## CS 320 - Spring 2023 Instructor: Meenakshi Syamkumar

Exam 1 — 13%

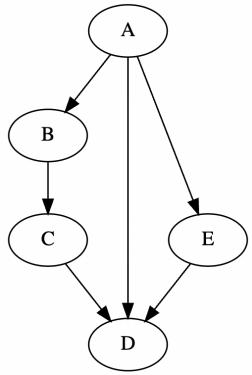
(Last) Surname:	(First) Given name:
NetID (email):	@wisc.edu
Fill in these fields (left to	right) on the scantron form (use #2 pencil):
2. IDENTIFICATION	ame) and FIRST NAME (given name), fill in bubbles NUMBER is your Campus ID number, fill in bubbles
3. Under $ABC$ of SPI $001 - MWI$	CIAL CODES, write your lecture number, fill in bubbles: 11:00am
002 - MWI	1:20pm
4. Under <b>F</b> of SPECI	AL CODES, write <b>5</b> and fill in bubble <b>5</b>
grade you against no better than if yo	above (or do it wrong), the system may not the correct answer key, and your grade will be ou were to randomly guess on each question. So buble check it's correct!
electronic devices during neighbors during this exa	rour note sheet. You may not use books, calculators, or other this exam. You may not sit near your friends or look at your n. Please place your student ID face up on your desk. Turn off etronics (including smart watches) now.

Use a #2 pencil to mark all answers. DO NOT USE PEN on the scantron.

When you're done, please hand in the exam and note sheet and your filled-in scantron form. The note sheet will not be returned.

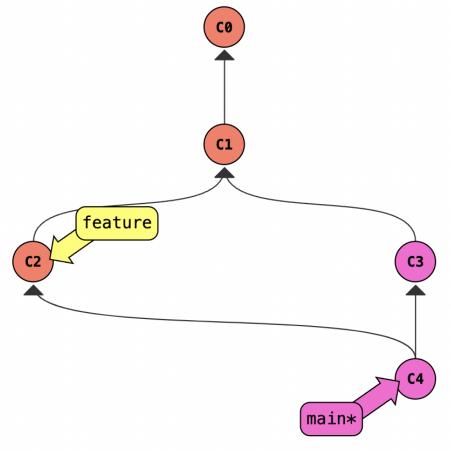
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1. Given the below graph, which of the following paths will **DFS** return between nodes **A** and D? Assume that for every node its children nodes are alphabetically ordered.



- A. None B. (A, D) C. (A, E, D) D. (A, B, C, D)
- 2. Considering the same graph as the previous question, which of the following paths will **BFS** return between nodes A and D? Again, assume that for every node its children nodes are alphabetically ordered.
  - A. None B. (A, D) C. (A, E, D) D. (A, B, C, D)
- 3. Which of the following will enable us to **efficiently** implement a queue for BFS?
  - A. set B. list C. deque D. heapq E. stack

4. Given the below git commit graph, which of the following git commands was executed last?



- A. git tag
- B. git merge feature
- C. git commit
- D. git merge main
- 5. If a BST is constructed using the algorithm we learned in class, and the insert order is [8, 3, 1, 6], where will 6 be?
  - A. root.left.left
  - B. root.left.right
  - C. root.right.left
  - D. root.right.right

6. Consider the below code snippet.

```
class Polygon:
    def __init__(self, sides):
        self.sides = sides

class Rectangle(Polygon):
    def __init__(self):
        pass # line 7

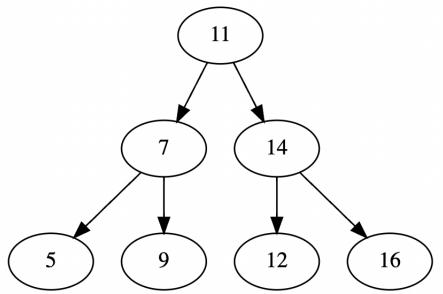
r1 = Rectangle()
```

Which of the following lines of code can be used to invoke the Polygon class constructor to replace pass on # line 7?

- A. super.\_\_init\_\_(4)
- B. super().\_\_init\_\_(4)
- C. self.\_\_init\_\_(4)
- D. self().\_\_init\_\_(4)
- 7. Which of the following implicitly invokes \_\_le\_ special method?

A. 
$$obj1 != obj2$$
 B.  $obj1 == obj2$  C.  $obj1 < obj2$  D.  $obj1 <= obj2$ 

8. Consider the BST insertion algorithm we learned in class. Given the below BST, which of the following **CANNOT** be the insertion order? For every node, consider first child as left and second child as right.



- A. [11, 5, 7, 14, 9, 12, 16]
- B. [11, 7, 14, 5, 9, 12, 16]
- C. [11, 7, 5, 9, 14, 12, 16]
- D. [11, 14, 7, 12, 9, 5, 16]
- 9. Consider the below code snippet.

class TrafficLight:

tl1 = TrafficLight("green", 10) # line 6

How many arguments are passed on # line 6?

A. 0 B. 1 C. 2 D. 3

10. What is the output of the below code snippet?

```
def mystery(some_nums):
    if len(some_nums) == 0:
        return []
    else:
        return [some_nums.pop(-1)] + mystery(some_nums)

some_nums = [5, 2, 7, -1]
    print(mystery(some_nums))

    A. [-1, 7, 2, 5]
    B. [5, 2, 7, -1]
    C. [-1, 2]
    D. [7, 5]
    E. RecursionError
```

- 11. Which of the following is the correct invocation of check\_output for executing git checkout command inside a directory called some\_repo? Assume that branch f1 exists.
  - A. check\_output("git checkout f1", cwd="some\_repo")
  - B. check\_output("git checkout f1", pwd="some\_repo")
  - C. check\_output(["git", "checkout", "f1"], cwd="some\_repo")
  - D. check\_output(["git", "checkout", "f1"], pwd="some\_repo")
- 12. Consider the below code snippet. How many attributes will the object instance referenced by cars have?

13. What numbers get printed by the following code snippet?

```
def mystery():
    a = 0
    b = 1

while True:
    yield a
    temp = a + b
    a = b
    b = temp

f = mystery()
print(next(f))
print(next(f))
print(next(f))
A. 0, 1, 1 B. 0, 1, 2 C. 1, 1, 2 D. 1, 2, 3
```

14. Which one of the following list operations have worst case complexity? Assume that L is storing a reference to a list object instance.

```
A. L.pop(-1) B. L.pop(0) C. L.append(1) D. L[len(L) // 2]
```

15. Which complexity class is worst / slowest among the following choices?

```
A. O(log N) B. O(N) C. O(N**2) D. O(N log N)
```

16. Consider the below code snippet.

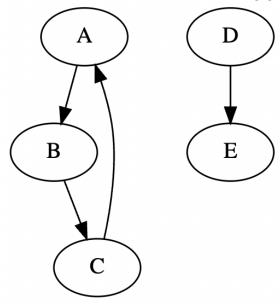
```
class Car:
    def __init__(self, make, models):
        self.make = make
        self.models = models

cars = Car("Toyota", ["Avalon", "Corolla", "Sienna"])
print(len(cars)) # line 7
```

Which of the following special methods must be implemented for # line 7 to produce 3 as the output?

```
A. len B. _repr_svg_ C. __getitem_ D. __len_ E. for
```

17. What can be said about the following graph?



- A. cyclic but not connected
- B. cyclic and connected
- C. acyclic but not connected
- D. acylic and connected

## 18. What is printed?

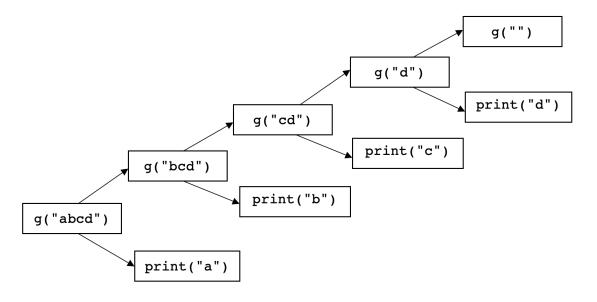
```
import heapq
```

```
items = []
for val in [10, 3, 1, 5, 21]:
    heapq.heappush(items, val)
```

print(heapq.heappop(items))

A. 1 B. 3 C. 5 D. 10 E. 21

19. Consider the below call graph. What gets printed first?



A. a B. b C. c D. d

20. Suppose BSTNode class stores information about BST nodes, is the below implementation of \_\_getitem\_\_ method recursive?

```
class BSTNode:
    def __init__(self, name, val):
        self.key = name
        self.val = val
        self.left = None
        self.right = None

def __getitem__(self, target):
        if target < self.key and self.left != None:
            return self.left[target]
        elif target > self.key and self.right != None:
            return self.right[target]
        assert self.key == target
        return self.val
```

A. True B. False

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