Name:	_Sample Solution_	
Email address (UW NetID): _		

CSE 160 Winter 2016: Final Exam

(closed book, closed notes, no calculators)

Instructions: This exam is closed book, closed notes. You have 50 minutes to complete it. It contains 7 questions and 8 pages (including this one), totaling 70 points. Before you start, please check your copy to make sure it is complete. After the 8 pages of the exam, there is a syntax cheat sheet that you may remove. Turn in all 8 pages of the exam, together, when you are finished. When time has been called you must put down your pencil and stop writing. Points will be deducted from your score if you are writing after time has been called.

Total: 70 points. Time: 50 minutes.

Problem	Max Points	Score
1	4	
2	3	
3	4	
4	14	
5	20	
6	15	
7	10	
Total	70	

- 1) [4 pts]
- a) Give two examples of a mutable type:

```
list, dictionary, set
```

b) Give two examples of an **immutable type**:

```
int, float, string, tuple, boolean
```

2) [3 pts] Write code that would produce an "IndexError" error

```
lst = [1, 2, 3]
print lst[3]
```

3) [4 pts] Write the output of the code below in the box here:

```
sum = 0
for x in range(2, 8):
    if x % 2 == 0:
        for y in range(x):
            sum = sum + y
print 'sum:', sum
```

MY ANSWER:

sum: 22

4) [14 pts] Given a list of lists of integers, fill in the function index_of_max_unique below to return the index indicating which sub-list has the most unique values. For example:

```
index_of_max_unique([[1, 3, 3], [12, 4, 12, 7, 4, 4], [41, 2, 4, 7, 1, 12]])
would return 2 since the sub-list at index 2 has the most unique values in it (6 unique values).
```

index_of_max_unique([[4, 5], [12]]) would return 0 since the sub-list at index 0 has the
most unique values in it (2 unique values).

You can assume that neither the <code>list_of_lists</code> nor any of its sub-lists will be empty. If there is a tie for the max number of unique values between two sub-lists, return the index of the first sub-list encountered (when reading left to right) that has the most unique values.

```
def index_of_max_unique(list_of_lists):
    # Your code here
    max_index = 0

max_unique = 0

for index in range(len(list_of_lists)):
    num_unique = len(set(list_of_lists[index]))
    if num_unique > max_unique:
        max_unique = num_unique
        max_index = index
return max index
```

5) [20 pts total] a) [10 pts] Write a function called read_zoo_animals (filename) that takes the name of a file as a parameter. You can assume that the given file contains lines of the form: zoo_name animal where each zoo_name and animal are strings that contain no spaces or punctuation and are separated by a single space. Here are the contents of a sample input file:

```
point_defiance monkey
national panda
woodland_park bear
national elephant
national panda
```

Your function should read in the given file and return a dictionary mapping each zoo_name to a list of the animals the zoo has. For a given zoo, the animals in that zoo's list should appear in the order they appear in the file. It is o.k. to have duplicate animals in the list for a given zoo. You may assume the file name provided is valid and that the file is formatted as described and includes at least one zoo_name animal pair. Calling read_zoo_animals on the file above would return this dictionary: { 'point defiance': ['monkey'],

5) (cont.) b) [10 pts] Write code in the main function that will call the read_zoo_animals function written in part a) to open a file called "local_zoos.txt" and print the results in EXACTLY the following format. For the sample input shown in problem 5a) the output would be:

```
point_defiance:
  monkey
national:
  elephant
  panda
  panda
woodland_park:
  bear
```

zoo_names may be printed in any order, but each zoo's list of animals should be printed in <u>alphabetical order</u>. Don't forget the colon at the end of each zoo_name and a single space at the beginning of each animal indenting it.

```
def main():
    # Your code here

zoo_dict = read_zoo_animals("favorite_zoos.txt")

for zoo in zoo_dict:
    print zoo + ":"

    sorted_animals = sorted(zoo_dict[zoo])

    for animal in sorted_animals:
        print " " + animal
```

6) [15 pts] Note: THIS PROBLEM IS NOT RELATED TO PROBLEM 5!! You are given the following class definition:

```
class Zoo:
    def __init__(self, zoo_name):
        '''zoo_name: a string representing name of zoo'''
        self.name = zoo_name
        self.animals = []

def add(self, animal):
        '''animal: a string representing an animal'''
        self.animals.append(animal)
```

a) Write the code for the method below that is also a part of the class Zoo:

```
def release_animal(self, free_animal):
    '''Remove all occurrences of free_animal from this zoo.
    free_animal: a string representing an animal.
    Returns the number of occurrences that were removed.
    The free_animal string must match exactly (e.g. same case) with the name of an animal currently in the zoo in order for that animal to be removed. '''
    # Your code here
    occurrences = self.animals.count(free_animal)
    for occurrence in range(occurrences):
        self.animals.remove(free_animal)
    return occurrences
```

- 6) (continued)
- b) Write the code for the method below that is also a part of the class Zoo:

```
def get_num_animals(self):
    '''Returns the total number of animals in the zoo as an
    integer.'''
    # Your code here:
    return len(self.animals)
```

c) Write code in the main function to add a lion and a tiger to the seattle_zoo. This code is outside of the class Zoo.

```
def main():
    seattle_zoo = Zoo("woodland_park")
    # Your code here:
    seattle_zoo.add("lion")
    seattle_zoo.add("tiger")
```

d) Describe a change to the Zoo class that might cause a <u>client</u> of the Zoo class to have to modify its code.

Changing name of methods or class, number of parameters or expected type of parameters or return type of methods. Removing a method from the class. Any change to the interface the client may be using.

e) Describe a change to the Zoo class that would NOT cause a <u>client</u> of the Zoo class to have to modify its code.

Changing HOW a method is implemented, or the name of a parameter. Changing the internal representation of the animals belonging to the zoo (say from a list to a dictionary). Adding a new method.

7) [10 pts] a) Draw the entire environment, including all active environment frames and all user-
defined variables, at the moment that the MINUS OPERATION IS performed. Feel free to draw
out the entire environment, but be sure to CLEARLY indicate what will exist at the moment the
MINUS operation is performed (e.g. cross out frames that no longer exist).

b) When finished executing, what is printed out by this code?

MY ANSWER:

120

c) <u>How many different stack frames</u> (environment frames) are active when the call stack is DEEPEST/LARGEST? (Hint: The global frame counts as one frame.) **MY ANSWER:** 4

def smile(x):
 return x + 4

def funny(x):
 y = smile(smile(x))
 return y + smile(x)

def spring(y):
 x = smile(y)
 return funny(x - y)
After the minus is executed, spring calls funny, then funny calls

smile three times in a row, resulting in a depth of 4 stack frames at the point we are inside any one of those three calls to smile.

After the minus is executed, spring calls funny, then funny calls

smile three times in a row, resulting in a depth of 4 stack frames at the point we are inside any one of those three calls to smile.

x = 7 y = 100

print spring (smile (x)) + y

Clobal

X=7

Y=100

Smile > function | Spring | Smile |

Frames > function | X=11 | Returns 15 |

Spring > function | X=15 |

Frames active | Smile |

when minus | Operation is |

performed.

U stack frames at the deepest point