CSCA08 Fall 2016

Week 7 - MEMORY MODEL & QUIZ 3

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October 26, 2016

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LEARNING OBJECTIVES

- At the end of the tutorial, you will be able to …

1. Get a full mark on Quiz 3 (~20 mins)
    - the quiz is very hard ☹
    - the way we do it will make it a freebie ☺

2. Work with lists and strings in the memory model (~20 mins)
    - a few examples
    - introduction to python tutor

QUIZ 3

- Function 1 (original version)

```
 1  def total_occurrences(puzzle, word):
 2      lr_count = lr_occurrences(puzzle, word)
 3      ud_count = lr_occurrences(
 4          rotate_puzzle(puzzle),word)
 5      rl_count = lr_occurrences(
 6          rotate_puzzle(
 7              rotate_puzzle(puzzle)),word)
 8      du_count = lr_occurrences(
 9          rotate_puzzle(
10              rotate_puzzle(
11                  rotate_puzzle(puzzle))),word)
12
13      return (lr_count + ud_count + rl_count + du_count)
14
```

Problem: too many rotations

QUIZ 3

- Function 1 (improved version)

```
1  def total_occurrences(puzzle, word):
2      # count the occurrences of word from left to right
3      lr_count = lr_occurrences(puzzle, word)
4      # count the occurrences of word from top to bottom
5      puzzle = rotate(puzzle)
6      tb_count = lr_occurrences(puzzle, word)
7      # count the occurrences of word from right to left
8      puzzle = rotate(puzzle)
9      rl_count = lr_occurrences(puzzle, word)
10     # count the occurrences of word from bottom to top
11     puzzle = rotate(puzzle)
12     bt_count = lr_occurrences(puzzle, word)
13     # sum up the occurrences in all 4 directions
14     result =  lr_count + tb_count + rl_count + bt_count
15     return result
16
```

QUIZ 3

- Function 2 (original version)

```
1  def in_puzzle(puzzle, word):
2      lr_count = lr_occurrences(puzzle, word)
3      ud_count = lr_occurrences(
4          rotate_puzzle(puzzle),word)
5      rl_count = lr_occurrences(
6          rotate_puzzle(
7              rotate_puzzle(puzzle)),word)
8      du_count = lr_occurrences(
9          rotate_puzzle(
10             rotate_puzzle(
11                 rotate_puzzle(puzzle))),word)
12
13     return (lr_count or ud_count or
14             rl_count or du_count)
15
```

Problem: too many duplicated code

QUIZ 3

- Function 2 (improved version)

```
1  def in_puzzle(puzzle, word):
2      # check if a word appears at least once in puzzle
3      return (total_occurrences(puzzle, word) > 0)
4
```

Don’t forget to use existing function(s)

QUIZ 3

- Function 3 (original version)

```
1  def in_puzzle_horizontal(puzzle, word):
2      lr_count = lr_occurrences(puzzle, word)
3      rl_count = lr_occurrences(
4          rotate_puzzle(
5              rotate_puzzle(puzzle)),word)
6      in_horiz = (lr_count > 0) or (rl_count > 0)
7      if(in_horiz == True):
8          return True
9      else:
10         return False
11
```

(improved version)

```
return in_horiz
```

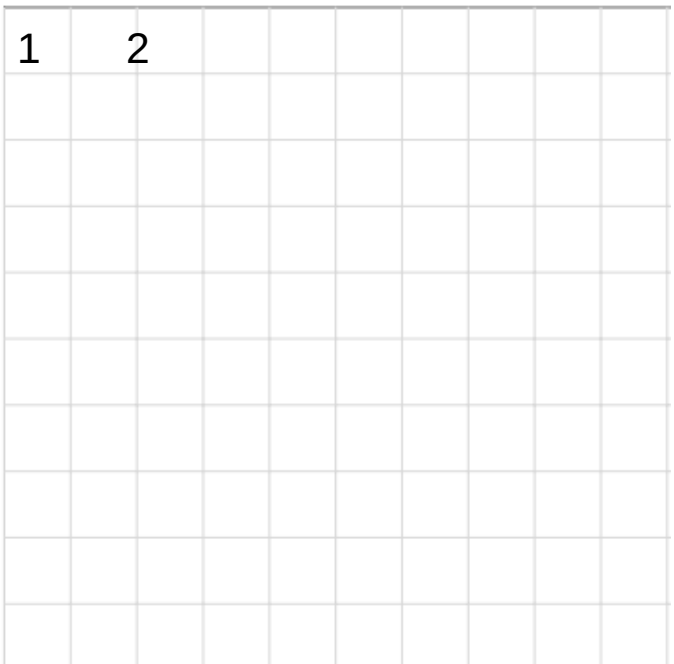
Problem: using if-statement

in_horiz is already a Boolean, so return it directly

MEMORY MODEL

- Example 1
  1. x = 1
  2. y = x
  3. y = 2
  4. print(x, y)

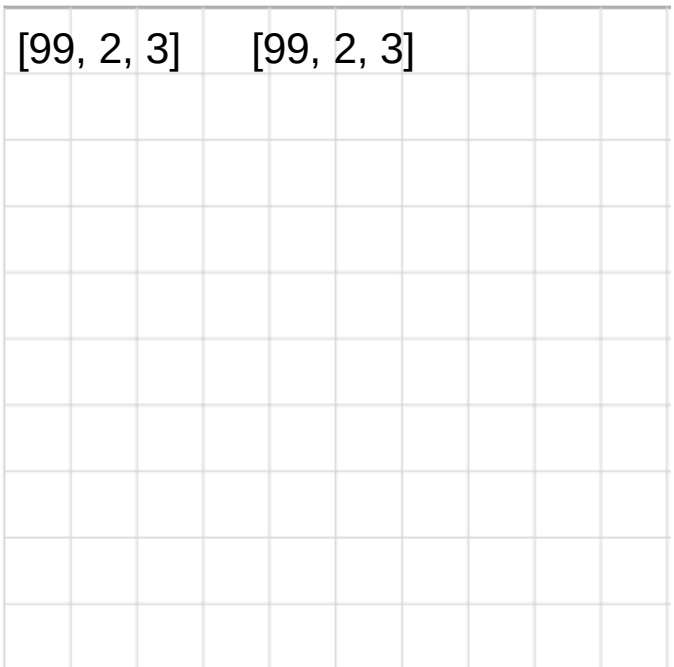
- Output



MEMORY MODEL

- Example 2
  1. x = [1, 2, 3]
  2. y = x
  3. x[0] = 99
  4. print(x, y)

- Output



MEMORY MODEL

- Example 3
  1. x = "Hello"
  2. y = x
  3. x = "?ello"
  4. print(x, y)

- Output

?ello Hello

MEMORY MODEL

- Example 4
  1. x = [1, 2, 3]
  2. y = [1, 2, 3]
  3. x[0] = 99
  4. y[0] = 98
  5. print(x, y)

- Output

```
[99, 2, 3]    [98, 2, 3]
```

MEMORY MODEL

- Example 5
  1. x = [1, 2, 3]
  2. y = x[:]
  3. x[0] = 99
  4. y[0] = 98
  5. print(x, y)

- Output

[99, 2, 3] [98, 2, 3]

MEMORY MODEL

- Example 6
  1. x = [[1, 2], 3]
  2. y = x[:]
  3. x[0][0] = 99
  4. y[0][1] = 98
  5. print(x, y)

- Output

```
[[99, 98], 3]    [[99, 98], 3]
```

MEMORY MODEL

- Example 7

```
1.  def mutator1(x):
2.      x[0] = "MUTATED"

3.  def mutator2(x):
4.      x[0][0] = "MUTATED"
5.
6.  def cloner1(x):
7.      clone = x[:]
8.      clone[0] = "COPIED"
9.      return clone

10. def cloner2(x):
11.     clone = x[:]
12.     clone[0][0] = "COPIED"
13.     return clone
```

```
14. x = [['A', 'B'], 'C']
15. y = mutator1(x)
16. print(x, y)

17. x = [['A', 'B'], 'C']
18. y = cloner1(x)
19. print(x, y)

20. x = [['A', 'B'], 'C']
21. y = mutator2(x)
22. print(x, y)

23. x = [['A', 'B'], 'C']
24. y = cloner2(x)
25. print(x, y)
```

SUMMARY

- Want more practice?
  course website -> practicals -> Week 3 & 7
  past term tests

- Get stuck?
  use http://www.pythontutor.com/
  settings:
    python 3.3
    render all objects on the heap
    use text labels for references