CS 61A
Spring 2015

Structure and Interpretation of Computer Programs

INSTRUCTIONS

- You have 2 hours to complete the exam.

- The exam is closed book, closed notes, closed computer, closed calculator, except one hand-written 8.5" × 11" crib sheet of your own creation and the official 61A midterm 1 study guide attached to the back of this exam.

- Mark your answers ON THE EXAM ITSELF. If you are not sure of your answer you may wish to provide a *brief* explanation.

Last name	
First name	
SID	
Email (...@berkeley.edu)	
Login (e.g., cs61a-ta)	
TA & section time	
Name of the person to your left	
Name of the person to your right	
All the work on this exam is my own. (please sign)	

For staff use only

Q. 1	Q. 2	Q. 3	Q. 4	Total
/12	/12	/14	/12	/50

1. **(12 points)** **Mutater-tot**

For each of the expressions in the table below, write the output displayed by the interactive Python interpreter when the expression is evaluated. **The output may have multiple lines**. Expressions are evaluated in order, and **expressions may affect later expressions**.

Whenever the interpreter would report an error, write ERROR. If execution would take forever, write FOREVER.

Assume that you have started Python 3 and executed the following statements:

```python
def ready(betty):
    print(len(betty))
    betty[0].append(betty)
    return betty[0:1]

def get_set(s):
    ready(s)
    return s.pop()

def go(on, up):
    if up:
        return go(on[0], up-1)
    else:
        return on

f = [1, [2]]
g = [[3, 4], [5], 6]
h = [g, g]
```

Expression	Interactive Output
`f.pop()`	`[2]`
`h[1].pop()`	6
`g[g[1][0]-g[0][1]]`	`[5]`
`len(ready(g))`	2 1
`g[0][2][0][1]`	4
`ready(get_set(h))[0][0]`	2 3 3
`[len(go(h, k)) for k in range(3)]`	`[1, 3, 4]`

2. (12 points) Vulcans

(a) **(8 pt)** Fill in the environment diagram that results from executing the code below until the entire program is finished, an error occurs, or all frames are filled. *You may not need to use all of the spaces or frames.*

A complete answer will:

- Add all missing names and parent annotations to all local frames.
- Add all missing values created or referenced during execution.
- Show the return value for each local frame.

Remember: Do not add a new frame when calling a built-in function (such as `abs`). The built-in `abs` function is always written as `func abs(...)` `[parent=Global]`.

```
1   def live(long):
2       def prosper(spock, live):
3           nonlocal long
4           if len(long) == 1:
5               return spock+1
6           long[1] = live(long[0])
7           long = long[1:]
8           prosper(long[0], abs)
9           return spock[0]+1
10      prosper(long, lambda trek: trek-3)
11  live([1, 4])
```

Global frame

live → func live(long) [parent=Global]

f1: live [parent= Global]

long → −2

prosper → func prosper(spock, live) [parent=f1]

Return Value | None

[1 | −2]

f2: prosper [parent= f1]

spock →

live → func lambda(trek) [parent=f1]

Return Value | 2

f3: lambda [parent= f1]

trek | 1

___ |

Return Value | −2

f4: prosper [parent= f1]

spock | −2

live → func abs(...) [parent=global]

Return Value | −1

(b) (4 pt) Fill in the environment diagram that results from executing the code below after the entire program is finished. No errors occur during the execution of this example.
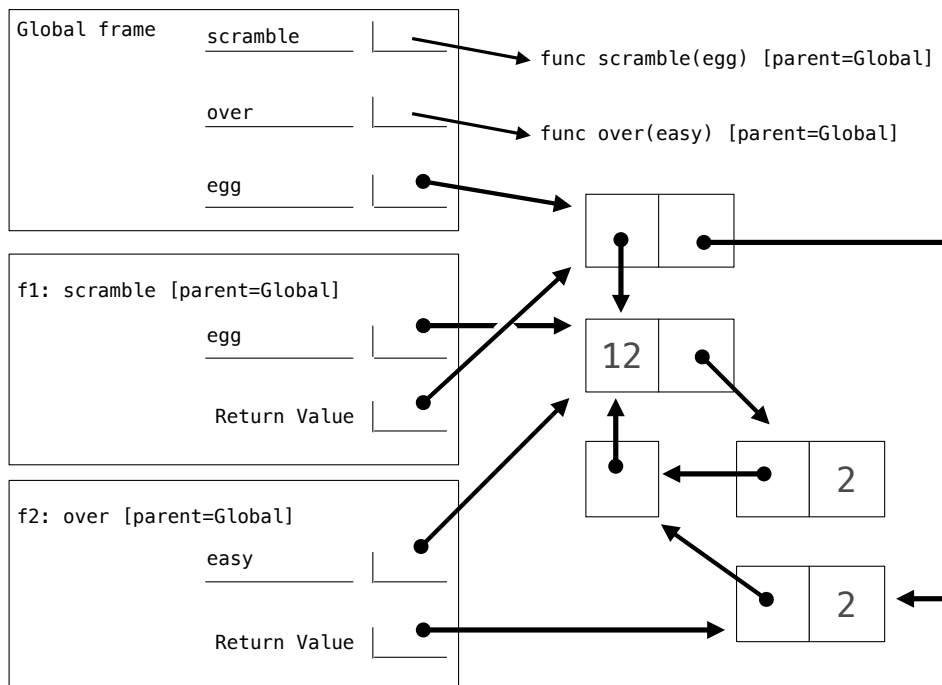
A complete answer will:

- Add all missing values created or referenced during execution.
- Show the return value for each local frame.

```
1   def scramble(egg):
2       return [egg, over(egg)]
3
4   def over(easy):
5       easy[1] = [[easy], 2]
6       return list(easy[1])
7
8   egg = scramble([12, 24])
```

3. (14 points)   Will Code for Points

(a) **(2 pt)** Implement `objectify`, which takes a tree data abstraction and returns an equivalent `Tree` instance. Both the `Tree` class and the tree data abstraction appear on the midterm 2 study guide.
Warning: Do not violate the tree data abstraction! (Exams are flammable.)

```python
def objectify(t):
    """Return a Tree instance equivalent to a tree represented as a list.

    >>> m = tree(2)
    >>> m
    [2]
    >>> objectify(m)
    Tree(2)
    >>> r = tree(3, [tree(4, [tree(5), tree(6)]), tree(7, [tree(8)])])
    >>> r
    [3, [4, [5], [6]], [7, [8]]]
    >>> objectify(r)
    Tree(3, [Tree(4, [Tree(5), Tree(6)]), Tree(7, [Tree(8)])])
    """
    return Tree(root(t), [objectify(b) for b in branches(t)])
```

(b) **(2 pt)** Circle the Θ expression that describes the number of `Tree` instances constructed by calling `objectify` on a tree with n nodes.

$$\Theta(1) \qquad \Theta(\log n) \qquad \color{red}{\Theta(n)} \qquad \Theta(n^2) \qquad \Theta(2^n)$$

(c) **(4 pt)** Implement `closest`, which takes a `Tree` of numbers `t` and returns the smallest absolute difference anywhere in the tree between an entry and the sum of the entries of its branches. The `Tree` class appears on the midterm 2 study guide. The built-in `min` function takes a sequence and returns its minimum value.
Reminder: A branch of a branch of a tree `t` is *not* considered to be a branch of `t`.

```python
def closest(t):
    """Return the smallest difference between an entry and the sum of the
    root entries of its branches.

    >>> t = Tree(8, [Tree(4), Tree(3)])
    >>> closest(t) # |8 - (4 + 3)| = 1
    1
    >>> closest(Tree(5, [t])) # Same minimum as t
    1
    >>> closest(Tree(10, [Tree(2), t])) # |10 - (2 + 8)| = 0
    0
    >>> closest(Tree(3)) # |3 - 0| = 3
    3
    >>> closest(Tree(8, [Tree(3, [Tree(1, [Tree(5)])])])) # 3 - 1 = 2
    2
    >>> sum([])
    0
    """

    diff = abs(t.entry - sum([b.entry for b in t.branches]))

    return min([diff] + [closest(b) for b in t.branches])
```

(d) (6 pt) Implement `double_up`, which mutates a linked list by inserting elements so that each element is adjacent to an equal element. The `double_up` function inserts as few elements as possible and returns the number of insertions. The `Link` class appears on the midterm 2 study guide.

```
def double_up(s):
    """Mutate s by inserting elements so that each element is next to an equal.

    >>> s = Link(3, Link(4))
    >>> double_up(s) # Inserts 3 and 4
    2
    >>> s
    Link(3, Link(3, Link(4, Link(4))))
    >>> t = Link(3, Link(4, Link(4, Link(5))))
    >>> double_up(t) # Inserts 3 and 5
    2
    >>> t
    Link(3, Link(3, Link(4, Link(4, Link(5, Link(5))))))
    >>> u = Link(3, Link(4, Link(3)))
    >>> double_up(u) # Inserts 3, 4, and 3
    3
    >>> u
    Link(3, Link(3, Link(4, Link(4, Link(3, Link(3))))))
    """
    if s is Link.empty:

        return 0

    elif s.rest is Link.empty:

        s.rest = Link(s.first)

        return 1

    elif s.first == s.rest.first:

        return double_up(s.rest.rest)

    else:

        s.rest = Link(s.first, s.rest)

        return 1 + double_up(s.rest.rest)
```

4. (12 points) What color is it?

(a) **(6 pt)** Implement the `look` method of the `Dress` class. The `look` method returns a `Dress` instance's current `color` when the number of times that the instance's `look` method has ever been invoked evenly divides the total number times that the `look` method of any `Dress` instance has ever been invoked. Otherwise, the instance's `color` changes to the most recently returned color from any call to `look`, and `None` is returned.

```python
class Dress:
    """What color is the dress?

    >>> blue = Dress('blue')
    >>> blue.look()
    'blue'
    >>> gold = Dress('gold')
    >>> gold.look()
    'gold'
    >>> blue.look()  # 2 does not evenly divide 3; changes to gold
    >>> Dress('black').look()
    'black'
    >>> gold.look()  # 2 does not evenly divide 5; changes to black
    >>> gold.look()  # 3 evenly divides 6
    'black'
    >>> Dress('white').look()
    'white'
    >>> gold.look()  # 4 evenly divides 8
    'black'
    >>> blue.look()  # 3 evenly divides 9
    'gold'
    """
    seen = 0
    color = None

    def __init__(self, color):
        self.color = color
        self.seen = 0

    def look(self):

        Dress.seen += 1

        self.seen += 1

        if Dress.seen % self.seen == 0:

            Dress.color = self.color

            return self.color

        else:

            self.color = Dress.color
```

(b) (6 pt) Implement `decrypt`, which takes a string `s` and a dictionary `d` that contains words as values and their secret codes as keys. It returns a list of all possible ways in which `s` can be decoded by splitting it into secret codes and separating the corresponding words by spaces.

```python
def decrypt(s, d):
    """List all possible decoded strings of s.

    >>> codes = {
    ...     'alan': 'spooky',
    ...     'al': 'drink',
    ...     'antu': 'your',
    ...     'turing': 'ghosts',
    ...     'tur': 'scary',
    ...     'ing': 'skeletons',
    ...     'ring': 'ovaltine'
    ... }
    >>> decrypt('alanturing', codes)
    ['drink your ovaltine', 'spooky ghosts', 'spooky scary skeletons']
    """

    if s == '':

        return []

    messages = []

    if s in d:

        messages.append(d[s])

    for k in range(1, len(s)+1):

        first, suffix = s[:k], s[k:]

        if first in d:

            for rest in decrypt(suffix, d):

                messages.append(d[first] + ' ' + rest)

    return messages
```