

(4) Complete the following table:

| | Advantage | Disadvantage |
|---------------------------------------|--|--|
| <code>(defn render [data] ...)</code> | Fast in the first few expressions | Modify existing code when adding new code |
| multimethod | Very flexible Support arbitrary dispatch Can create ad hoc taxonomies | More expensive Slow |
| protocol | Datatypes can implement multiple protocols Provide only specification, not implementation Existing datatypes can be extended Protocol method are namespaced faster | Doesn't allow complex stuff (only one type) Doesn't support arbitrary dispatching |

(5) What are some ways of handling inheritance?

Interfaces: provides specification, not implementation.

Protocols: provides specification, not implementation.

multimethod dispatch: know about java inheritance.

Collections: java inheritance hierarchy.

Prefer method: multiple inheritance.

Derive: inheritance in ad hoc types.

Record: base type and subtype .

(6) What does the following code do?

```
(defn g
  ([f & colls]
    (apply concat (apply map f colls))))
```

(defn g ([f & colls] will declare a function called g and take a string vector as arguments. (apply map f colls) will join the character with same position within each elements in the string vector and form a new sequence. (apply concat (apply map f colls)) will separate the sequence provided in the previous step character by character and form a new sequence.)

Eg. Input str["abc" "def"]

(apply map f colls) will give ("ad" "be" "cf")

(apply concat (apply map f colls)) will give (\a \b \c \d \e \f)