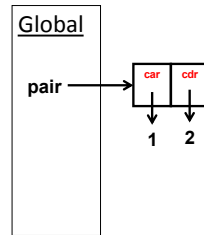


CS61A Lecture 18

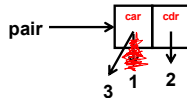
2011-07-20
Colleen Lewis



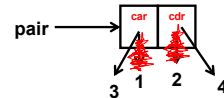
```
STk> (define pair (cons 1 2))
```



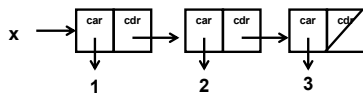
```
STk> (define pair (cons 1 2))
STk> (set-car! pair 3)
```



```
STk> (define pair (cons 1 2))
STk> (set-car! pair 3)
STk> (set-cdr! pair 4)
```



```
STk> (define x (list 1 2 3))
STk> (set-cdr! x 4)
```

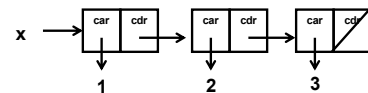


- A) Error
- B) (1 . 4)
- C) (1 4)
- D) (4 2 3)
- E) other

What does
scheme print?



```
STk> (define y (list 1 2 3))
STk> (set-cdr! (cdr x) 4)
```

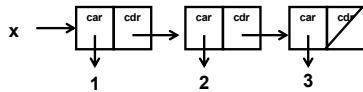


- A) Error
- B) (1 . 4)
- C) (1 2 . 4)
- D) (1 2 4)
- E) (1 2 3 4)

What does
scheme print?



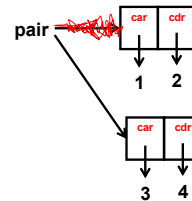
```
STk> (define z (list 1 2 3))
STk> (set! (cdr z) 5)
```



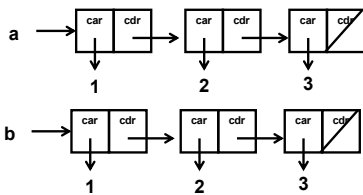
- A) Error
 B) (1 . 5)
 C) (1 2 . 5)
 D) (1 2 5)
 E) (1 2 3 5)

What does
scheme print?

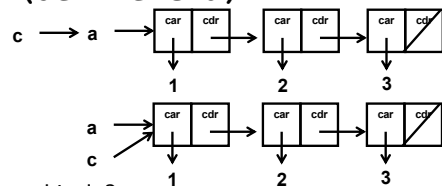
```
STk> (define pair (cons 1 2))
STk> (set! pair (cons 3 4))
```



```
STk> (define a (list 1 2 3))
STk> (define b (list 1 2 3))
```



```
STk> (define a (list 1 2 3))
STk> (define b (list 1 2 3))
STk> (define c a)
```



What does this do?

- A) Top picture
 B) Bottom picture
 C) Other

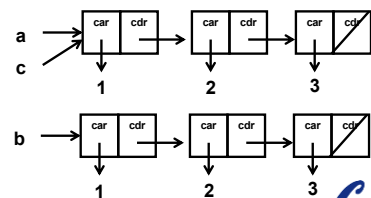
Eq? versus Equal?

- Equal?
 - Checks if two things print the same in Scheme.
- Eq?
 - Checks if two things are LITERALLY the same/identical

```
STk> (define a (list 1 2 3))
STk> (define b (list 1 2 3))
STk> (define c a)
STk> (equal? a b)
```

What does
this do?

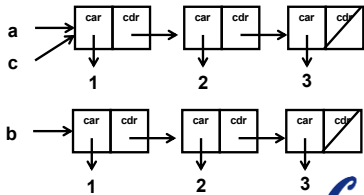
- A) #t
 B) #f
 C) ???



```
STk> (define a (list 1 2 3))
STk> (define b (list 1 2 3))
STk> (define c a)
STk> (eq? a b)
```

What does this do?

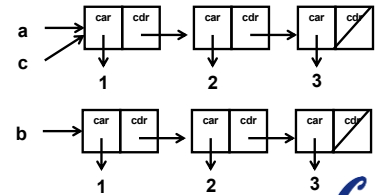
- A) #t
B) #f
C) ???



```
STk> (define a (list 1 2 3))
STk> (define b (list 1 2 3))
STk> (define c a)
STk> (equal? a c)
```

What does this do?

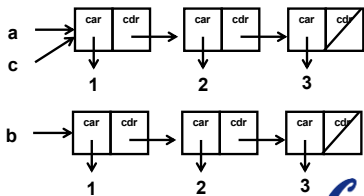
- A) #t
B) #f
C) ???



```
STk> (define a (list 1 2 3))
STk> (define b (list 1 2 3))
STk> (define c a)
STk> (eq? a c)
```

What does this do?

- A) #t
B) #f
C) ???



What is a after the call to sq-list!?

```
(define (sq-list! lst)
  (if (null? lst)
      lst
      (begin
         (set-car! lst (square (car lst)))
         (sq-list! (cdr lst)))))
```

```
STk> (define a (list 1 2 3))
```

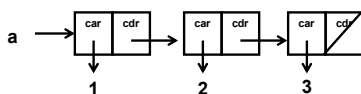
a

```
STk> (sq-list! a)
```

A) () B) (1 2 3) C) (1 4 9) D) Error

What is a after the call to sq-list!?

```
(define (sq-list! lst)
  (if (null? lst)
      lst
      (begin
         (set-car! lst (square (car lst)))
         (sq-list! (cdr lst)))))
```



```
STk> (define a (list 1 2 3))
```

a

```
STk> (remove-last a)
```

okay

```
STk> a
```

(1 2)

```
STk> (remove-last a)
```

okay

```
STk> a
```

(1)

```
STk> (remove-last a)
```

(cdr of list is null - not possible to remove)

```
STk> (remove-last '())
```

(list is null - not possible to remove last)

**Write
remove-last.
Show solution
with:
A) Chalk
B) Emacs
C) PPT**

TRACE mystery

```
(define (mystery lst)
  (if (or (null? lst)
        (null? (cdr lst)))
      'ok
      (let ((x (cdr lst)))
        (set-cdr! lst (cdr x))))))
```

Cal

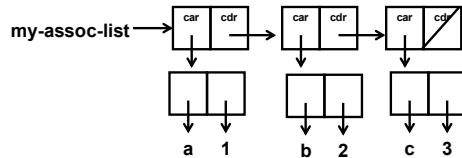
Trace mystery

```
STk> (define a (list 1 2 3 4))
a
STk> (mystery a)
okay
STk> (mystery (cdr a))
okay
STk> a
A. (1 3) B. (1 4) C. (2 3) D. (3 4)
E. Error
```

Cal

What does an association list look like?

```
STk> (define my-assoc-list
      '((a . 1) (b . 2) (c . 3)))
```



Cal

assoc

```
STk> (define my-assoc-list
      '((a . 1) (b . 2) (c . 3)))
my-assoc-list
STk> (assoc 'a my-assoc-list)
(a . 1)
STk> (assoc 'b my-assoc-list)
(b . 2)
STk> (assoc 'd my-assoc-list)
#f
```

Cal

assoc

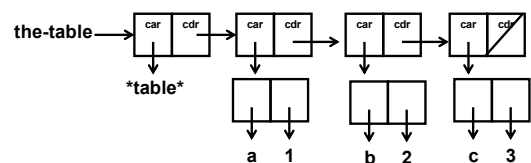
```
(define (assoc key records)
  (cond
    ((null? records)
     #f)
    ((equal? key           )
     (car records))
    (else
     (assoc key (cdr records)))))
```

(_____ records) the blank is:
A) car B) caar C) cdr D) cadr

Cal

Tables

```
(define the-table (list '*table*))
```



Cal

```
(define (get key)
  (let
    ((record
      (assoc key (cdr the-table))))
    (if 
      #f
      (cdr record))))
```

the blank is:

- A. (null? record) B. (record)
 C. (not (record)) D. Not poss.
 E. (not record)

Tables

```
STk> (define the-table (list '*table*))
the-table
STk> (put 'a '1)
ok
STk> the-table
(*table* (a . 1))
STk> (put 'b 2)
ok
STk> the-table
(*table* (b . 2) (a . 1))
```

```
(define (put key value)
  (let ((record (assoc key (cdr the-table))))
    (if (not record)
      (set-cdr!
        
        
        (set-cdr!
          
          
          'ok)
          the-table
          (assoc key (cdr the-table))))
      (set-cdr!
        record
        (cons (key) (value))))))
```

Remove-last SOLUTION

```
(define (remove-last lst)
  (cond
    ((null? lst)
     '(list is null - not possible...))
    ((null? (cdr lst))
     '(cdr of list is null...))
    ((null? (cdr (cdr lst)))
     (set-cdr! lst '()))
    (else (remove-last (cdr lst)))))
```

```
(define (put key value)
  (let ((record (assoc key (cdr the-table))))
    (if (not record)
      (set-cdr!
        the-table
        (cons (key) (value)))
      (set-cdr!
        record
        (cons (key) (value))))))
```

flat-list-filter!

```
(define (flat-list-filter! pred lst)
  (cond
    ((or (null? lst) (null? (cdr lst)))
     lst)
    ((pred (cadr lst))
     (remove-next! lst)
     (flat-list-filter! pred lst))
    (else (flat-list-filter! pred
      (cdr lst)))))
```