

CS_GY 6373 Programming Languages Fall 2020 Final Exam

Directions: Submit one pdf file only, put your name (last, first) as the name of the file. Inside the file also put your name (Last, First) and N number. Keep your answers in order in your file 1, 2 ...

1) (20 pts) Consider the following program written in C syntax:

```
void swap (int a, int b) {
    int temp;
    temp = a;
    a = b;
    b = temp;
}

void main() {
    int value = 2, list[5] = {1, 3, 5, 7, 9};
    swap(value, list[0]);
    swap(list[0], list[1]);
    swap(value, list[value]);
}
```

For each of the following parameter-passing methods, what are all of the values of the variables *value* and *list* after each of the three calls to *swap*?

a) (10 pts) Passed by reference

Value	List[0]	List[1]	List[2]	List[3]	List[4]
2	1	3	5	7	9

b) (10 pts) Passed by value-result

Value	List[0]	List[1]	List[2]	List[3]	List[4]
2	1	3	5	7	9

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2) (20 pts) What does the following program do. Show the output. Explain.

```
#include <stdio.h>
#include <setjmp.h>

jmp_buf bufferA, bufferB;

void routineB();

void routineA() {
    int r ;
    printf("(A1)\n");

    r = setjmp(bufferA);
    if (r == 0) routineB();
    printf("(A2) r=%d\n",r);

    r = setjmp(bufferA);
    if (r == 0) longjmp(bufferB, 20001);
    printf("(A3) r=%d\n",r);

    r = setjmp(bufferA);
    if (r == 0) longjmp(bufferB, 20002);
    printf("(A4) r=%d\n",r);
}
void routineB() {
    int r;
    printf("(B1)\n");

    r = setjmp(bufferB);
    if (r == 0) longjmp(bufferA, 10001);
    printf("(B2) r=%d\n", r);

    r = setjmp(bufferB);
    if (r == 0) longjmp(bufferA, 10002);
    printf("(B3) r=%d\n", r);

    r = setjmp(bufferB);
    if (r == 0) longjmp(bufferA, 10003);
}
int main(int argc, char **argv) {
    routineA();
    return 0;
}
```

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- 3) (20 pts) Show the stack with all activation record instances, including the dynamic chain, when execution reaches position 1 in the following skeletal program. This program uses the deep-access method to implement dynamic scoping.

```
void fun1() {  
    float a;  
    ...  
}  
    void fun2() {  
        int b, c;  
        ...  
    }  
    void fun3() {  
        float d;  
        ...  
    }  
    void main() {  
        char e, f, g;  
        ...  
    }  
}
```

The calling sequence for this program for execution to reach fun3 is

```
main calls fun2  
fun2 calls fun1  
fun1 calls fun1  
fun1 calls fun3
```

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- 4) (10 pts) Write a function in Prolog that takes two lists of integers and returns a list containing only those elements that are unique to both. i.e. `func([1,2,3], [2, 4, 6]) -> [2]`
- 5) (10 pts) Write a function in Julia that takes two lists of integers and returns a list containing only those elements that are unique to both. i.e. `func([1,2,3], [2, 4, 6]) -> [2]`
- 6) (10 pts) Write a function in Haskell that takes two lists of integers and returns a list containing only those elements that are unique to both. i.e. `func([1,2,3], [2, 4, 6]) -> [2]`
- 7) (10 pts) Describe the main features of Aspect Oriented Programming (AOP). Show examples from 3 languages that support AOP in part or in whole. Talk about the benefits of AOP as well as any shortcomings that may exist.