



# AMACSS Seminar

Term Test 1 Review



# Possible topics on the term test

- ADT's
  - Designing an ADT
  - Coding an ADT from a docstring
  - Writing a docstring for an ADT
- Containers
  - Manipulating containers to achieve a certain goal
- Linked Lists
  - Operations on linked lists
- Blackbox testing
  - Testing an ADT without knowing how it's implemented



# Making a stack out of queues, and vice versa

1 Stack = 2 Queues

How? Well let's take a look...



Try to make a Queue out of stacks

# Try the following question



## Question 1. [10 MARKS]

Write the body of the function below so that it satisfies its docstring. Assume that module `stack.py` defines a class `Stack` that provides the usual methods: `is_empty()`, `push(item)`, `pop()`.

For full marks, your code must *not* depend on any details of the implementation of class `Stack`. In other words, the only thing you can do with a `Stack` object is to call some of its methods.

```
from stack import Stack
```

```
def size(stk):
```

```
    """(Stack) -> int
```

```
    Return the number of items on Stack stk, *without* modifying stk.
```

```
    (It's OK if the contents of stk are modified during the execution of this  
    function, as long as everything is restored before the function returns.)
```

```
    """
```

```
    # Hint: You can use more than one stack.
```

# Try the following question



Write the body of the function below so that it satisfies its docstring.

```
def reverse(head):  
    """(LLNode) -> LLNode  
  
    Given the head pointer to a linked list,  
    reverse the linked list and return a pointer  
    to the head of the reversed list.)  
    """
```



Write testcases for your `banana_verify` function from exercise 2. These testcases don't need to be written in unittest format, but the assertions should be written in proper assertion format. i.e `assertEqual`, etc.

Your testcases should include examples where:

- Too many letters in source or goal
- More gets than puts
- Too many moves
- Too little moves