

## **Exam Info**

- Prelim 2: 7:30–9:00PM, Thursday, Nov. 12th
  - Last name A J in Uris G01
  - Last name  $\mathbf{K} \mathbf{Z}$  in Statler Auditorium
  - SDS Students will get an e-mail
- To help you study:
  - Study guides, review slides are online
  - Review solution to prelim 1 (esp. call stack!)
- Grades will be released before next class

- Five questions from the following topics:
  - Recursion (Lab 8, A4)
  - Iteration and Lists (Lab 7, A4, A6)
  - Defining classes (Lab 9, Lab 10, A6)
  - Drawing folders (Lecture, A5)
  - Exceptions (Lectures 10 and 20)
  - Short Answer (Terminology, Potpourri)
- +2 points for name, netid AND SECTION

- Recursion (Lab 8, A4)
  - Will be given a function specification
  - Implement it using recursion
  - May have an associated call stack question
- Iteration and Lists (Lab 7, A4, A6)
- Defining classes (Lab 9, Lab 10, A6)
- Drawing folders (Lecture, A5)
- Exceptions (Lectures 10 and 20)
- Short Answer (Terminology, Potpourri)

### **Recursive Function**

### **def** merge(s1,s2):

```
"""Returns: characters of s1 and s2, in alphabetical order.
Examples: merge('ab', ") = 'ab'
merge('abbce', 'cdg') = 'abbccdeg'
Precondition: s1 a string with characters in alphabetical order
s2 a string with characters in alphabetical order"""
```

## **Recursive Function**

### **def** merge(s1,s2):

```
"""Returns: characters of s1 and s2, in alphabetical order.
```

```
Examples: merge('ab', ") = 'ab'
```

```
merge('abbce', 'cdg') = 'abbccdeg'
```

Precondition: s1 a string with characters in alphabetical order s2 a string with characters in alphabetical order""

### Hint:

- Make input "smaller" by pulling off first letter
- Only make **one** of two strings smaller each call
- Which one should you make smaller each call?

# **Call Stack Question**

### def skip(s):

"""Returns: copy of s Odd letters dropped"""

- result = "
- if (len(s) % 2 = 1):

```
result = skip(s[1:])
```

elif len(s) > 0:

```
result = s[0]+skip(s[1:])
```

return result

- Call: skip('abc')
- Recursive call results in four frames (why?)
  - Consider when 4th frame completes line 6
  - Draw the entire call stack at that time
- Do not draw more than four frames!

2

3

4

5

6

- Recursion (Lab 8, A4)
- Iteration (Lab 7, A4, A6)
  - Again, given a function specification
  - Implement it using a for-loop
  - May involve 2-dimensional lists
- Defining classes (Lab 9, Lab 10, A6)
- Drawing folders (Lecture, A5)
- Exceptions (Lectures 10 and 20)
- Short Answer (Terminology, Potpourri)

## **Implement Using Iteration**

**def** evaluate(p, x):

```
"""Returns: The evaluated polynomial p(x)
We represent polynomials as a list of floats. In other words
[1.5, -2.2, 3.1, 0, -1.0] is 1.5 - 2.2x + 3.1x + 2 + 0x + 3 - x + 4
We evaluate by substituting in for the value x. For example
evaluate([1.5, -2.2, 3.1, 0, -1.0], 2) is 1.5 - 2.2(2) + 3.1(4) - 1(16) = -6.5
evaluate([2], 4) is 2
```

Precondition: p is a list (len > 0) of floats, x is a float"""

# **Example with 2D Lists (Like A6)**

**def** max\_cols(table):

```
"""Returns: Row with max value of each column
```

We assume that table is a 2D list of floats (so it is a list of rows and each row has the same number of columns. This function returns a new list that stores the maximum value of each column.

Examples:

```
max_cols([ [1,2,3], [2,0,4], [0,5,2] ]) is [2,5,4]
max_cols([ [1,2,3] ]) is [1,2,3]
```

Precondition: table is a NONEMPTY 2D list of floats"""

- Recursion (Lab 8, A4)
- Iteration (Lab 7, A4, A6)
- Defining Classes (Lab 9, Lab 10, A6)
  - Given a specification for a class
  - Also given a specification for a subclass
  - Will "fill in blanks" for both
- Drawing folders (Lecture, A5)
- Exceptions (Lectures 10 and 20)
- Short Answer (Terminology, Potpourri)

class Customer(object):

"""Instance is a customer for our company

Mutable attributes:

\_name: last name [string or None if unknown]

\_email: e-mail address [string or None if unknown]

Immutable attributes:

\_born: birth year [int > 1900; -1 if unknown]"""

#### **# DEFINE GETTERS/SETTERS HERE**

# Enforce all invariants and enforce immutable/mutable restrictions

#### **# DEFINE INITIALIZER HERE**

# Initializer: Make a Customer with last name n, birth year y, e-mail address e.

# E-mail is None by default

# Precondition: parameters n, b, e satisfy the appropriate invariants

#### # OVERLOAD STR() OPERATOR HERE

- # Return: String representation of customer
- # If e-mail is a string, format is 'name (email)'
- # If e-mail is not a string, just returns name

#### class PrefCustomer(Customer):

"""An instance is a 'preferred' customer

Mutable attributes (in addition to Customer):

\_level: level of preference [One of 'bronze', 'silver', 'gold'] """

#### **# DEFINE GETTERS/SETTERS HERE**

# Enforce all invariants and enforce immutable/mutable restrictions

#### **# DEFINE INITIALIZER HERE**

# Initializer: Make a new Customer with last name n, birth year y,

# e-mail address e, and level l

# E-mail is None by default

# Level is 'bronze' by default

# Precondition: parameters n, b, e, l satisfy the appropriate invariants

#### # OVERLOAD STR() OPERATOR HERE

- # Return: String representation of customer
- # Format is customer string (from parent class) +', level'
- # Use \_\_\_\_\_\_ from Customer in your definition

- Recursion (Lab 7, A4)
- Iteration and Lists (Lab 6, A4, A5)
- Defining classes (Lab 8, Lab 9, A5)
- Drawing class folders (Lecture, A5)
  - Given a skeleton for a class
  - Also given several assignment statements
  - Draw all folders and variables created
- Exceptions (Lectures 10 and 20)
- Short Answer (Terminology, Potpourri)

# **Two Example Classes**

```
class CongressMember(object):
    """Instance is legislator in congress
    Instance attributes:
    __name: Member's name [str]"""
```

```
def getName(self):
| return self._name
```

```
def setName(self,value):
    assert type(value) == str
    self._name = value
```

```
def __init__(self,n):
    | self.setName(n) # Use the setter
```

```
def __str__(self):
| return 'Honorable '+self.name
```

```
class Senator(CongressMember):
    """Instance is legislator in congress
    Instance attributes (plus inherited):
    __state: Senator's state [str]"""
    def getState(self):
        return self._state
    def setName(self,value):
        assert type(value) == str
    }
}
```

```
self._name = 'Senator '+value
```

```
def __init__(self,n,s):
    assert type(s) == str and len(s) == 2
    CongressMember.__init__(self,n)
    self._state = s
```

```
def __str__(self):
| return (CongressMember.__str__(self)+
| of '+self.state)
```

# **'Execute' the Following Code**

- >>> b = CongressMember('Jack')
- >>> c = Senator('John', 'NY')
- >>> q = c
- >>> d.setName('Clint')

### **Remember:**

Commands outside of a function definition happen in global space

- Draw two columns:
  - Global space
  - Heap space
- Draw both the
  - Variables created
  - Object folders created
  - Class folders created
- If an attribute changes
  - Mark out the old value
  - Write in the new value

- Recursion (Lab 8, A4)
- Iteration and Lists (Lab 7, A4, A6)
- Defining classes (Lab 9, Lab 10, A6)
- Drawing class folders (Lecture, A5)
- Exceptions (Lectures 10 and 20)
  - Try-except tracing (skipped on Prelim 1)
  - But now with dispatch on type
  - Will give you exception hierarchy
- Short Answer (Terminology, Potpourri)

# **Exceptions and Dispatch-On-Type**

#### def first(x):

print 'Starting first.'

try:

second(x)

#### except IOError:

print 'Caught at first'

print 'Ending first'

def second(x):

print 'Starting second.'

try:

third(x)

except AssertionError:

print 'Caught at second'

print 'Ending second'

```
def third(x):
```

print 'Starting third.'

if x < 0:

raise IOError()

elif x > 0:

raise AssertionError()

```
print 'Ending third.'
```

### What is the output of first(-1)?



# **Exceptions and Dispatch-On-Type**

#### def first(x):

print 'Starting first.'

try:

second(x)

except IOError:

print 'Caught at first'

print 'Ending first'

def second(x):

print 'Starting second.'

try:

third(x)

except AssertionError:

```
print 'Caught at second'
```

print 'Ending second'

```
def third(x):
```

print 'Starting third.'

if x < 0:

raise IOError()

elif x > 0:

raise AssertionError()

```
print 'Ending third.'
```

What is the output of first(1)?

- Recursion (Lab 7, A4)
- Iteration and Lists (Lab 6, A4, A5)
- Defining classes (Lab 8, Lab 9, A5)
- Drawing class folders (Lecture, Study Guide)
- Exceptions (Lectures 10 and 20)
- Short Answer (Terminology, Potpourri)
  - See the study guide
  - Look at the lecture slides
  - Read relevant book chapters

In that order

### **Any More Questions?**

