

Tuesday 20/05/2019

Final Exam

Duration: 90 minutes

Name:

Student No:

P1 [20 points]

1. What is the use of a break statement in switch statements?
2. What is the role of the default segment in a switch statement?
3. Let's say you are given a new programming language which you didn't know before. Without looking at its compiler code, just by running some code, how would you test and understand whether it stores multidimensional arrays in row major order or column major order?
4. How does a functional language implement repetition?

P2 [10 points]

Consider the C program:

```
int fun(int *i) {  
    *i += 5;  
    return 4;  
}  
void main() {  
    int x = 3;  
    x = x + fun(&x);  
}
```

What is the value of x after the 2nd line in main, assuming

- a. operands are evaluated left to right? x:____
- b. operands are evaluated right to left? x:____

P3 [12 points]

Consider the JavaScript code:

```
// The main program
var x; //(Version A)
function sub1() {
    var x; //(Version B)
    function sub2() { . . . }
}
function sub3() { . . . }
```

Assume that the execution of this program is in the following unit order:

main calls sub1

sub1 calls sub2

sub2 calls sub3

- a. Assuming static scoping, in the following, which declaration of x is the correct one for a reference to x? (Circle the correct version A or B)

i. In sub1 A B

ii. In sub2 A B

iii. In sub3 A B

- b. Repeat part a, but assume dynamic scoping.

i. In sub1 A B

ii. In sub2 A B

iii. In sub3 A B

P4 [12 points]

Consider the program:

```
// main program
var x, y, z;
function sub1() {
    var a, y, z;
    . . .
}
function sub2() {
    var a, b, z;
    . . .
}
function sub3() {
    var a, x, w;
    . . .
}
```

Given the following calling sequences and assuming that dynamic scoping is used, what variables are visible during execution of the last subprogram activated? (-> means “calls”) For visible variables, write the name of the function where it is declared. An answer should look like: x (main); a,b (sub2); w(sub3)

a. main->sub1->sub2 Visible:_____

b. main->sub1->sub3 Visible:_____

c. main->sub2->sub3 Visible:_____

d. main->sub3->sub1 Visible:_____

P5 [10 points]

Translate the following call to Scheme’s COND to C or Java and set the resulting value to y.

```
(COND
  ((> x 10) x)
  ((< x 5) (* 2 x))
  ((= x 7) (+ x 10))
)
```

C/Java code:

P6 [12 points] 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]);           //position 1
    swap(list[0], list[1]);         //position 2
    swap(value, list[value]);       //position 3
}
```

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`?

Variable	Pass-by-value	Pass-by-reference
value at position 1		
list at position 1		
value at position 2		
list at position 2		
value at position 3		
list at position 3		

P7 [24 points]

a. Show the steps in the evaluation of the following Scheme expression:

`(CADDAR '((A N (T) L) Y))`

b. What does this Scheme expression return?

`(CONS '(A B) '(C D))`

Result: _____

c. Consider the following Scheme code.

```
(define (x lis a b)
  (cond
    ((null? lis) 0)
    (else
     (cond
      ((eq? (car lis) a) (+ (x (cdr lis) a b) 1 ))
      ((eq? (car lis) b) (- (x (cdr lis) a b) 1 ))
      (else (x (cdr lis) a b))    )))))
```

i. What will be the result of the call below?

```
(x '(a t g g c g a a g t c) 'g 'c)
```

Result: _____

ii. What does this code do? In other words what does **x** do/find?

PBonus [15 points] Recall the definition of Fibonacci numbers:

$F(0) = 0, F(1) = 1, F(n) = F(n - 1) + F(n - 2)$ for $n \geq 2$

Write a Scheme function to find the n th Fibonacci number. So, when we call (fib 4) it will return 3 and (fib 7) should return 13, etc.