1 Linked Lists

Questions

1.1 What is a linked list? Why do we consider it a naturally recursive structure?

1.2 Draw a box and pointer diagram for the following:

```
Link('c', Link(Link(6, Link(1, Link('a'))), Link('s')))
```

1.3 The Link class can represent lists with cycles. That is, a list may contain itself as a sublist. Implement `has_cycle` that returns whether its argument, a Link instance, contains a cycle. There are two ways to do this: iteratively with two pointers, or keeping track of Link objects we’ve seen already. Try to come up with both!

```python
def has_cycle(link):
    ""
    >>> s = Link(1, Link(2, Link(3)))
    >>> s.rest.rest.rest = s
    >>> has_cycle(s)
    True
    """
```

1.4 Fill in the following function, which checks to see if `sub_link`, a particular sequence of items in one linked list, can be found in another linked list (the items have to be in order, but not necessarily consecutive).

```python
def seq_in_link(link, sub_link):
    ""
    >>> lnk1 = Link(1, Link(2, Link(3, Link(4))))
    >>> lnk2 = Link(1, Link(3))
    >>> lnk3 = Link(4, Link(3, Link(2, Link(1))))
    >>> seq_in_link(lnk1, lnk2)
    True
    >>> seq_in_link(lnk1, lnk3)
    False
    ""
```
Linked Lists, OOP

Note: This worksheet is a problem bank—most TAs will not cover all the problems in discussion section.
2  OOP

Questions

2.1 What is the relationship between a class and an ADT?

2.2 What is the definition of a Class? What is the definition of an Instance?

2.3 What is a Class Attribute? What is an Instance Attribute?

2.4 What Would Python Display?

```python
class Foo():
    x = 'bam'
    def __init__(self, x):
        self.x = x
    def baz(self):
        return self.x

class Bar(Foo):
    x = 'boom'
    def __init__(self, x):
        Foo.__init__(self, 'er' + x)
    def baz(self):
        return Bar.x + Foo.baz(self)

foo = Foo('boo')

Foo.x

foo.x

foo.baz()

Foo.baz()

Foo.baz(foo)

bar = Bar('ang')

Bar.x

bar.x

bar.baz()
```

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2.5 What Would Python Display?

```python
class Student:
    def __init__(self, subjects):
        self.current_units = 16
        self.subjects_to_take = subjects
        self.subjects_learned = {}
        self.partner = None

    def learn(self, subject, units):
        print('I just learned about ' + subject)
        self.subjects_learned[subject] = units
        self.current_units -= units

    def make_friends(self):
        if len(self.subjects_to_take) > 3:
            print('Whoa! I need more help!'
            self.partner = Student(self.subjects_to_take[1:])
        else:
            print('I'm on my own now!"
            self.partner = None

    def take_course(self):
        course = self.subjects_to_take.pop()
        self.learn(course, 4)
        if self.partner:
            print('I need to switch this up!')
            self.partner = self.partner.partner
        if not self.partner:
            print('I have failed to make a friend :(')

tim = Student(['Chem1A', 'Bio1B', 'CS61A', 'CS70', 'CogSci1'])
tim.make_friends()

print(tim.subjects_to_take)
tim.partner.make_friends()
tim.take_course()
tim.partner.take_course()
tim.take_course()
tim.make_friends()
```

*Note: This worksheet is a problem bank—most TAs will not cover all the problems in discussion section.*
Fill in the implementation for the Cat and Kitten classes. When a cat meows, it should say "Meow, (name) is hungry" if it is hungry, and "Meow, my name is (name)" if not. Kittens do the same thing as cats, except they say "i'm baby" instead of "meow", and they say "I want mama (parent’s name)" after every call to meow().

```python
cat = Cat('Tuna')
kitten = kitten('Fish', cat)
cat.meow()  # meow, Tuna is hungry
kitten.meow()  # i'm baby, Fish is hungry
I want mama Tuna

cat.eat()  # meow

cat.meow()  # meow, my name is Tuna
kitten.eat()  # i'm baby
kitten.meow()  # meow, my name is Fish
I want mama Tuna

class Cat:
    noise = 'meow'
    def __init__(self, name):
        self.name = name

    def meow(self):
        print(self.name + ' is hungry')

    def eat(self):
        print(self.name)
        self.hungry = False

class Kitten(Cat):
    noise = 'i'm baby'
    def meow(self):
        print(self.name + ' is ' + self.hungry)

    def eat(self):
        print(self.name + ' want mama ' + self.parent)
```

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