

Iteration & Accumulation Practice Problems/Study Guide

1. *Basic Problems* Sequences to Non-Sequence Types

- *Classic Patterns* Sum, Count, Search, Min/Max, Average
- *Examples*
 - Count vowels/consonants/specific-letters in a string
 - Total length of list of strings
 - Number of strings of a given length or in a length range
 - Shortest/Longest string in a list of strings
 - Location of shortest/longest string in a list
 - Is there a rect of a given area?
 - Is there a rect within a given region?
 - First Rect (Rect or Location of Rect) in a list of Rects with area within a given range
 - Last Rect (Rect or Location of Rect) in a list of Rects with area within a given range

2. *Map-Style Problems* Sequences to Sequences. 1-to-1 Transformation.

- *In-Place* Replace list contents with new, transformed values
- *Functional* Return the transformed list. Do not modify the list argument.
- *Examples*
 - List of strings to list of lengths of the strings
 - Double/triple/raise to a power all the numbers in a list
 - Grow or shrink Rect length/width/both by a factor (double, triple, 1.5, etc.)
 - Fizzbuzz style problems: multi-conditional transformation.
 - Multiples of 3 -> Fizz, Multiples of 5 -> Buzz, Multiples of 3 and 5 -> Fizzbuzz, otherwise do nothing.
 - Double integers between 1 and 10, Divide by 2 integers between 10 and 20, Triple integers between 30 and 40, etc.
 - Strings length less than 3 to "short", between 3 and 6 "average", more than 6 "long".

3. *Filter-Style Problems* Sequence to Sequence. Keep/Remove based on a condition.

- *Note* Basic search and problems have natural filter counterparts (collect the stuff rather than find/count).
- *Note* Filters can either collect values or they can collect locations of values. Be ready for both!
- *Examples*
 - Remove/keep all numbers within/outside a range
 - Remove/keep odd integers
 - Remove strings based on length
 - Remove strings that start/end with a given letter
 - Starting with a string, get a list of all the vowels/consonants.
 - Remove rectangles based on area (too small, too big)

- Remove rectangles based on location (inside or outside a region)
- Remove rectangles that are colliding with a specific rectangle

4. *Parallel Traversals* Working two sequences in parallel

- *Examples*

- Given list of Rects (locations) and list of Vectors (velocity), move all the rectangles according to the velocity.
- Weighted Average: Given list of numbers and list of weights (floats between 0 and 1 that add to 1), multiple values with associated weights and compute the sum.

5. *Challenge Problems*

- Filter+Map Combos (Remove some, transform the rest)
- Determine if any two rectangles in a list are colliding
- Determine if a string/number in a list is repeated
- Prefix sum: Make location i be the sum of all the values preceding it.
- Palindrome Detection: Does the sequence read the same both forwards and backwards.