1.

2.2: ((A) (B)), (A (B (C))), (((A) (B)) (C))

2.4: ((Bows arrows) (Flowers chocolates))

2.6: () = NIL, (()) = NIL, ((())) = ((NIL)), (() ()) = (NIL NIL), (() (())) = (NIL (NIL))

2.13:

Step	Result
start	(((FUN)) (IN THE) (SUN))
cdr	((FUN))
cadr	(FUN)
cdadr	FUN

Step	Result
start	(((FUN)) (IN THE) (SUN))
cdr	((IN THE))
cadr	(IN THE)
cdadr	(IN)
cadadr	IN

Step	Result
start	(((FUN)) (IN THE) (SUN))
cdr	((IN THE))
cadr	(IN THE)
cdadr	(THE)
cadadr	THE

Step	Result
start	(((FUN)) (IN THE) (SUN))
cdr	((SUN))
cadr	(SUN)
caadr	SUN

2.15:

CAR	(A B)
CDDR	(E F)
CADR	B

CDAR	C
CDAR	B
CDDAR	E
CAAR	A
CDADDR	NIL
CDDADAR	F

2.16: When given CAAR, the input (FRED NIL) will return NIL

Part 2:

6. The C language

7. Can lead to increased complexity

8. If it's not clear, it can be really confusing for a new person to read the program

9. Records can be returned from functions, but arrays can't.

10. VAX

11. Overloading

12. If it performs all its functions under all conditions

13. To make sure the program runs correctly

14. Two or more names in a program that can access the same memory cell

15. The ability of a program to intercept runtime errors and then fix them or end the program.

16. Readability is important because it will be easier to write and maintain the program as needed.

20. Incompleteness of type checking and inadequacy of control statements

21. Data abstraction, inheritance, and dynamic method binding

22. Smalltalk

23. Procedure-oriented programming and data-oriented programming

24. Compilation, interpretation, hybrid

25. Compilation

29. Allows for the implementation of source-level debugging