INSTRUCTIONS

- You have 2 hours to complete the exam.
- The exam is closed book, closed notes, closed computer, closed calculator, except a one-page crib sheet of your own creation and the two official 61A midterm study guides.
- Mark your answers ON THE EXAM ITSELF. If you are not sure of your answer you may wish to provide a brief explanation.

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All the work on this exam is my own. (please sign)

For staff use only

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1. (12 points) Mutation and Non-Local Assignment

The Berkeley Banking Commune only accepts Berkeley Bucks. Each valid “buck” has a unique serial number. The bank tracks these serial numbers to make sure that nobody is photocopying its bucks.

(a) (4 pt) The higher-order function make_deposit returns a single-argument function deposit that takes a Python list of serial numbers. If all serial numbers ever deposited to that function are unique, deposit returns the number of bucks ever deposited. If a duplicate serial number is ever deposited, deposit will forever return the string ‘Fraud’. Fill in the deposit definition below. Do not include any unnecessary nonlocal statements. Do not include any additional return statements; one is provided for you.

def make_deposit():
    """Return a deposit function.
    >>> d1, d2 = make_deposit(), make_deposit()
    >>> d1([1, 3])
    2
    >>> d1([7, 7])
    'Fraud'
    >>> d1([8])
    'Fraud'
    >>> d2([2, 4, 6])
    3
    >>> d2([1, 3, 5])
    6
    >>> d2([4])
    'Fraud'
    """
    fraud = False
    contents = []
    def deposit(bucks):
        nonlocal fraud
        for buck in bucks:
            if buck in contents:
                fraud = True
            contents.append(buck)
        if fraud:
            return 'Fraud'
        return len(contents)
    return deposit
(b) (6 pt) Complete the environment diagram for the program in the box below. You do not need to draw an expression tree. A complete answer will:

- Complete all missing arrows. Arrows to the global frame can be abbreviated by small globes.
- Add all local frames created by applying user-defined functions.
- Add all missing names in frames.
- Add all final values referenced by frames. Represent tuple values using box-and-pointer notation.

(c) (2 pt) After executing the program above, what would the expression `s(4)` evaluate to? If evaluating this expression causes an error, write “error.” If evaluating this expression would take forever, write “infinite.”
2. (10 points) List Processing

Assume that you have started Python 3 and executed the following statements:

```python
from operator import add
def baby(oh):
    baby = oh
    for b in baby:
        baby[0] = b
    return baby

bieber = ['om', 'nom', 'nom']
counts = [1, 2, 3]
ums = counts
nums.append(4)
```

For each of the following expressions, write the `repr` string (i.e., the string printed by Python interactively) of the value to which it evaluates in the current environment. If evaluating the expression causes an error, write “error.” Any changes made to the environment by the expressions below will affect the subsequent expressions.

(a) (2 pt) `baby(bieber)`

```
['nom', 'nom', 'nom']
```

(b) (2 pt) `bieber[0:2]`

```
['nom', 'nom']
```

(c) (2 pt) `counts is nums`

```
True
```

(d) (2 pt) `counts is add([1, 2], [3, 4])`

```
False
```

(e) (2 pt) `tuple(map(baby, (nums, counts)))`

```
([4, 2, 3, 4], [4, 2, 3, 4])
```
3. (12 points) Object-Oriented Programming

(a) (2 pt) Louis Reasoner wants to define a Person class:

```python
class Person(object):
    name = None
    def __init__(self, name):
        Person.name = name
    def greet(self):
        return "Hello, my name is " + self.name
```

Alyssa P. Hacker, sees a problem. Circle all appropriate criticisms of this implementation.

(A) Every Person’s name will be the equal to the most recently created Person’s name.

(B) Instantiating a Person will cause an error.

(C) Every Person’s name will be None.

(D) Invoking `greet` on a person instance will cause an error.

(b) (2 pt) Consider the following simple class definition.

```python
class Dog(object):
    def bark(self):
        print("woof!")
```

One day, while using this class, Louis Reasoner decides he wants his dog, Fido, to bark differently:

```python
>>> fido = Dog()
>>> fido.bark = "bow wow!"
```

Ben Bitdiddle quickly points out that this won’t work. “`bark` is supposed to be a method, not a string!” So Louis Reasoner attempts to reset the `bark` method to what it was before:

```python
>>> fido.bark = Dog.bark
```

Ben replies, “I don’t think your fix is right either!” Circle all appropriate statements about this final assignment statement.

(A) Executing this assignment statement will cause an error.

(B) After this assignment, invoking `fido.bark()` will cause an error.

(C) This assignment statement will have no effect at all.

(D) None of the above criticisms are valid.
(c) (3 pt) Cross out statements below so that the expression \( N().r() \) evaluates to 1.

```python
class M(object):
    p = 2
    q = True
    def r(self):
        if self.q:
            return self.p
        return self.r() - 1

class N(M):
    p = 1
    q = False
    def r(self):
        return self.p + 1
```

(d) (2 pt) Consider the following class definition using our implemented object system (below-the-line).

```python
def make_foo_class():
    def __init__(self, a):
        self['set']('a', a)
    def someday(self):
        return "we will go " + str(attributes['a'])
    attributes = {
        '__init__': __init__,
        'someday': someday,
        'a': 42
    }
    return make_class(attributes, None)

Foo = make_foo_class()
```

Circle all equivalent class definitions below, among these options that use Python's built-in object system.

This one ↓

```python
class Foo:
    a = 42
    def __init__(self, a):
        self.a = a
    def someday(self):
        return "we will go " + str(Foo.a)
```

```python
class Foo:
    def __init__(self, a):
        self.a = a
    def someday(self):
        return "we will go " + str(self.a)
```

```python
class Foo:
    a = 42
    def __init__(self, a):
        self.a = a
    def someday(self):
        return "we will go " + str(a)
```
(e) (3 pt) Louis Reasoner decides to modify the seventh line of the body of `make_instance` in his implementation of an object system. He also implements a `Person` class.

```python
1: def make_instance(cls):
2:     def get_value(name):
3:         if name in attributes:
4:             return attributes[name]
5:         else:
6:             value = cls['get'](name)
7:             return value # CHANGED FROM: return bind_method(value, instance)
8:     def set_value(name, value):
9:         attributes[name] = value
10:     attributes = {}
11:     instance = {'get': get_value, 'set': set_value}
12:     return instance
13:
14: def make_person_class():
15:     def __init__(self, name):
16:         self['set']('name', name)
17:         Person['set']('population', Person['get']('population') + 1)
18:     def greet(self):
19:         return "Hello, my name is " + self['get']('name')
20:     Person = make_class({'__init__': __init__,
21:             'greet': greet,
22:             'population': 0})
23:     return Person
```

Circle any of the following lines that will cause an error using this implementation.

```python
>>> Person = make_person_class()
>>> yakko = Person['new']('yakko')

>>> yakko['get']('name')

This one ↓
>>> yakko['get']('greet')()

>>> yakko['get']('population')
```
4. (16 points) Defining Functions Without Iteration

ANSWER THESE QUESTIONS WITHOUT ANY FOR OR WHILE STATEMENTS

(a) (3 pt) Implement the function make_triangle_area that defines a relation among three connectors, the base b, height h, and area a of a triangle, so that \( a = \frac{1}{2} \cdot b \cdot h \). You may assume that the functions make_connector, multiplier, and constant are defined for you as they were in lecture. The following results should be printed using your solution.

```python
>>> a, b, h = [make_connector(n) for n in ('area', 'base', 'height')]
>>> make_triangle_area(a, b, h)
>>> a['set_val']('user', 75)
area: 75
>>> b['set_val']('user', 15)
base: 15
height: 10
```

```python
def make_triangle_area(a, b, h):
    u, v = make_connector(), make_connector()
    multiplier(b, v, u)
    multiplier(u, h, a)
    constant(v, 0.5)
```

(b) (4 pt) Write a function overlap that takes two strings word1 and word2 and returns the maximum overlap between the end of word1 and the beginning of word2. Assume both strings have the same length.

```python
>>> overlap('ball', 'ball')
'ball'
>>> overlap('pirate', 'teepee')
'te'
>>> overlap('fish', 'bowl')
''
```

```python
def overlap(word1, word2):
    if word1 == word2:
        return word1
    return overlap(word1[1:], word2[:len(word2)-1])
```
(c) (3 pt) Complete the function listify that takes as an argument an instance of either (i) the built-in list class or (ii) the user-defined Rlist class from lecture. listify returns a list containing the same elements as its argument. Use type dispatching and a call to listify_rlist.

```python
>>> r = Rlist('He will knock', Rlist(3, Rlist('times')))
>>> s = ['fezzes', 'are', 'cool']
>>> listify(r)
['He will knock', 3, 'times']
>>> listify(s)
['fezzes', 'are', 'cool']

def listify_rlist(r, s):
    """Fill list s with the contents of Rlist r.""
    if r is not Rlist.empty:
        s.append(r.first)
        listify_rlist(r.rest, s)

def listify(seq):
    if type(seq) == list:
        return seq  # Also accepted: return list(seq)
    if type(seq) == Rlist:
        s = []
        listify_rlist(seq, s)
        return s
```

(d) (2 pt) Define a mathematical function $f(n)$ such that calling listify(s) on an Rlist instance $s$ takes $\Theta(f(n))$ steps. Assume that $s$ is an Rlist of length $n$ and each element of $s$ is itself an Rlist of length $n$. Assume that the append method for list takes a constant number of steps.

$$f(n) = n$$
ANSWER THESE QUESTIONS WITHOUT ANY FOR OR WHILE STATEMENTS

Consider the binary Tree class below, which has no entry attribute.

class Tree(object):
    """A binary tree with no entries."""
    def __init__(self, left=None, right=None):
        self.left = left
        self.right = right

a = Tree(None, Tree(Tree(), Tree(None, Tree())))
b = Tree(None, Tree())
c = Tree(None, Tree(None, Tree()))
d = Tree(Tree(), Tree())

(e) (4 pt) Write a function pruned that takes two Tree arguments t1 and t2 and returns whether t2 is a pruned version of t1. t2 is a pruned version of t1 if all paths from the root of t2 are also valid paths from the root of t1. A path is an ordered sequence of branch selections (e.g., right, right, left). Your base case(s) should compare an input to None.

def pruned(t1, t2):
    if t2 is None:
        return True
    if t1 is None:
        return False
    return pruned(t1.left, t2.left) and pruned(t1.right, t2.right)