.

You may **not** use `lambda`, `if`, `and`, or `or` in your solution.

Note: The "functions that aggregate iterable arguments" on the Midterm 2 Study Guide have the following behavior when called on an empty list:

- `sum([])` evaluates to 0.
- `max([])` causes a `ValueError`.
- `min([])` causes a `ValueError`.
- `all([])` evaluates to `True`.
- `any([])` evaluates to `False`.

```
def stable(s, k, n):
    """Return whether all pairs of elements of S within distance K differ by at most N.

    >>> stable([1, 2, 3, 5, 6], 1, 2)  # All adjacent values differ by at most 2.
    True
    >>> stable([1, 2, 3, 5, 6], 2, 2)  # abs(5-2) is a difference of 3.
    False
    >>> stable([1, 5, 1, 5, 1], 2, 2)  # abs(5-1) is a difference of 4.
    False
    """

    for i in range(len(s)):

        near = range(_______________________________________________________________, i)

        if ________________([ _____________________________________ > n for j in near]):

            return False

    return True
```

5. (7 points) Do You Yield?

(a) (6 pt) *(All are in Scope: Tree Recursion, Iterators and Generators)* Implement `partitions`, which is a generator function that takes positive integers `n` and `m`. It yields strings describing all partitions of `n` using parts up to size `m`. Each partition is a sum of non-increasing positive integers less than or equal to `m` that totals `n`. The `partitions` function yields a string for each partition exactly once.

You may **not** use `lambda`, `if`, `and`, `or`, lists, tuples, or dictionaries in your solution (other than what already appears in the template).

```
def partitions(n, m):
    """Yield all partitions of N using parts up to size M.

    >>> list(partitions(1, 1))
    ['1']
    >>> list(partitions(2, 2))
    ['2', '1 + 1']
    >>> list(partitions(4, 2))
    ['2 + 2', '2 + 1 + 1', '1 + 1 + 1 + 1']
    >>> for p in partitions(6, 4):
    ...     print(p)
    4 + 2
    4 + 1 + 1
    3 + 3
    3 + 2 + 1
    3 + 1 + 1 + 1
    2 + 2 + 2
    2 + 2 + 1 + 1
    2 + 1 + 1 + 1 + 1
    1 + 1 + 1 + 1 + 1 + 1
    """

    if __________________________________________________________________________:

        yield ___________________________________________________________________

    if n > 0 and m > 0:

        for p in partitions(_________________________, _________________________):

            yield _______________________________________________________________

        yield from partitions(_________________________, _________________________)
```

(b) (1 pt) *(All are in Scope: Growth)* Circle the order of growth of the value of `len(list(partitions(n, 2)))` as a function of `n`. For example, the value of `len(list(partitions(3, 2)))` is 2, because there are 2 partitions of 3 using parts up to size 2: $2+1$ and $1+1+1$. Assume `partitions` is implemented correctly.

Constant   Logarithmic   Linear   Quadratic   Exponential   None of these

6. (4 points) Best of Both *(All are in Scope: Lists, Tree Recursion)*

Definition. A *switch list* `r` for two source lists `s` and `t`, both of length n, is a list where each element `r[i]` for $0 \le i < n$ is either `s[i]` or `t[i]`. The *switch count* for `r` is the number of indices `i` for which `r[i]` and `r[i-1]` come from different lists. As a special case, index 0 contributes 0 to the switch count if `r[0]` comes from `s` and 1 if it comes from `t`.

Implement `switch`, which takes two lists of numbers `s` and `t` that have the same length, and a non-negative integer `k`. It returns the *switch list* for `s` and `t` that has the largest sum and has a *switch count* of at most `k`.

Constraints:

- The blanks on line 4 must be filled with one of the following combinations:
  - `s, t`
  - `t, s`
  - `s[1:], t`
  - `t, s[1:]`
  - `s[1:], t[1:]`
  - `t[1:], s[1:]`
- The blank on line 5 must use one of the following templates:
  - `_______ + switch(_______, _______, k - 1)`
  - `_______ + switch(_______, _______, k)`
  - `switch(_______, _______, k - 1)`
  - `switch(_______, _______, k)`

```
def switch(s, t, k):
    """Return the list with the largest sum built by switching between S and T at most K times.

    >>> switch([1, 2, 7], [3, 4, 5], 0)
    [1, 2, 7]
    >>> switch([1, 2, 7], [3, 4, 5], 1)
    [3, 4, 5]
    >>> switch([1, 2, 7], [3, 4, 5], 2)
    [3, 4, 7]
    >>> switch([1, 2, 7], [3, 4, 5], 3)
    [3, 4, 7]
    """
1   if k == 0 or len(s) == 0:

2       return s

3   else:

4       a = switch(_____________, ___________________________, k-1)

5       b = _________________________________________________________________________

6       return max(a, b, key=sum)
```

7. (5 points) Version 2.0 *(All are in Scope: OOP, Lists)*

Implement the `Version`, `Insert`, and `Delete` classes as follows:

- A `Version` represents a string that has been edited. A `Version` instance has a `previous` value (which may be a `str` or `Version` instance) and an `edit` (which may be an instance of `Insert` or `Delete`).
- Calling `str` on a `Version` instance should return the string that results from applying its `edit` to the string represented by `previous`. Assume that string is long enough to perform the `edit`.
- An `edit` object represents a change to a string parameterized by some value `c` applied at an index `i`.
- The `apply` method for `Insert` inserts the string `c` into string `t` starting at index `i`.
- The `apply` method for `Delete` removes `c` (a positive `int`) characters from string `t` starting at index `i`.

```
class Version:
    """A version of a string after an edit.

    >>> s = Version('No power?', Delete(3, 6))
    >>> print(Version(s, Insert(3, 'class!')))
    No class!
    >>> t = Version('Beary', Insert(4, 'kele'))
    >>> print(t)
    Bearkeley
    >>> print(Version(t, Delete(2, 1)))
    Berkeley
    >>> print(Version(t, Delete(4, 5)))
    Bear
    """
    def __init__(self, previous, edit):
        self.previous, self.edit = previous, edit
    def __str__(self):


        return ______________________________________________________________________________

class Edit:
    def __init__(self, i, c):
        self.i, self.c = i, c

class Insert(Edit):
    def apply(self, t):
        "Return a new string by inserting string c into t starting at position i."


        return ______________________________________________________________________________

class Delete(Edit):
    def apply(self, t):
        "Return a new string by deleting c characters from t starting at position i."


        return ______________________________________________________________________________
```

8. (4 points) Their Mascot is a Tree?!? *(All are in Scope: Trees, Linked Lists)*

Definitions. The *depth* of the root node of a tree is 0, and the depth of a child is 1 more than the depth of its parent. A linked list is either a `Link` instance or `Link.empty`.

Implement `layer`, which takes a `Tree` instance `t` and a non-negative integer `d`. It returns a linked list containing the labels of all nodes in `t` that have depth `d`. Labels in the result should appear in branch order. The `Tree` and `Link` classes appear on the Midterm 2 Study Guide.

You may **not** use `lambda`, `if`, `and`, or `or` in your solution (other than what already appears in the template).

Note: The built-in `reversed` function returns a reverse iterator over the values of a sequence. For example, `list(reversed([1, 2, 3]))` evaluates to `[3, 2, 1]`.

```
def layer(t, d):
    """Return a linked list containing all labels of Tree T at depth D.

    >>> a_tree = Tree(1, [Tree('b', [Tree('mas')]),
    ...                   Tree('a', [Tree('co')]),
    ...                   Tree('d', [Tree('t', [Tree('!')])])])
    >>> print(layer(a_tree, 0))
    <1>
    >>> print(layer(a_tree, 1))
    <b a d>
    >>> print(layer(a_tree, 2))
    <mas co t>
    >>> print(layer(a_tree, 3))
    <!>
    """
    return helper(t, d, ______________________________________________________________________)


def helper(t, d, s):

    if d == 0:

        return ________________________________________________________________________________

    else:

        for b in reversed(t.branches):

            s = _______________________________________________________________________________

        return s
```