OOP AND ORDERS OF GROWTH

COMPUTER SCIENCE MENTORS CS 61A

March 5 to March 7, 2019

1 Object Oriented Programming

1. **(H)OOP**

Given the following code, what will Python output for the following prompts? class Baller:

```
all_players = []
def __init__(self, name, has_ball = False):
    self.name = name
    self.has_ball = has_ball
    Baller.all_players.append(self)

def pass_ball(self, other_player):
    if self.has_ball:
        self.has_ball = False
        other_player.has_ball = True
        return True
    else:
        return False

class BallHog(Baller):
    def pass_ball(self, other_player):
    return False
```

```
>>> richard = Baller('Richard', True)
```

- >>> albert = BallHog('Albert')
- >>> len(Baller.all_players)

Solution: 2

>>> Baller.name

Solution: Error

>>> len(albert.all_players)

Solution: 2

>>> richard.pass_ball()

Solution: Error

>>> richard.pass_ball(albert)

Solution: True

>>> richard.pass_ball(albert)

Solution: False

>>> BallHog.pass_ball(albert, richard)

Solution: False

>>> albert.pass_ball(richard)

Solution: False

>>> albert.pass_ball(albert, richard)

Solution: Error

2. Write TeamBaller, a subclass of Baller. An instance of TeamBaller cheers on the team every time it passes a ball.

```
Solution:
class TeamBaller(Baller):
    >>> samy = BallHog('Samy')
    >>> cheerballer = TeamBaller('Mary', has_ball=True)
    >>> cheerballer.pass_ball(samy)
    Yay!
    True
    >>> cheerballer.pass_ball(samy)
    I don't have the ball
    False
    11 11 11
    def pass_ball(self, other):
        did_pass = Baller.pass_ball(self, other)
        if did_pass:
            print('Yay!')
        else:
            print('I don't have the ball')
        return did_pass
```

3. Lets use OOP to help us implement our good friend, the ping-pong sequence!

As a reminder, the ping-pong sequence counts up starting from 1 and is always either counting up or counting down.

At element k, the direction switches if k is a multiple of 7 or contains the digit 7.

The first 30 elements of the ping-pong sequence are listed below, with direction swaps marked using brackets at the 7th, 14th, 17th, 21st, 27th, and 28th elements:

```
1 2 3 4 5 6 [7] 6 5 4 3 2 1 [0] 1 2 [3] 2 1 0 [-1] 0 1 2 3 4 [5] [4] 5 6
```

Assume you have a function has_seven(k) that returns True if k contains the digit 7.

```
Solution:
class PingPongTracker:
    def __init__(self):
        self.current = 0
        self.index = 1
        self.add = True

def next(self):
    if self.add:
        self.current += 1
    else:
        self.current -= 1
    if has_seven(self.index) or self.index % 7 == 0:
        self.add = not self.add
    self.index += 1
    return self.current
```

4. **Flying the cOOP** What would Python

```
display?
Write the result of executing the code and
the prompts below.
If a function is returned, write "Function".
If nothing is
returned, write "Nothing".
                          If an error
occurs, write "Error".
                                     >>> andre.speak(Bird("coo"))
                                       Solution: cluck
class Bird:
    def __init__(self, call):
                                       coo
         self.call = call
         self.can_fly = True
    def fly(self):
         if self.can_fly:
                                     >>> andre.speak()
             return "Don't stop
                me now!"
                                       Solution: Error
         else:
             return "Ground
                control to Major
                Tom..."
    def speak(self):
                                     >>> gunter.fly()
        print(self.call)
                                       Solution: "Don't stop me now!"
class Chicken(Bird):
    def speak(self, other):
         Bird.speak(self)
         other.speak()
                                     >>> andre.speak(gunter)
class Penguin(Bird):
    can_fly = False
                                       Solution: cluck
    def speak(self):
                                       Ice to meet you
         call = "Ice to meet you
        print (call)
andre = Chicken("cluck")
                                     >>> Bird.speak(gunter)
gunter = Penguin("noot")
                                       Solution: noot
```

5. What would Python display? Write the result of executing the code and the prompts below. If a function is returned, write "Function". If nothing is returned, write "Nothing". If an error occurs, write "Error".

```
class Musician:
    popularity = 0
    def __init__(self, instrument):
        self.instrument = instrument
    def perform(self):
        print("a rousing " + self.instrument + " performance")
        self.popularity = self.popularity + 2
    def ___repr___(self):
        return self.instrument
class BandLeader(Musician):
    def ___init___(self):
        self.band = []
    def recruit(self, musician):
        self.band.append(musician)
    def perform(self, song):
        for m in self.band:
            m.perform()
        Musician.popularity += 1
        print(song)
    def ___str___(self):
        return "Here's the band!"
    def __repr__(self):
        band = ""
        for m in self.band:
            band += str(m) + " "
        return band[:-1]
miles = Musician("trumpet")
goodman = Musician("clarinet")
ellington = BandLeader()
```

- >>> ellington.recruit(goodman)
- >>> ellington.perform()

Solution: Error

>>> ellington.perform("sing, sing, sing")

Solution: a rousing clarinet performance sing, sing, sing

>>> goodman.popularity, miles.popularity

Solution: (2, 1)

- >>> ellington.recruit(miles)
- >>> ellington.perform("caravan")

Solution: a rousing clarinet performance a rousing trumpet performance caravan

>>> ellington.popularity, goodman.popularity, miles.popularity

Solution: (2, 4, 3)

>>> **print** (ellington)

Solution: Here's the band!

>>> ellington

Solution: clarinet trumpet

2 Orders of Growth

1. What is the order of growth in time for the following functions? Use big- Θ notation.

```
(a) def belgian_waffle(n):
    i = 0
    total = 0
    while i < n:
        for j in range(50 * n ** 2):
            total += 1
        i += 1
    return total</pre>
```

Solution: $\Theta(n^3)$. Inner loop runs n^2 times, and the outer loop runs n times. To get the total, multiply those together.

```
(b) def pancake(n):
    if n == 0 or n == 1:
        return n
    # Flip will always perform three operations and return
        -n.
    return flip(n) + pancake(n - 1) + pancake(n - 1)
```

Solution: $\Theta(2^n)$. Flip will run in constant time so the recursive calls are what end up contributing to the total runtime.

The runtime can be calculated by the equation f(n) = f(n-1) + f(n-1) = 2f(n-1) and f(1) = 1 which together gives us that $f(n) = 2*2*2*\cdots*2*f(1)$. Rewritten: $f(n) = 2^n$

```
(c) def toast(n):
    i, j, stack = 0, 0, 0
    while i < n:
        stack += pancake(n)
        i += 1
    while j < n:
        stack += 1
        j += 1
    return stack</pre>
```

Solution: $\Theta(n2^n)$. There are two loops: the first runs n times for 2^n calls each time (due to pancake), for a total of $n2^n$. The second loop runs n times. When calculating orders of growth however, we focus on the dominating term – in this case, $n2^n$.

2. Consider the following functions:

```
def hailstone(n):
    print(n)
    if n < 2:
        return
    if n % 2 == 0:
        hailstone(n // 2)
    else:
        hailstone((n * 3) + 1)

def fib(n):
    if n < 2:
        return n
    return fib(n - 1) + fib(n - 2)

def foo(n, f):
    return n + f(500)</pre>
```

In big- Θ notation, describe the runtime for the following with respect to the input n:

(a) foo(n, hailstone)

Solution: $\Theta(1)$. f(n) is independent of the size of the input n.

(b) foo(n, fib)

Solution: $\Theta(1)$. See above.

3. **Orders of Growth and Trees:** Assume we are using the ADT tree implementation introduced in discussion. Consider the following function:

```
def word_finder(t, p, word):
    if label(t) == word:
        p -= 1
        if p == 0:
            return True
    for branch in branches(t):
        if word_finder(branch, p, word):
            return True
    return True
return False
```

(a) What does this function do?

Solution: This function take a Tree t, an integer p, and a string word in as input.

Then, word_finder returns True if any paths from the root towards the leaves have at least p occurrences of the word and False otherwise.

(b) If a tree has n total nodes, what is the worst case runtime in big- Θ notation?

Solution: $\Theta(n)$. At worst, we must visit every node of the tree.