1 Sample Problems

Here are some sample problems to give you an idea of what I might ask on the midterm:

1. Consider the following C program:

```
void fib(int n, int *result) {
   int temp;
   if (n < 2) {
      *result = n;
   } else {
      fib(n-1, result);
      fib(n-2, &temp);
      *result += temp;
   }
}</pre>
void main() {
   int result;
   fib(3, &result);
   printf("%d\n", result);
}
```

Draw the call stack for the moment when main has called fib(3, ...), which has called fib(1, ...), which is just about to return. Fill in the values on the stack: for pointers, draw the pointer, for non-pointers, write the values. For both pointers and non-pointers, if the value is unknown leave a blank entry.

2. Consider the following code in a new language we are creating:

```
int f(x, y) {
    x = y + x
    return x
}

main() {
    int x = 1
    int y = 1
    int z = f(x,y) // This is line A
    print(x + y + z)
}
```

If we decide our language will pass parameters using "call-by-value", does the call to f(x, y) in line A exhibit referential transparency? What if we decide to use "call-by-reference"?

3. Consider the following code, written in a language that supports dynamic dispatch:

```
class Student {
    public void Print() {
        System.out.println("Student");
}
class CSE extends Student {
    public void Print() {
        System.out.println("CSE");
}
class Main {
    public static void PersonPrint( Student o ) {
        o. Print();
    public static void main(String[] args) {
        Student x = new Student();
        Student y = \text{new CSE}();
        CSE z = new CSE();
        PersonPrint(x);
        PersonPrint(y);
        PersonPrint(z);
```

Identify the static and dynamic targets for the invocation o.Print() in PersonPrint. What is printed when we run the program?

4. (pts) Suppose in my C program I have the following code:

```
int *ptr, *qtr;
int a = 1, b = 2, count;
ptr = &a;
qtr = &b;
count = *ptr + *qtr;
```

What can you say about the value of count?