#### CS 1110

# Prelim 1 Review Fall 2021

#### **Exam Info**

- Prelim 1: Tuesday, October 19th at 7:30 pm
  - Last name A C in Ives 305
  - Last name **D Z** in Bailey 101
  - SDS Students will get an e-mail
- Exceptions ONLY if you filed a conflict
  - We expect you at the time and room assigned
  - Missing the exam is a big hit to final grade
- Grades promised 8am Thursday, October 21st

## **Studying for the Exam**

- Read study guides, review slides online
  - Solution to review posted after review
- Review all labs and assignments
  - Solutions to Assignment 2 are in CMS
  - No solutions to code, but talk to TAs
- Look at exams from past years
  - Exams with solutions on course web page
  - Only look at the fall exams; spring is different

# **Grading**

- We will announce approximate letter grades
  - We adjust letter grades based on all exams
  - But no hard guidelines (e.g. mean = grade X)
  - May adjust borderline grades again at final grades
- Use this to determine whether you want to drop
  - Drop deadline is Thursday, October 21st
  - Professor White will hold office hours all day
  - Will reach out to students of concern (C or lower)

- Five Questions on the following topics:
  - String slicing functions (A1)
  - Call frames and the call stack (A2)
  - Functions on mutable objects (A3)
  - Testing and debugging (Labs 6 and 10)
  - Short Answer (Terminology)
- + 2 pts for writing your name and net-id

- Five Questions on the following topics:
  - String slicing functions (A1)
  - Vhat about lists? Call frames
  - Functi
  - ougging (Labs 6 and 10) Testing
  - Short Answer (Terminology)
- + 2 pts for writing your name and net-id

• Five Questions on the following topics:

- String slicing functions
- Call frames and the call stack
- Functions on mutable objects
- Testing and debugging
- Short Answer

• + 2 pts for writing your name and net-id

Lists may appear in any of these 5

- String slicing functions (A1)
  - Will be given a function specification
  - Implement it using string methods, slicing
- Call frames and the call stack (A2)
- Functions on mutable objects (A3)
- Testing and debugging (Labs 6 and 10)
- Short Answer (Terminology)

# **String Slicing**

**def** make\_netid(name,n):

"""**Returns**: a netid for name with suffix n

Netid is either two letters and a number (if the student has no middle name) or three letters and a number (if the student has a middle name). Letters in netid are lowercase.

**Example**: make\_netid('Walker McMillan White',2) is 'wmw2'

**Example**: make\_netid('Walker White',4) is 'ww4'

**Parameter** name: the student name

**Precondition**: name is a string either with format 'first last'

or 'first middle last'

**Parameter** n: the netid suffix

**Precondition**: n > 0 is an int."""

## **Useful String Methods**

Method	Result
s.find(s1)	Returns first position of s1 in s; -1 if not there.
s.rfind(s1)	Returns LAST position of s1 in s; -1 if not there.
s.lower()	Returns copy of s with all letters lower case
s.upper()	Returns copy of s with all letters upper case

- We will give you any methods you need
- But you must know how to slice strings!

- String slicing functions (A1)
- Call frames and the call stack (A2)
  - Very similar to A2 (see solution in CMS)
  - May have to draw a full call stack
  - See lectures 4 and 10 (for call stack)
- Functions on mutable objects (A3)
- Testing and debugging (Labs 6 and 10)
- Short Answer (Terminology)

### Call Stack Example

- Given functions to right
  - Function fname() is not important for problem
  - Use the numbers given
- Execute the call: lname\_first('John Doe')
- Draw entire call stack
   when helper function
   lname completes line 10
  - Draw nothing else

```
1. def lname_first(s):
```

```
2. """Pre: s in the form
```

3. 'first-name last-name' """

```
4. first = fname(s)
```

5. last = lname(s)

6. return last + ',' + first

7.

8. def lname(s):

9. """**Pre**: same as above"""

10. end = s.find('')

11. return s[end+1:]

# Example with a Mutable Object

- 1. def cycle\_left(p):
- 2. """Cycle coords left
- **3. Pre**: p a point"""
- 4. temp = p.x
- $5. \qquad p.x = p.y$
- 6. p.y = p.z
- 7. p.z = temp

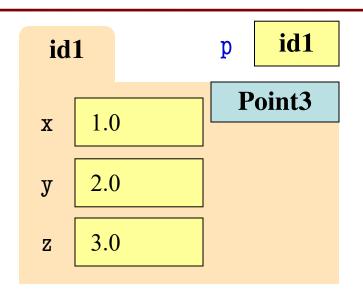
May get a function on a mutable object

```
>>> p = Point3(1.0,2.0,3.0)
```

- >>> cycle\_left(p)
- You are not expected to come up w/ the "folder"
  - Will provide it for you
  - You just track changes
- Diagram all steps

# Example with a Mutable Object

- 1. def cycle\_left(p):
- 2. """Cycle coords left
- **Pre**: p a point"""
- 4. temp = p.x
- $5. \qquad p.x = p.y$
- 6. p.y = p.z
- 7. p.z = temp
- >> p = Point3(1.0,2.0,3.0)
- >>> cycle\_left(p) Function Call



- String slicing functions (A1)
- Call frames and the call stack (A2)
- Functions on mutable objects (A3)
  - Given an object type (e.g. class)
  - Attributes will have invariants
  - Write a function respecting invariants
- Testing and debugging (Labs 6 and 10)
- Short Answer (Terminology)

# **Example from Assignment 3**

- Class: RGB
  - Constructor function: RGB(r,g,b)
  - Remember constructor is just a function that gives us back a mutable object of that type
  - Attributes:

Attribute	Invariant
red	int, within range 0255
green	int, within range 0255
blue	int, within range 0255

# **Function that Modifies Object**

#### def lighten(rgb):

"""Lighten each attribute by 10%

Attributes get lighter when they increase.

Parameter rgb: the color to lighten

Precondition: rgb an RGB object"""

pass # implement me

## **Another Example**

- Class: Length
  - Constructor function: Length(ft,in)
  - Remember constructor is just a function that gives us back a mutable object of that type
  - Attributes:

Attribute	Invariant
feet	int, non-negative, = 12 in
inches	int, within range 011

# **Function that Does Not Modify Object**

def difference(len1,len2):

"""**Returns**: Difference between len1 and len2

Result is returned in inches

Parameter len1: the first length

**Precondition**: len1 is a length object longer than len2

Parameter len2: the second length

**Precondition**: len2 is a length object shorter than len1"""

pass # implement me

- String slicing functions (A1)
- Call frames and the call stack (A2)
- Functions on mutable objects (A3)
- Testing and debugging (Lab 6 and 10)
  - Coming up with test cases
  - Tracing program flow
  - Understanding assert statements
- Short Answer (Terminology)

## **Picking Test Cases**

#### def pigify(w):

"""Returns: copy of w converted to Pig Latin
'y' is a vowel if it is not the first letter
If word begins with a vowel, append 'hay'
If word starts with 'q', assume followed by 'u';
move 'qu' to the end, and append 'ay'
If word begins with a consonant, move all
consonants up to first vowel to end and add 'ay'

**Parameter** w: the word to translate

Precondition: w contains only (lowercase) letters"""

## **Debugging Example**

def replace\_first(word,a,b):

"""**Returns**: a copy with FIRST instance of a replaced by b

**Example**: replace\_first('crane','a','o') returns 'crone'

**Example**: replace\_first('poll','l','o') returns 'pool'

Parameter word: The string to copy and replace

**Precondition**: word is a string

Parameter a: The substring to find in word

**Precondition**: a is a valid substring of word

Parameter b: The substring to use in place of a

**Precondition**: b is a string"""

## **Debugging Example**

```
def replace_first(word,a,b):
                                        >>> replace_first('poll', 'l', 'o')
  """Returns: a copy with
                                        3
  FIRST a replaced by b"""
                                       pol
  pos = word.rfind(a)
  print(pos)
                                       polo
  before = word[:pos]
                                        'polo'
  print(before)
                                        >>> replace_first('askew', 'sk', 'ch')
  after = word[pos+1:]
  print(after)
                                        a
                                                    Identify the bug(s)
  result = before+b+after
                                       kew
                                                     in this function.
  print(result)
                                        achkew
  return result
                                        'achkew'
```

- String slicing functions (A1)
- Call frames and the call stack (A2)
- Functions on mutable objects (A3)
- Testing and debugging (Labs 6 and 10)
- Short Answer (Terminology)
  - See the study guide
  - Look at the lecture slides
  - Watch relevant videos

In that order

# **Open to Questions**

