

22c:016 Computer Science I: Foundations

Final Exam

*Monday, December 15, 2014**Place a checkmark by your section:*

Section A01	Section A04	Section A07
____ Richa Gandhi	____ Ruchika Salunke	____ Momina Tabish
8:30 Tues	11:00 Tues	5:00 Tues
Section A02	Section A05	Section A08
____ Ruchika Salunke	____ Kyle Diederich	____ Richa Gandhi
9:20 Tues	12:30 Tues	11:00 Tues
Section A03	Section A06	Section A09
____ Momina Tabish	____ Kyle Diederich	____ Thamer Al Sulaiman
11:00 Tues	2:00 Tues	2:00 Tues

Don't forget to put your name at the top of the exam!

This test consists of 3 questions, some requiring multiple answers, worth a total of 85 points. Because they are of varying difficulty, it is probably good strategy not to get stuck too long on any one question. You have 120 minutes: turn in your cheat sheet and any scratch paper you used with your copy of the exam.

Don't forget to **write legibly**, and remember that **indentation matters**. Illegible or improperly indented answers will be marked as wrong.

Have a good winter break!

Not entirely satisfied with just computing the final grade, you'd like to obtain some simple statistical information. Write a function that takes a component and an index and returns the class min, max and mean grades for that grade item (*i.e.*, `stats(D, 'hw', 2)` would return the min, max and mean grades for the 3rd homework item, and `stats(D, 'fin', 0)` would return the min, max and mean final grades). **[8 points]**

def stats(D, key, index):

```
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```

Finally, you realize you'd like to be able to plot student scores as a histogram. Write a function that "inverts" a specified component and index, producing an ordered list of tuples, where each tuple consists of two integers, one a value between min and max for this grade item, and the other the number of people with those scores (round floating point scores to the lower integer). In other words, *histogram(D, 'qz', 0)* might well return a value that looks like:

```
[ (2, 12), (3, 14), (4, 0), (5, 0), (6, 42), (7, 35), (8, 19) ]
```

where min and max for this grade item are 2 and 8, respectively. **[10 points]**

def histogram(D, key, index):

```
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```

2. Stemming and Regular Expressions (8 points)

Intrigued by Project 2, you resolve to modify your code over the holiday and produce a better stemmer. You find a website that describes *snowball*, a language specifically designed to support the development of word stemmers in a variety of languages. There you read about the Porter stemmer, and decide to implement your own in Python.

The Porter stemmer relies on finding two special regions in each word, designated R1 and R2. The definitions of these regions are as follows:

R1 is the (possibly null) region after the first non-vowel following a vowel, or is the null region at the end of the word if there is no such non-vowel.

and

R2 is the (possibly null) region after the first non-vowel following a vowel in R1, or is the null region at the end of the word if there is no such non-vowel.

For English, the vowels are defined as 'aeiouy' and the consonants are everything else. So, for example:

```
b e a u t i f u l
      | - - - - - | R1
      | - - - | R2

a c h i e v e m e n t
      | - - - - - - - - - | R1
      | - - - - - - - | R2

s u b v e r s i v e
      | - - - - - - - - | R1
      | - - - - - | R2

s p r i n k l e d
      | - - - - - | R1
      | | R2 (null)
```

Both R1 and R2 can be identified with a single regular expression. R1 is found by matching that regular expression against the whole word, while R2 is found by matching the same regular expression against R1. What is the regular expression? (Note: partial credit will not be awarded without an explanation of each element of the expression).

3. Implementing Sets (51 points)

We are implementing a new set data structure object called `MySet`. Internally, `MySet` is just a list of unique items that are maintained in sorted order, a design decision which makes the implementation more efficient than just keeping a list of elements. The basic class definition looks like:

```
def class MySet ():
    def __init__(self):
        self.L = []
```

The new object has a single *attribute*, *L*, which contains a list of elements. **For now, we will assume that the contents of the list will always be integers.**

```
>>> M = MySet()
>>> M.L                                     # value of private attribute L
[]
```

The *L* attribute should be considered private, and all access to the object will be through four methods: *check()*, *member()*, *insert()*, and *delete()*.

The *check()* method should return `True` if the object's internal list *L* consists of correctly sorted unique elements, and `False` otherwise.

```
>>> M.check()
True
```

Your solution shouldn't take more than a few lines of code. **[6 points]**

def check(self):

```
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-----
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```

Most of the remaining methods share the need to find elements in the set, or at least determine where the element would be if it were in the ordered set. These methods will make use of an efficient, private, "helper" method `__find__()` that returns two values. The first value, a Boolean, indicates whether the element is in the ordered set, while the second value, an integer, tells you the index of the element (if the first value is True) or the index corresponding to where the element would have been found (if the first value is False).

```
>>> M.L          # assume some elements have been inserted...
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
>>> M.__find__(7)
(True, 7)
>>> M.__find__(-1)
(False, 0)
>>> M.__find__(12)
(False, 10)
```

Remember, because our data are a set, there will never be duplicate items in the internal list. We'll implement `__find__()` in a minute, but for now let's focus on the other methods assuming we have a working (and efficient!) `__find__()`.

The `member()` method searches the ordered set and returns True if the requested *element* is in the set and False otherwise.

```
>>> M.member(4)
True
>>> M.member(-1)
False
```

Your implementation should use `__find__()`; again, just a few lines of code. **[6 points]**

def member(self, element):

```
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```

The *insert()* method takes a new *element* and inserts it into the internal list; it should return True on success and False on failure, such as when *element* is already a member of the set. This method is the only means you have of adding new elements to the set.

```
>>> M.insert(7)
False
>>> M.insert(10)
True
```

Your implementation should again use `__find__()`. **[6 points]**

def insert(self, element):

```
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```

The *delete()* method removes *element* from the set; it should return True on success (*i.e.*, the element was removed) and False on failure, such as when *element* was not in the set in the first place.

```
>>> M.delete(3)
True
>>> M.delete(3)
False
```

Your implementation should use *find()*. **[6 points]**

def delete(self, element):

```
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```


We next turn our attention to an efficient `__find__()` method. We'll implement `find()` as a recursive function and take advantage of the fact that the elements are maintained in sorted order: the `lo` and `hi` parameters are used to focus on different segments of the internal list. The default values for `lo` and `hi` ensure `find` starts by considering the entire list by default. **[8 points]**

```
def __find__(self, element, lo=0, hi=None):
    # Can't use len(self.L) as hi default value because of scoping
    if hi == None:
        hi = len(self.L)
    if lo == hi:
        return(_____, _____)
    mid = _____
    if self.L[mid] == element:
        return(_____, _____)
    elif self.L[mid] > element:
        return(self.__find__(element, _____, _____))
    return(self.__find__(element, _____, _____))
```

Your friend suggests adding an attribute `reverse` to the object that governs whether the internal list `L` is kept in ascending or descending order. Given that you are using `__find__()` to support all the set access functions, and that you are not going to look at private attribute `L`, do you think this suggestion makes sense? Explain briefly. **[5 points]**

Finished with your code, you test it out and are delighted to note that it also supports a mix of integer and floating point:

```
>>> M.insert(8.5)
True
>>> M.L
[0, 1, 2, 4, 5, 6, 7, 8, 8.5, 9, 10]
```

and that it even works for, *e.g.*, tuples, although it fails for mixed types:

```
>>> M = MySet([(1, 'bar'), (7, 'baz'), (3, 'foo')])
>>> M.insert((2, 'boo'))
True
>>> M.L
[(1, 'bar'), (2, 'boo'), (3, 'foo'), (7, 'baz')]
>>> M.insert(4)
Traceback (most recent call last):
  ...some text removed here...
TypeError: unorderable types: tuple() > int()
```

You therefore realize that items in the ordered set must be of the same type, and the first element added establishes the type of the entries allowed. Which methods (`__init__()`, `__find__()`, `insert()`, `delete()`, `member()`, and/or `check()`) need to be modified to avoid errors like the one just shown (*e.g.*, by rejecting an unsuitable insert while printing out an appropriate message)? Choose any one of the methods that needs to be changed and describe the simplest way to address this issue. **[5 points]**

Finally, annoyed with the complexity of the implementation, you convince yourself that using just a regular list instead of an ordered list would work as well. Your friend, a CS major, points out that using unordered lists to implement sets with *check()*, *member()*, *insert()* and *delete()* methods would not be as efficient. Explain why this is the case, which of these four methods would be affected. What is the difference in efficiency in order-of notation? (Hint: how would you implement `__find__()` if the private attribute *L* were not ordered?) **[5 points]**

At this point, you're ready to throw out your code and use Python's built in set data structure, which is essentially based on dictionaries with keys but no values. Is this a good idea? Give two good reasons to support your answer. **[4 points]**