

This document is available at <http://stanford.edu/~danfrank/cme193/exercises/exercises-solutions-1.pdf>.

### 1. True/False

State whether the following statements are **True** or **False** as it would be evaluated in Python (i.e., how it was described in lecture). Assume that the variable `x` has a boolean value of **False** and that the variable `y` has the value 10.

- (a) `x and (8 < y < 12)`

**False.** Note: Due to operator precedence, you do not actually need the parentheses here.

- (b) `'CME' + '193' == 'cme193'`

**False**

- (c) `(y != 12 - 2) or x`

**False.** Note: Due to operator precedence, you do not actually need the parentheses here.

- (d) `'py' * 2 + 'thonic' == 'pypythonic'`

**True**

### 2. Arithmetic

State what `x` is after each of the following scripts is executed.

- (a) 

```
x = 2
y = 3
x *= y
x /= y * 2

x is 1
```

- (b) 

```
x = 'py'
x += 'thon'
y = z = 'py'
x += y + z
x *= 2

x is the string "pythonpypypythonpypy"
```

- (c) 

```
x = 1
y = 2
if x and y:
    x = 3

x is 3.
```

- (d) 

```
x = 'hello'
y = 2
x += y
```

This code actually produces an error because we cannot add an integer to a string.

- (e) 

```
x = 'hello'
y = 2
x += str(y)
```

`x` is the string "hello2". The `str()` function casts the integer 2 as the string "2".

### 3. Functions and Flow

For each of the following Python scripts, state what gets printed.

(a) 

```
def func_a():
    a = 2
    b = a + 3
    c = b * b
    return b + c

print func_a()

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```

(b) 

```
def func_b(x):
    i = 0
    while x > 1:
        x = x / 2
        i = i + 1
    return i

print func_b(10.0)
```

4. Note: this function is calculating an approximation to  $\log_2 x$ .

(c) 

```
def func_c():
    i = 0
    j = 0
    while (i < 16):
        if i > 3:
            i += 2
        if i < 10:
            j += i
        else:
            j -= 1
            i += 1
    return j

print func_c()
```

$i$  and  $j$  both start at 0. The following table shows how the values change at the end of each iteration of the while loop.

i	j
0	0
1	0
2	1
3	3
4	6
7	12
10	21
13	20
16	19

(d) The `elif` statement combines the concepts of an `else` and an `if` statement. It follows an `if` statement. If the `if` statement is false, then the `elif` statement is evaluated. If the `elif` statement is true, that code block executes.

```
def func_d(x=0):
    if x < 0:
        return 'hello'
    elif x > 0:
        return 'world!'
    else:
        return ' '

print func_d(104) + func_d() + func_d(-11)

"world! hello"
```

(e) 

```
def func_e(a, b):
    if a == b:
        return func_e(a - 1, b + 1)

    if a > b:
        def inner_func_e(x):
            if x < 0:
                return 10
            else:
                return 7
        return inner_func_e(a) + inner_func_e(b)

    return max(a, b)

print func_e(7, 7) + func_e(7, -7) + func_e(-7, 7)
```

32. `func_e(7, 7)` recursively calls `func_e(6, 8)`, which returns `max(a, b)`. Python allows for function definitions within functions, which we encounter with the function call `func_e(7, -7)`.

#### 4. Applications

Consider the following snippet of Python code:

```
def func():
    step = 1
    point1 = 2
    point2 = point1 + step
    fp1 = point1 ** 3 + 3 * point1 + 3
    fp2 = point2 ** 3 + 3 * point2 + 3
    return (fp2 - fp1) / step

print func()
```

(a) What gets printed?

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(b) What is this function doing?

This is a (forward) finite difference method for estimating the derivative of the polynomial  $x^3 + 3x + 3$ .

(c) Describe some abstractions for this function. What can be provided as parameters?

`step` and `point1` can easily be provided as parameters. We can also make the function an input, since we do not want to only be able to estimate derivatives for  $x^3 + 3x + 3$ . Instead of estimating the derivative at one point, we could estimate the derivative at several points.

Using concepts from the next lecture, here is a much more powerful function:

```
def derivs(f, points, step=1):  
    return [(f(p + step) - f(p)) / step for p in points]  
  
print derivs(lambda(x): x ** 3 + 3 * x + 3, [2, 3, 4, 5], 0.1)
```

Note: The `lambda` keyword lets us define functions without a particular name. These are called anonymous functions. They are convenient for passing parameters. We will learn about anonymous functions in the second lecture.