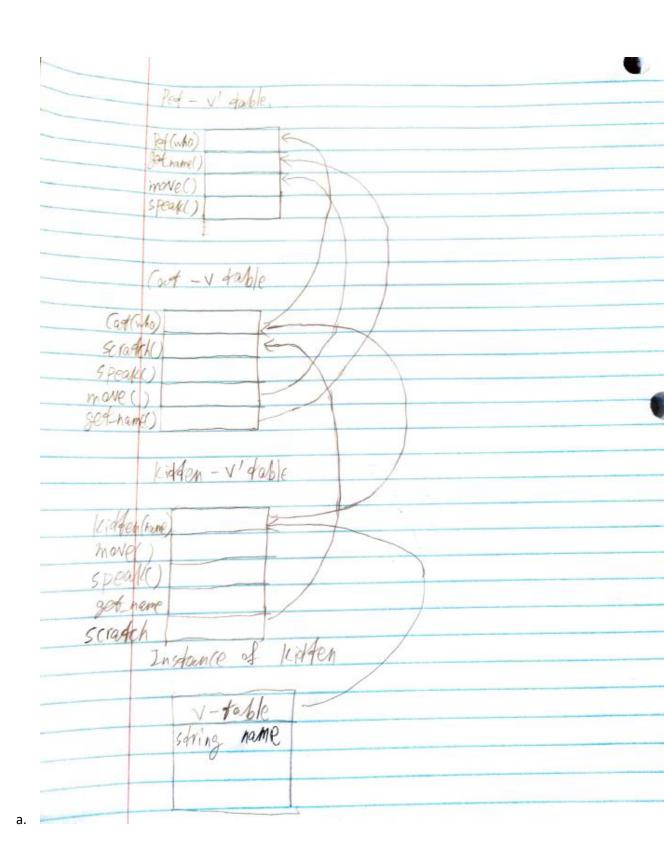
## 5-6-2020

1.



- b. Yes. Critter->speak() will print "meow" by calling cat class speak() when kat->speak() will print "yip" by calling kitten class speak().
- c. No. they both call get\_name() in Pet
- d. Yes. Kat->move() calls kitten class move() while critter->move() calls Pet class move()

2.

- a. Foo function reverse the given list while add a "0" to the front. Helper function append x to a newly construct list. Mystery function reverses what Helper function produces with a 0 in the front.
- b. 1) Given [1, 2, 3] Output: [0,1,2,3,1,2,1]2) Given [3,2,1] Output: [0, 3,2,1,3,2,3]
- c. Yes
- d. No

3. **4.** List:

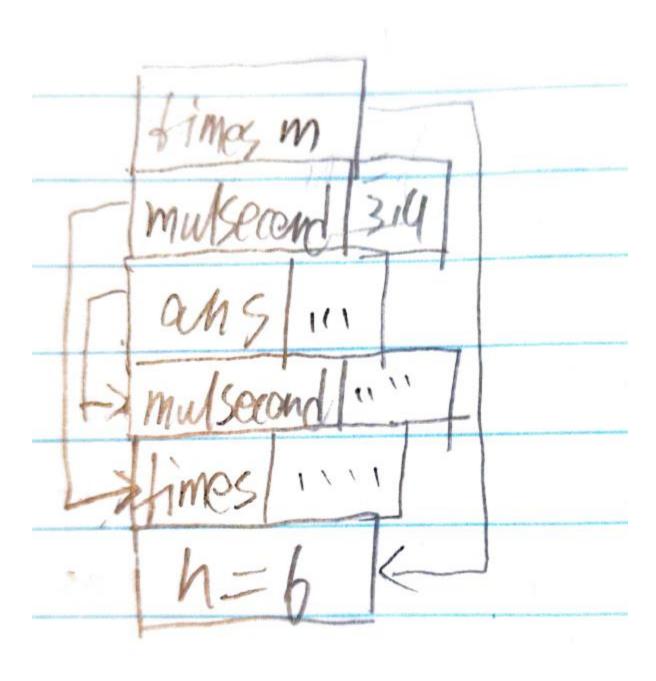
a. Line 1: No error: "Computer Science"

b. Line 2: error: Don't know which function to use to get output

c. Line 4: No error: 15000

d. Line 5: Error. No variable GPA exist or assigned.

5.



The result would be 15. Since dynamical scope uses the value that is closest to the call, in this part, n in times call would be 3, instead of 6 in static scope, which results in (3\*4)+3 = 15.

6.

a. {c=5, d=8, a=9}

b. {a=9, d= 10, e=13}

c. {c= 11, e= 13, d=15,a=9}

d.  $\{a=9, d=8, c=5\}$ 

7.

- a. While running interpreting Java in a virtual machine, the code does not need to be translated to machine code. Compare to C, this saves a lot of time and need to do less work.
- b. Lists in Java using reference to store. This means different reference can refer to different object with different length.
- c. Because in C/C++, functions are stored through pointers in memory rather than reference. They also don't support lambda function, which makes a function an entry like normal value types.
- 8. In this part, since it is dynamic scoping, b would be the closest b push to the stack (0 in the fist place, for example). Therefore, the foldl in f would result in: 0+1+2+3=6