



Programação Avançada

Number: _____

Name: _____

1. (1.0) Explain and exemplify the concept of *computational meta-system*.

2. (1.0) Explain and exemplify the concept of *reflective system*.

3. (1.0) Explain and exemplify the concept of *reification*.

4. (1.0) There are many languages providing introspection mechanisms but only some of them also provide intercession mechanisms. Why? Explain.

5. (1.0) The Lisp language invented the *backquote* syntax. For what purpose? Explain.
6. (1.0) What is the purpose of Javassist? Explain.
7. (1.0) The following fragment of code is part of a larger program that uses Javassist. Explain what the code does and its ultimate purpose.

```
static void mystery(CtClass ctClass, CtMethod ctMethod)
    throws NotFoundException, CannotCompileException {
    CtField ctField =
        CtField.make("static java.util.Hashtable cachedResults = " +
            "    new java.util.Hashtable();",
            ctClass);
    ctClass.addField(ctField);
    String name = ctMethod.getName();
    ctMethod.setName(name + "$original");
    ctMethod = CtNewMethod.copy(ctMethod, name, ctClass, null);
    ctMethod.setBody("{ " +
        "    Object result = cachedResults.get($1);" +
        "    if (result == null) {" +
        "        result = " + name + "$original($$);" +
        "        cachedResults.put($1, result);" +
        "    }" +
        "    return ($r)result;" +
        "}");
    ctClass.addMethod(ctMethod);
}
```

8. (1.0) Regarding method calls, Java uses *dynamic dispatch* for the receiver and *static dispatch* for the arguments. What are the advantages and disadvantages of this approach when compared to *multiple dispatch*? Explain.
9. (2.0) Describe the problems caused by *Cross-cutting Concerns*.
10. (2.0) Define the concepts of *Join Point*, *Pointcut*, *Advice*, and *Inter-Type Declaration*.

11. (1.0) In the context of CLOS, explain the concept of *effective method*.
12. (1.0) CLOS provides the concept of *metaclass*. Explain its purpose and responsibilities.
13. (1.0) The following Racket form defines the logical conjunction using a syntax that is more similar to what exists in many languages such as C, Java, Javascript, etc:
- ```
(define (&& x y) (and x y))
```
- Can we use && just like we used and? Explain.
14. (1.0) The meta-circular evaluator implemented in this course provided *macros*. Explain this concept.

15. (1.0) What is the difference between *direct style* and *continuation-passing style*? Explain.
16. (1.0) Suppose that you invented a tree-based data structure and you want to provide an iterator for its leaves. Do you prefer to provide an *internal iterator* or an *external iterator*? Why?
17. (1.0) The solution of the quadratic equation  $ax^2 + bx + c = 0$  is described by the formula
- $$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$
- where the symbol  $\pm$  represents, in fact, an operation with two possible results. Assuming that the `amb` operator is available, define the equivalent `+-` function in Racket.
18. (1.0) **Julia** is a recently proposed programming language that supports higher-order functions. As an example, the following fragment defines the `map` of a function over a list.
- ```
map(f, list::Nil) = list
map(f, list::Cons) = cons(f(head(list)), map(f, tail(list)))
```
- Do you think Julia provides different namespaces for functions and variables or, instead, a common namespace? Explain.