

Showed in
Class

PRACTICE EXAM

IN SCHEME AND PROLOG CREATE A PROGRAM THAT REMOVES DUPLICATES

PROLOG:

remove_dups([], []).
remove_dups([E|A], R) :-
 member(E, A),
 remove_dups(A, R).
remove_dups([E|A], [E|R]) :-
 not(member(E, A)),
 remove_dups(A, R).

Nothing in List
is a member
is not member
concatenating Element to Result
Because it is not duped

SCHEME: Shown in class & in labs

List(c)
'(a)
'()
)

(define (remove-dups L)
 (cond
 ((null? L) '())
 ((null? (cdr L)) L) ; last item, return item
 ((equal? (car L) (car (cdr L))) (remove-dups (cdr L))
 start/head head of tail
 , (else (cons (car L) (remove-dups (cdr L))))
 a unique element Answer))

Only have 1 elem
cadr
= car cdr

READ THE SCHEME FUNCTION BELOW, WHAT IS IT DOING? COMPLETE THE RECURSIVE CALL.

```
(define (union L1 L2)
  (cond
    ((null? L1) L2)
    ((null? L2) L1)
    ((not (member (car L1) L2)) (union (cdr L1) L2))
    (else con (car L1) (union (cdr L1) L2))))
```

L1 L2

when car L1
is unique ↑

- if head of L1
is unique to
not L2

from Zep · Grin ·||
- Jory! XD

CREATE A PROLOG FUNCTION THAT DOES THE FOLLOWING:

TAKES 2 LISTS, AND MERGES THE CONTENTS SO THAT IT IS IN ASCENDING ORDER

↓ Recending

EXAMPLE:

merge([2,6,13,15,20],[4,7,9,17,21,34,56],L).
L = [2,4,6,7,9,13,15,17,20,21,34,56].

merge([], L, L).

merge(L, [], L).

merge([H1|T1], [H2|T2], [H1|R]) :-
 H1 < H2,
 merge(T1, [H2|T2], R).

merge([H1|T1], [H2|T2], [H2|R]) :-
 H1 > H2,
 merge([H1|T1], T2, R).

A hand-drawn diagram illustrating a stack structure. It features a series of red brackets representing the stack's boundaries. Inside, there are blue arrows pointing upwards, indicating the growth of the stack from bottom to top. The diagram shows a stack with multiple elements, with the top element being the largest.

CREATE A PROLOG FUNCTION THAT DOES THE FOLLOWING:

```
slice([2,6,12,10,1,7],1,3,L).  
L=[6,12,10].
```

if num elements from given index is less than given number, give rest of list (instead of out of bounds) ↴ n/n List

AT DOES THE FOLLOWING:
other questions that invoke
slicing

[slice (-,-, 0, []).
index number

[slice ([], -1, -1), []]. ✓

// Loop to the correct index

Slice [[H | T], i, N, R):-

decrement

$$N > 0, \quad I > 0$$

$I > 0$,
 $I_1 \in I-1$

3) $\sqrt{10}$

Slice (l, l+1, N, k).

//@ index zero, if len L is > N

slice([H|T], 0, N, [H|R]):-

$N > 0$)

`length([UIT], len),`

$\text{len} > N$,

$N \pm$ is $N-1$,

$\text{Slice}(T, 0, N1, R)$.

//@ index zero, if length < N, Return Rest of list

Slice(L,O,N,L):-

$$N > 0$$

`length(L, len),`

$$l_{pn} = \angle N.$$

CREATE A SCHEME FUNCTION THAT PERFORMS THE SAME TASK

(define (slice L index n)

(cond

[$\sim (\text{equal? } n 0)$ '()]; if $n = 0$, return empty

[$\sim (\text{null? } L)$ '()]; if empty list

$\rightarrow \checkmark (\text{equal? } \underline{i} 0) (\leq (\text{length } L) n))$
(cons (car L) (slice (cdr L) 0 (- n 1)))

$\rightarrow \checkmark (\text{and } (\text{equal? } i 0) (< (\text{length } L) N) L)$
 $\rightarrow (\text{else } (\text{slice } \underline{\text{cdr}} L) (- i 1) N))$

(let [1, 2, 3, 4, 5, 6])

(cdddr L)
↓

cdr cdr cdr = [4, 5, 6]

(cdar L) 2, 3, 4, 5, 6

TIPS

- REVIEW CHAPTER ON STRUCTS W GO FUNCTIONS

- STUDY SETOF AND BAGOF

Know how they work
Know how to build funcs
for them

(test '(1 2 2 3 4 5))

WHAT DOES THIS FUNCTION DO

```
(define (test L)
  (test1 L 0)
)
```

()' return 0

takes
1 every elem
checks
time
then repeat

```
(define (test1 L m)
  (if (null? L)
    m
    else (if (> (test-helper L (car L)) m)
              (test1 (cdr L) (test-helper L (car L)))
              (test1 (cdr L) m))
  )
)
(define (test-helper L c)
  (cond
    ((null? L) 0)
    ((equal? (car L) c) (+ 1 (test-helper (cdr L) c)))
    (else (test-helper (cdr L) c))
  )
)
```

th

(())

(())

(())

(())

(())

return (th) > m

head of L

tail List

checking the
max # of
occurrences
of every
element
w/n ✓

(cons recursive)

WHAT DOES THIS FUNCTION DO

sibling([john, mike, linda]).
sibling([jane, maria, harry]).
sibling([kelly, brian, nina, james]).
//sorted from oldest to youngest

setof(H, sibling([H|T]), length(T)>1, B).
B=[john, james, kelly]

3 > 2

if first sibling has more than
1 sibling

setof(H, sibling([H|T]), length(T)>2, B).
B=[kelly]

if first sibling has
more than 2 other
siblings

(greater than 2)

easy & short

$n = 0$

```
(let loop ((n 4) (i 2)) (if (zero? n) i (loop (- n 1) (+ i 1))))
```

$$\begin{aligned}n &= 4 \\i &= 2 \\&= 2+4 = 6\end{aligned}$$

6

$$n = 0$$

```
(let* ((L1 '(1 2 3 4)) (L2 (car L1))
      (F (lambda (L) L))) (cons (F L2) L1))
```

$$\Rightarrow (1\ 1\ 2\ 3\ 4)$$

((lambda (x y) (* (* x y) (* x y))) 2 3) $x = 2$
 $y = 3$

$$\Rightarrow 36$$

$A = ((1\ 2))$ $\text{atom return} \rightarrow$ $(\text{list? } (\text{cadr } A)) \ ' (2))$ $\text{car } \text{cdr}$
 (1) $(')$ $((\text{list? } (\text{caddr } A)) \ ' (3)))$ $A = (2)$,
 $\uparrow \text{checks if empty list is a list}$ $= (')$
 $\Rightarrow (3)$

* car returns atom

`car((1))` → (1)

(cons., (car, 1)

(cons (car '((1))) '(((8))))

L

=> ((1) ((8)))

$$' \begin{pmatrix} 1 & 2 & 3 \end{pmatrix} \quad ' (4) = \begin{pmatrix} '1 & 2 & 3 \\ 4 \end{pmatrix}$$

'((1) ignore 1st later or Brackets in second element but not first

$\text{q5} \rightarrow$
 > (q5 '(1 2 3 4))
 ' (2 1 3 4)
 > (q5 '(1 2))
 ' (2 1)
 > (q5 '(4))
 ' (4)
 > (q5 '())
 ' ()
] ← take head of the tail
 replace "swap" in the head of List

null? (cdr L)

(define (q5 L)

(cond

((null? L) _____ L

$$\frac{\text{cdr}}{\text{cdr}} = \text{cddr}$$

(cadr) is taking head of tail

((null? (cdr L)) _____ L)



(else (let a (car L)) (let b (cadr L))
 (cons (cons (b) (a)) (cddr L)))

))

(else (cons (cadr L) (cons (car L)
 (cddr L))))

The function `two-last` is to evaluate to the two last elements from a list. (For lists shorter than two, the list is unchanged).

Example:

```
> (two-last '(1 2 3 4 5))  
'(4 5)
```

→ Complete the function definition below:

```
(define (two-last L)  
  (cond  
    [ (null? L) L ]  
    [ (null? (cdr L)) L ]  
    [ (null? (caddr L)) L ]  
    [ else (two-last (cdr L)) ]))
```

only occur @ start
decrements till that point

Question 7 Binary Search Tree in Scheme [3 marks]

Consider the following function that searches a binary tree

```
(define (tree-search x t)
  (cond
    ((null? t) #f)
    ((equal? x (car t)) #t)
    ((< x (car t)) (search x (cadr t)))
    ((> x (car t)) (search x (caddr t)))
    (else #f)))
  #f)
```

No Binary
tree
in Exam

The function returns true if the specified element is found in the tree, and returns false otherwise.

```
> (tree-search 101
  '(101 (31 (5 () ()) ()) (101 (83 () (97 () ()) ()))))
#t
> (tree-search 85
  '(73 (31 (5 () ()) ()) (101 (83 () (97 () ()) ()))))
#f
```

Modify the function `tree-search` such that it returns the subtree rooted at the element (i.e., the element will become the root).

```
> (tree-search2 101
  '(101 (31 (5 () ()) ()) (101 (83 () (97 () ()) ()))))
'(101 (83 () (97 () ()) ()))

> (tree-search2 85
  '(73 (31 (5 () ()) ()) (101 (83 () (97 () ()) ()))))
'()
```

Please see the next page!

```

package main
import "fmt"
type Reader struct {
    name string
    books []Book
}
type Book struct {
    title string
}
func main() {
    jack := Reader{"Jack", make([]Book, 0, 5)}
    nBooks := jack.Add(Book{"Lord of the rings"})
    fmt.Printf("Number of books read= %d\n", nBooks)
    nBooks = jack.Add(Book{"The name of the rose"})
    fmt.Printf("Number of books read= %d\n", nBooks)
    fmt.Println(jack.books)
}

```

Struct important

R. Books

*Saving space
in memory*

*Book
[0, 0, 0, 0, 0]*

*Only
GO Programming
Question = Bonus*

nBooks := Add()

Jack.Add()

Define a method Add that enables the addition of a book into the list of books to read. The program then should produce the following output:

```

Number of books read= 1
Number of books read= 2
[{"Lord of the rings"} {"The name of the rose"}]

```

*func (r *reader) Add(b Book) int*

r.books = append(r.books, b)

return len(r.books)

Please see the next page!

Question 10 Go Routines and Channels [4 marks]

Below is a Go function which distributes a computation on the elements of an array by parallelizing the loop in two competing threads.

```
package main

import "fmt"

func calcul(tab []int, ch chan int) {
    for i, v := range tab {
        ch <- i + v
    }
    close(ch)
}

func main() {
    ch := make(chan int)
    x := []int{1, 2, 3, 4, 5, 6}
    go calcul(x[:3], ch)
    go calcul(x[3:], ch)
    for {
        [ val, ok := <-ch
        if !ok {
            break
        }
        fmt.Printf("%d ", val)
    }
}
```

$0+4=4$
 $1+5=6$
 $2+6=8$

$0+1=1$
 $1+2=3$
 $3+2=5$

Unfortunately, as written this program exits too early. For example:

Run 1:
4 6 8 Success: process exited with code 0.

Run 2:
4 6 1 3 5 Success: process exited with code 0.

Fix the problem by using two channels.

Please see the next page!

```
func calcul(tab []int, ch chan int) {
    for i, v := range tab {
        ch <- i + v
    }
    close(ch)
}
```

```
func main() {
    chA := make(chan int)
    chB := make(chan int)
    x := []int{1, 2, 3, 4, 5, 6}
    go calcul(x[:3], chA)
    go calcul(x[3:], chB)
```

for {

Select { case valA, ok := <- chA :

 if ok { printf("%d\n", valA) }

}

case valB, ok := <- chB :

 if ok { printf("%d\n", valB) }

3

}