Instructions: Read Me!

- You will first be given 15 minutes to work on the group portion of the midterm first, followed by 105 minutes to work on the individual portion of the midterm. Do not start unless told to do so by the teaching staff.
- This exam is closed book. Electronic devices (except dedicated timekeepers) must be turned off. You can use one double-sided 8.5” × 11” sheet of handwritten notes.
- Please write neatly and legibly, because if we can’t read it, we can’t grade it. If you are not sure of your answer, you may wish to provide a brief explanation.
- Finally, please take a deep breath and calm down before starting the exam. This exam is not worth having a heart attack for. We hope you do a CS61Awesome job!

0 A Question of Identity (1 point)

Fill in the table below. Also, write your login at the top of each page of the midterm, once you are told to start the midterm.

<table>
<thead>
<tr>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Login (cs61a-</td>
</tr>
<tr>
<td>Section TA</td>
</tr>
<tr>
<td>All of the work on this exam is my own. (Please sign.)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Question</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>Group</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Score</td>
<td>/1</td>
<td>/14</td>
<td>/4</td>
<td>/5</td>
<td>/13</td>
<td>/5</td>
<td>/8</td>
<td>/50</td>
</tr>
</tbody>
</table>
Can You Give Me a Few Pointers? (14 points)

We execute the following statements at the Python interpreter:

```python
>>> def bar(x):
...     return [x, 2, 3, 4]
...
>>> carly = [-1, 0, 1]
>>> foo = bar(carly)
>>> baz = {'foo': foo, 'carly': [-1, 0, 1]}
```

Write what each of the following expressions would evaluate to in an interactive Python session. If evaluating the expression would cause an error, write “ERROR” and give the reason for the error.

(a) \textbf{foo[0] is [-1, 0, 1]}

\textbf{Solution:} False

(b) \textbf{foo[0] is carly}

\textbf{Solution:} True

(c) \textbf{tuple(map(bar, (foo, [5, 6])))}

\textbf{Solution:} (\[[[-1, 0, 1], 2, 3, 4], 2, 3, 4], [[5, 6], 2, 3, 4])

(d) \textbf{baz[‘carly’][1] + (4 * baz[‘foo’][0][0])}

\textbf{Solution:} -4
(e) We execute the following snippet of code at the interpreter:

```python
>>> c = [10, 20, 30]
>>> lst = [5, 6, c]
>>> lst[0] = lst
```

(i) In the space below, draw the box-and-pointer diagram that results from the above interaction.

![Box-and-Pointer Diagram]

Solution:

(ii) What is the value of `lst[0][1]`?

Solution: 6

(iii) Suppose the following line is now executed at the interpreter:

```python
>>> c = [5, 10, 15]
```

What would the following expressions evaluate to? If evaluating the expression would cause an error, write “ERROR” and give the reason for the error.

```python
>>> lst[2]

Solution: [10, 20, 30]

>>> lst[2] is c

Solution: False```
Define a function `make_confused_fn` that, given a function `fn` that takes one argument, returns a new function of one argument that behaves just as `fn` would, but only every three invocations. Otherwise, it returns the string `‘wat’`. The first call to the confused function should call the original function. **You should use the given skeleton code, and you may not define any other new functions or any other new variables.** We have provided doctests that demonstrate the intended usage.

```python
def make_confused_fn(fn):
    """ Given a one-argument function fn, returns a new function that behaves as fn would every three invocations, and the string ‘wat’ otherwise. """

    count = 0
    def confused_fn(x):
        nonlocal count
        if count % 3 == 0:
            count += 1
            return fn(x)
        count += 1
        return ‘wat’
    return confused_fn
```

```python
>>> square = lambda x: x * x
>>> confused_square = make_confused_fn(square)
>>> confused_square(3)
9
>>> confused_square(8)
‘wat’
>>> confused_square(42)
‘wat’
>>> confused_square(6)
36
>>> confused_square(3)
‘wat’
""
```
Write the function `alt_treemap` that, given a function and an ITree, applies the function to all of the data at every other level of the ITree, starting at the root node.

For example, given the ITree on the left (`itree_example`) and the `square` function, the output of the function should be the ITree on the right:

```
3
2 4
5 4 7 10
0 9 8 5 0 3
```

```
9
2 4
25 16 49 100
0 9 8 5 0 3
```

You may not convert the ITree to any other different data structure (such as tuples, lists, or other sequences) in your solution. You may find it useful to write and use helper functions.

```python
def alt_treemap(itree, fn):
    def alt_treemap_helper(itree):
        children = ()
        if len(itree_children(itree)):
            children = tuple(alt_treemap(it, fn) for it in itree_children(itree))
        rval_itree = make_itree(itree_datum(itree), children)
        return rval_itree

    children = ()
    if len(itree_children(itree)):
        children = tuple(alt_treemap_helper(it) for it in itree_children(itree))
    rval_itree = make_itree(fn(itree_datum(itree)), children)
    return rval_itree
```
Alternative solution:

```python
def alt_treemap(itree, fn):
    def helper(itree, fn, apply):
        if apply:
            new_datum = fn(itree_datum(itree))
            new_children = tuple(map(lambda t: helper(t, fn, False), itree_children(itree)))
            return make_itree(new_datum, new_children)
        else:
            datum = itree_datum(itree)
            new_children = tuple(map(lambda t: helper(t, fn, True), itree_children(itree)))
            return make_itree(datum, new_children)
    return helper(itree, fn, True)
```

Second Alternative solution:

```python
def alt_treemap(itree, fn):
    def helper(itree, fn, depth):
        new_children = tuple(map(lambda t: helper(t, fn, depth + 1), itree_children(itree)))
        if depth % 2 == 0:
            new_datum = fn(itree_datum(itree))
        else:
            new_datum = itree_datum(itree)
        return make_itree(new_datum, new_children)
    return helper(itree, fn, 0)
```
Classic Inheritance (13 points)

(a) Suppose we want to represent a book and a bookstore as objects. We will have one class for books and another class for bookstores. For each of the following, in the middle column, write the class that it should be associated with: either the BOOK class or the BOOKSTORE class. Also, in the rightmost column, use any of the following keywords to best describe what each item would be with regard to the class:

<table>
<thead>
<tr>
<th>Associated Class</th>
<th>Best Descriptive Keyword</th>
</tr>
</thead>
<tbody>
<tr>
<td>(BOOK or BOOKSTORE)</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Instance</th>
<th>Subclass</th>
<th>Instance Variable</th>
<th>Class Variable</th>
</tr>
</thead>
<tbody>
<tr>
<td>Harry Potter</td>
<td>Book</td>
<td>Instance</td>
<td></td>
</tr>
<tr>
<td>Novel</td>
<td>Book</td>
<td>Subclass</td>
<td></td>
</tr>
<tr>
<td>Title</td>
<td>Book</td>
<td>Instance Variable</td>
<td></td>
</tr>
<tr>
<td>ASUC Bookstore</td>
<td>Bookstore</td>
<td>Instance</td>
<td></td>
</tr>
<tr>
<td>Inventory of books</td>
<td>Bookstore</td>
<td>Instance or Class Variable</td>
<td></td>
</tr>
</tbody>
</table>
(b) Suppose the following class definition was provided to the Python interpreter:

```python
class Domo:
    spawns = 0
    def __init__(self, name):
        Domo.spawns += 1
        self.my_name = name
        self.num_eaten = 0
    def eat(self, food):
        print(self.my_name + " enjoyed eating this " + food)
        self.num_eaten += 1
    def name(self):
        return self.my_name
```

What would the Python interpreter print during the following interaction? If evaluating the expression would cause an error, write “ERROR” and give the reason for the error.

```python
>>> my_little_domo = Domo('Alonzo')
>>> my_little_domo.eat('kitten')
Alonzo enjoyed eating this kitten.
>>> self.num_eaten
Error: self is undefined (.5 points off for the wrong error)
>>> for name in ('Dom', 'Dimitri', 'Dominick'):
...     Domo(name)
... >>> Domo.spawns
4
>>> my_little_domo.my_name = 'Al'
>>> Domo.name(my_little_domo)
'Al'
```
(c) We want to create a child class, PickyDomo, which inherits from Domo. Fill in the bodies for the following methods, using the principle of inheritance wherever applicable. We have provided doctests that demonstrate the intended functionality and usage.

```python
class PickyDomo(Domo):
    def __init__(self, name, fav_food):
        """ A PickyDomo is a type of Domo who will not eat the same food more than once, unless that food is its fav_food. """
        Domo.__init__(self, name)
        self.fav_food = fav_food
        self.eaten = []

    def eat(self, food):
        """ PickyDomo will not eat the same food twice, ever. A PickyDomo will, however, eat its fav_food any number of times. 
        """
        if food == self.fav_food:
            Domo.eat(self, food)
        elif food not in self.eaten:
            Domo.eat(self, food)
            self.eaten.append(food)
        else:
            print(self.name() + ' does not want to eat this ' + food)
```

(Note: we took off points if you returned a string, rather than printing it)
Write a function `sum_two` that takes an RList of numbers and combines each successive pair of numbers. It does this by mutating the RList so that every other element is no longer part of the RList, and the value of each removed element is summed into the element immediately preceding it. You may assume that the input RList is of even length.

**You may not convert the RList to any other data structure, such as tuples, lists or other sequences, and you may not create any new RLists.** We have provided doctests that demonstrate the intended functionality and usage.

```python
def sum_two(rlist):
    """ Given an even length RList, combines successive pairs of elements, mutating the original RList."

    if len(rlist) < 2:
        return
    rlist.first += rlist.rest.first
    rlist.rest= rlist.rest.rest
    sum_two(rlist.rest)
```

```python
>>> my_rlist = RList.populate(5, 10, 1000, 200)
>>> str(my_rlist)
'<5, 10, 1000, 200>'
>>> sum_two(my_rlist)
>>> str(my_rlist)
'<15, 1200>'
""
```