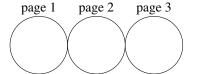
\$Id: cmps112-2015q4-exam1.mm,v 1.52 2015-10-21 14:42:06-07 - - \$





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No books; No calculator; No computer; No email; No internet; No notes; No phone. Neatness counts! Do your scratch work elsewhere and enter only your final answer into the spaces provided.

- 1. What are the very general possibilities that a function might exhibit when called? [21]
 - (a)
 - (b)
 - (c)
 - (d)
- 2. Define the function filter whose first argument is a predicate and whose second argument is a list. It returns a list consisting of all elements of the argument list which satisfy the predicate. Do not use a higher-order function.

3. Define the function length, which returns the length of a list. Use tail-recursion: the function must use O(1) stack. Do not use a higher-order function.

```
(a) Scheme. [1]
> (length '(1 2 3 4 5))
5

(b) Ocaml. [1]
# length;;
- : 'a list -> int = <fun>
# length [1;2;3;4;5];;
- : int = 5
```

4. Code sub' according to the specifications of the project. Assume that the number of larger magnitude is the first argument, and the carry is the third argument. Assume sub has taken care of the signs so that sub' does not need to do so. [21]

```
val sub' : int list -> int list -> int -> int list
```

5. Define the function **fold_left**: the first argument is a function to use to fold the list, the second argument is a unit value used to fold the first element, the third argument is a list. Use tail recursion: the function must use O(1) stack.

```
(a) Scheme. [2✓]
   > (define (length list) (fold_left (lambda (n _) (+ n 1)) 0 list))
   > (define (sum list) (fold_left + 0 list))
   > (length '(1 2 3 4 5))
   > (sum '(1 2 3 4 5))
   15
(b) Ocaml. [2√]
   # fold left;;
   - : ('a -> 'b -> 'a) -> 'a -> 'b list -> 'a = <fun>
   # let length list = fold_left (fun n _ -> n + 1) 0 list;;
   val length : 'a list -> int = <fun>
   # let sum list = fold_left (+) 0 list;;
   val sum : int list -> int = <fun>
   # length [1;2;3;4;5];;
   -: int = 5
   # sum [1;2;3;4;5];;
   -: int = 15
```

6. Define the function **reverse** which produces a list in reverse order to that of its argument. The function must use O(1) stack. You may use a tail-recursive function, or make it very simple by a call to **fold_left**.

Bonus points: These two "reverse" questions are worth 3 points each, not 2 points, if you correctly define them in terms of fold_left instead of writing a recursive function.

```
(a) Scheme. [2√] (3 points if you use fold_left correctly.)
> (reverse '(1 2 3 4 5))
(5 4 3 2 1)
> (reverse '())
()
```

(b) Ocaml. [21] (3 points if you use fold_left correctly.)

```
# reverse;;
-: 'a list -> 'a list = <fun>
# reverse [1;2;3;4;5];;
-: int list = [5; 4; 3; 2; 1]
# reverse [];;
-: 'a list = []
```

7. C or C++. Code the function in C or C++ to reverse a list. Do not allocate or free any memory. Do not cause memory leak or use uninitialized memory. Assume the nodes are properly initialized as a valid linked list. Use O(1) stack space. [2]

```
typedef struct node node;
struct node {
  int value;
  node* link;
};
```

Multiple choice. To the *left* of each question, write the letter that indicates your answer. Write Z if you don't want to risk a wrong answer. Wrong answers are worth negative points. [12 \checkmark]

number of		× 1 =		= a
correct answers				
number of		× ½ =		= <i>b</i>
wrong answers				
number of		× 0 =	0	
missing answers				
column total	12			= <i>c</i>
$c = \max(a - b, 0)$				

- What kind of polymorphism is exhibited by generic classes in Java and template classes in C++?
 - (A) conversion
 - (B) inheritance
 - (C) overloading
 - (D) parametric
- 2. What is ((lambda (f x) (f x)) + 3)?
 - (A) '(+ 3)
 - (B) '(f x)
 - (C) 3
 - (D) 6
- 3. What is type of (+) in Ocaml?
 - (A) int * int * int
 - (B) int * int -> int
 - (C) int -> int * int
 - (D) int -> int -> int
- 4. What is?
 - (car (cdr (cons '(1 2 3) '(4 5 6))))
 - (A) '(1 2 3)
 - (B) '(4 5 6)
 - (C) 1
 - (D) 4
- 5. In Ocaml, what is the type of [1;2;3;4]?
 - (A) (list int)
 - (B) int list
 - (C) list->int
 - (D) list<int>
- 6. The type system in Scheme are:
 - (A) strong and dynamic
 - (B) strong and static
 - (C) weak and dynamic
 - (D) weak and static

- 7. The type system in Ocaml are:
 - (A) strong and dynamic
 - (B) strong and static
 - (C) weak and dynamic
 - (D) weak and static
- 8. In C, C++, and Java, which operator is lazy?
 - (A) ++
 - (B) --
 - (C) //
 - (D) ||
- 9. What is 2?
 - (A) (caar '(1 2 3))
 - (B) (cadr '(1 2 3))
 - (C) (cdar '(1 2 3))
 - (D) (cddr '(1 2 3))
- Lisp and Scheme, in general form, are based on a form of mathematics first formulated by Alonzo Church.
 - (A) λ-calculus
 - (B) μ-calculus
 - (C) π -calculus
 - (D) ψ-calculus
- 11. Which feature of imperative languages[†] is missing from Scheme?
 - (A) conditionals
 - (B) functions
 - (C) loops
 - (D) variables
- 12. In 1968, Edsger W. Dijkstra published a paper entitled "_____ statement considered harmful".
 - (A) call
 - (B) goto
 - (C) switch
 - (D) throw

[†] EWD498: How do we tell truths that might hurt? Prof. Dr. Edsger W. Dijkstra, June 1975.

[•] FORTRAN, "the infantile disorder", by now nearly 20 years old, is hopelessly inadequate for whatever computer application you have in mind today: it is now too clumsy, too risky, and too expensive to use.

[•] PL/I, "the fatal disease", belongs more to the problem set than to the solution set.

It is practically impossible to teach good programming to students that have had a prior exposure to BASIC: as potential programmers they are mentally mutilated beyond hope of regeneration.

The use of COBOL cripples the mind; its teaching should, therefore, be regarded as a criminal offence.