CS 1110

Prelim 2 Review Fall 2021

Exam Info

- Prelim 2: Thursday, November 11th at 7:30 pm
 - Last name **A D** in Kennedy 116 (Call Auditorium)
 - Last name **E Z** in Bailey 101
 - SDS Students will get an e-mail
- Exceptions ONLY if you filed a conflict
 - We expect you at time and room assigned
 - Missing the exam is a big hit to final grade
- Grades promised by 8am Monday, Nov. 15th

Studying for the Exam

- Read study guides, review slides online
 - Solution to review posted after review
- Review all labs and assignments
 - Solutions to Assignment 5 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 fall exams; spring is VERY different

- Four or Five questions on these topics:
 - Recursion (Labs 14 and 15, A4)
 - Iteration and Lists (Lab 16, A4, A6)
 - Defining classes (Labs 17–20, A6)
 - Drawing folders (Lecture, A5)
 - Short Answer (Terminology, Potpourri)
- + 2 pts for writing your name and net-id
- Exact number depends on question length

- Recursion (Labs 14 and 15, A4)
 - Will be given a function specification
 - Implement it using recursion
 - May have an associated call stack question
- Iteration and Lists (Lab 16, A4, A6)
- Defining classes (Labs 17–20, A6)
- Drawing folders (Lecture, A5)
- Short Answer (Terminology, Potpourri)

Recursive Function (Fall 2017)

def filter(nlist):

"""Return: a copy of nlist (in order) with negative numbers.

The order of the original list is preserved

Example: filter([1,-1,2,-3,-4,0]) returns [1,2,0]

Precondition: nlist is a (possibly empty) list of numbers."""

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Precondition: nlist is a (possibly empty) list of numbers."""

Hint:

- Use divide-and-conquer to break up the list
- Filter each half and put back together

Recursive Function (Fall 2014)

def histogram(s):

"""Return: a histogram (dictionary) of the # of letters in string s.

The letters in s are keys, and the count of each letter is the value. If the letter is not in s, then there is NO KEY for it in the histogram.

Example: histogram('') returns {}, histogram('abracadabra') returns {'a':5,'b':2,'c':1,'d':1,'r':2}

Precondition: s is a string (possibly empty) of just letters."""

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Precondition: s is a string (possibly empty) of just letters."""

Hint:

- Use divide-and-conquer to break up the string
- Get two dictionaries back when you do
- Pick one and insert the results of the other

Call Stack Question

```
def skip(s):
   """Returns: copy of s
   Odd (from end) skipped"""
   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 the four frames

- Recursion (Lab 7, A4)
- Iteration (Lab 8, A4, A6)
 - Again, given a function specification
 - Implement it using a for-loop
 - May involve 2-dimensional lists
- Defining classes (Lab 9, A6)
- Drawing folders (Lecture, A5)
- 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 (Labs 15 and 15, A4)
- Iteration (Lab 16, A4, A6)
- Defining Classes (Labs 17–20, A6)
 - Given a specification for a class
 - Also given a specification for a subclass
 - Will "fill in blanks" for both
- Drawing folders (Lecture, A5)
- Short Answer (Terminology, Potpourri)

class Customer(object):

```
"""Instance is a customer for our company"""

# MUTABLE ATTRIBUTES:

# _name: string or None if unknown

# _email: string or None if unknown

# IMMUTABLE ATTRIBUTES:

# _born: 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: 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 ___str___ from Customer in your definition

- Recursion (Labs 14 and 15, A4)
- Iteration and Lists (Lab 16, A4, A6)
- Defining classes (Labs 17-20, A6)
- Drawing class folders (Lecture, **A5**)
 - Given a skeleton for a class
 - Also given several assignment statements
 - Draw all folders and variables created
- Short Answer (Terminology, Potpourri)

Two Example Classes

```
class CongressMember(object):
  """Instance is legislator in congress"""
  # INSTANCE ATTRIBUTES:
  # name: a string
  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 (additional):
  # state: a string
  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
     super().__init__(n)
     self. state = s
  def str (self):
     return (super(). str_()+
            ' of '+self.state)
```

'Execute' the Following Code

$$>>> q = c$$

>>> 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 (Labs 14 and 15, A4)
- Iteration and Lists (Lab 16, A4, A6)
- Defining classes (Labs 17-20, A6)
- Drawing class folders (Lecture, A5)
- Short Answer (Terminology, Potpourri)
 - See the study guide
 - Look at the lecture slides
 - Read relevant book chapters

In that order

Any More Questions?

