# CS 61A Reverse Environment Diagram Practice Spring 2021 February 13, 2021

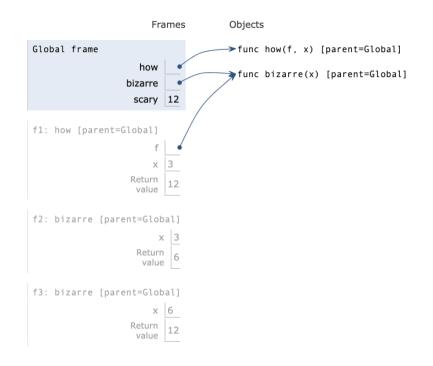
## Questions

0.1 Fill in the lines below so that the execution of the program would lead to the environment diagram below. You may not use any numbers in any blanks.

def how(f, x):
 return \_\_\_\_\_

def bizarre(\_\_\_):
 return 2 \* \_\_\_\_\_

scary = \_\_\_\_\_(\_\_\_\_, 3)

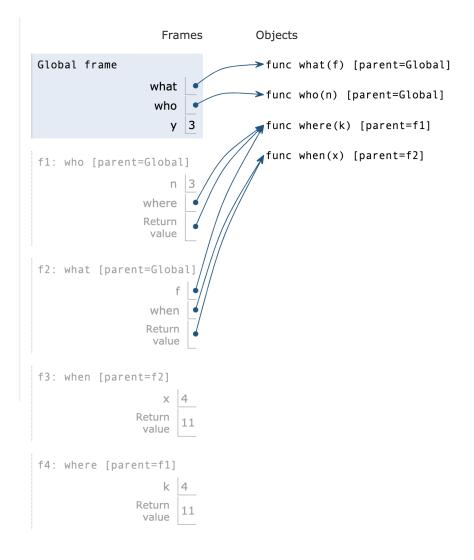


### 2 Reverse Environment Diagram Practice

0.2 Fill in the lines below so that the execution of the program would lead to the environment diagram below. You may not use any numbers in any blanks.

def what(\_\_\_\_\_): def \_\_\_\_\_(x): return \_\_\_\_\_ return \_\_\_\_\_ def who(n): def \_\_\_\_\_(k): return 2 \* k + n return \_\_\_\_\_

```
y = 3
____(____))(4)
```



#### Reverse Environment Diagram Practice 3

0.3 Fill in the lines below so that the execution of the program would lead to the environment diagram below. You may not use any numbers in any blanks.

```
def switch(aroo):
    def ______(fun):
        if aroo ______ fun:
            return "great"
        return "terrible"
        return ______
very = switch(______)
______
cs61a = switch(______)
Frames Objects
Global frame
    switch func switch(aroo) [parent=Global]
    switch func very(fun) [parent=fl]
```

very

fun Return

value

f1: switch [parent=Global]

f2: very [parent=f1]

cs61a "great"

aroo very Return value

"great"

### 4 Reverse Environment Diagram Practice

0.4 Fill in the lines below so that the execution of the program would lead to the environment diagram below. You may only use y, (, ), and h in the blanks.

y = "y" h = \_\_\_\_\_ def y(\_\_\_\_): h = "h" if y == h: return y + "i" y = lambda \_\_\_\_\_: \_\_\_\_ return lambda \_\_\_\_\_: \_\_\_\_

