

Duration: 60 minutes
Examiner: Kuei (Jack) Sun

Please fill your student number, last and first name below and then read the instructions carefully.

Student Number: _____

Last Name: _____

First Name: _____

Instructions

Examination Aids: Ruler and examiner approved aid sheet are allowed.

MARKING GUIDE

Do not turn this page until you have received the signal to start.

Q1: _____ (4)

You may remove the aid sheet from the back of this test book. Do not remove any other sheets from this test book. Answer all questions in the space provided. No additional sheets are permitted. Use the blank space in last page as scratch space. Its content will not be marked.

Q2: _____ (6)

Q3: _____ (7)

This exam consists of 6 questions on 8 pages (including this page). The value of each part of each question is indicated. The total value of all questions is 45 marks.

Q4: _____ (7)

Q5: _____ (8)

For the written answers, explain your reasoning clearly. Be as brief and specific as possible. Clear, concise answers will be given higher marks than vague, wordy answers. Marks will be deducted for incorrect statements in an answer. Please write legibly!

Q6: _____ (13)

Total: _____ (45)

Work independently.

Question 1. Mut and Mutability [4 marks]

```
let mut a: i32 = 4;  
let mut b: i32 = 2;  
let x = &mut a;  
let mut y = &b;
```

- a) What is the type of the variable x and y? [2 marks]
- b) Explain the difference between the variables x and y. [2 marks]

Question 2. Code Reuse [6 marks]

List 3 programming language constructs or features in Rust that promote code reuse. You must clearly explain how each of the construct or feature enables code reuse to get full marks. Note that the lecture notes only explicitly state two of such constructs or features. You must come up with the third one based on your understanding of what code reuse means.

Question 3. Method Resolution Order [7 marks]

Given the following class hierarchy:

```
class X: pass
class Y: pass
class Z: pass
class A(X): pass
class B(Y): pass
class C(X): pass
class D(Y, Z): pass
class H(A, B, C): pass
class I(C, D): pass
class J(H, I): pass
```

Compute the method resolution order for the class J using C3 linearization. You must show your steps for the classes H, I, and J to receive full marks. For classes X, Y, Z, A, B, C, and D, just show the result.

Question 4. Rust Ownership [7 marks]

```
struct Person { name: String }
impl Person {
    fn new(v: &str) -> Person { Person { name: v.to_string() } }
}

fn assign_to_labs(prof: &Person, list: Vec<Person>, nlabs: i32) {
    let mut c = 1;
    for ta in list {
        let name = &ta.name;
        println!("{}", name, c); // here
        c += 1;
    }
    for i in c..=nlabs {
        println!("{}", prof.name, i);
    }
}

fn main() {
    let num_labs = 6;
    let prof = Person::new("Jack");
    let tas = vec![ Person::new("Kia"), Person::new("Martiya"),
                    Person::new("Wendy"), Person::new("Mike") ];
    assign_to_labs(&prof, tas, num_labs);
}
```

Draw an ownership diagram in the form of a tree at the point when the program prints out “Wendy is the TA of Lab 3” (the line with the comment “here”). Do not draw references to borrowed objects.

Question 5. Array Calculator [8 marks]

Write a generic calculate function that takes two array slices, *v1* and *v2*, of equal length and an enum value of type `Operator`, and return a new **vector** where each element is the result of performing one of the four the arithmetic operations specified by the enum value on the two elements from *v1* and *v2* at the same index.

For example, the output of `calculate(&[14, 9], &[7, 3], Operator::Divide)` should be `[2, 3]`. You must return a string literal that says “array size mismatch” as an error if *v1* and *v2* are not the same size. Also, you are required to use a `match` statement to receive full marks. Note: you may need to add some trait bounds to this function prototype.

```
fn calculate<T>(v1: &[T], v2: &[T], op: Operator)
    -> Result<Vec<T>, &'static str>
```

```
enum Operator { Plus, Minus, Times, Divide }
```

Question 6. Managed Attributes [13 marks]

You are developing a package for adding type safety checks to the end users' custom-defined classes. In addition, it verifies that all fields of the user-defined classes are initialized in the constructor. The interface you provide requires that their classes inherit from `Base`, and that the fields they want to type check be specified as a class member attribute of type `Field`, such as:

```
class User(Base):
    name = Field(type=str)
    age = Field(type=int)
    height = Field(type=float)

bob = User(name="Bob", age=23, height=6.2)
tom = User(name="Tom", age="x", height=7.)    # error: age not an int
zoe = User(name="Zoe", height=5.6)           # error: field age is missing
```

The field class has already been completed, as shown here. You may not change it for this question.

```
class Field:
    def __init__(self, type):
        self.type = type
```

- a) Complete the `__init__` method of `Base`'s metaclass so that every *class* that inherits from `Base` keeps track of a dictionary named `_fields` that maps field names to the corresponding field objects. Hint: read ahead to see what this dictionary is used for. [3 marks]

```
class Meta(type):
    def __init__(cls, name, bases, attrs):
```

- b) Complete the `__init__`, `__setattr__`, and `__getattr__` methods of Base class. You must make sure your solution conforms to the following specification. [10 marks]
- i. Raise `AttributeError` if a field is missing from the keyword arguments passed to the constructor.
 - ii. Raise `TypeError` if a field is set to a value that is not the type specified in the corresponding Field object, e.g. `foo.name = 123`.
 - iii. You may ignore arguments to `__init__` that do not have an associated Field object.
 - iv. You must allow non-managed attributes to be added to the instance. e.g. `foo.pk = 3`.

```
class Base(metaclass=Meta):  
    def __init__(self, **kwargs):
```

[Use the space below for rough work]

END OF EXAMINATION