

# CS 571

## Quiz 2

**Oct 5**  
**15 points**

**Closed book**  
**Closed notes**

**Important Reminder:** As per the course Academic Honesty Statement, cheating of any kind will minimally result in receiving an F letter grade for the entire course.

For each of the following questions, select a **single** alternative on the grid-sheet. Please ensure that you have filled-in your name and B-number in the bubbles on the provided grid-sheet.

There are 7 questions with 2-points per question; there is 1-point for submitting the quiz.

1. Which of the following languages over the vocabulary of parentheses  $\{(, )\}$  is not expressible using standard regular expressions?
  - (a) Strings whose length is exactly 3. Examples include  $()(, )()$  and  $()()$ .
  - (b) Strings of even length. Examples include the empty string,  $((, ()()$  and  $((())$ .
  - (c) Strings of length less-than-or-equal-to 4 which consist of balanced parentheses. Examples include the empty string,  $()$  and  $()()$ .
  - (d) Strings of even length containing 1-or-more  $($ 's followed by 0-or-more  $)$ 's. Examples include  $((, (())$  and  $((())$ .
  - (e) Strings of even length which consist of balanced parentheses. Examples include the empty string,  $()$  and  $()((())$ .

2. Given the following CFG over the set of terminals  $\{\text{NUM}, \text{ID}, ', ', '; '\}$ :

```
list
  : ID tail
  ;
tail
  : ', ' NUM tail
  | ', ' ID tail
  | /* empty */
  | '; '
  ;
```

Which one of the following describes the language defined by the above CFG most precisely?

- (a) Lists of ID's and NUM's separated by ', ' and terminated by '; '.
- (b) Lists of ID's and NUM's starting with a ID, separated by ', ' and optionally terminated by '; '.
- (c) Lists of ID's and NUM's separated by ', '.
- (d) Lists of ID's and NUM's separated by ', ' and optionally terminated by '; '.
- (e) Lists of ID's and NUM's starting with a ID, separated by ', ' and terminated by '; '.

3. In Javascript, *hoisting* refers to:

- (a) Moving **var** declarations to the start of a block.
- (b) Moving **var** declarations to the start of a function.
- (c) Moving **var** declarations to the **window** object.
- (d) Moving **let** declarations to the start of a block.
- (e) Moving **let** declarations to the start of a function.

4. Heap allocation is the only alternative for
  - (a) Entities having a lifetime equal to that of the entire program.
  - (b) Entities having a lifetime equal to that of a function activation.
  - (c) Entities having a lifetime equal to that of a block activation.
  - (d) Entities which are function parameters.
  - (e) Entities which have indeterminate lifetime.
5. Temporary variables within a stack frame refer to
  - (a) Variables declared to be temporary by the programmer.
  - (b) Variables introduced by the programmer to implement the exchange of the values of two variables.
  - (c) Variables which contain references to heap data.
  - (d) Variables introduced by the compiler to hold the variables of a function while it is active.
  - (e) Variables introduced by the compiler to hold intermediate values computed while evaluating an expression.

6. Assuming that all declarations introduced using `var` in the following pseudo-code are dynamically scoped, what will be the output of the following program?

```
var a = 11;
```

```
f() { var a = 22; h(); }
```

```
h() { print a; }
```

```
print a; f(); print a;
```

- (a) 11 11 11
- (b) 11 22 11
- (c) 11 22 22
- (d) 11 11 22
- (e) 22 11 22

7. Which one of the following statements is false?
- (a) Scheme is dynamically scoped.
  - (b) In some languages, there can be *holes* within the scope of a variable.
  - (c) A context-free grammar can describe nested constructs.
  - (d) In C, the declaration `struct S;` can be used to make a forward-reference to a structure type.
  - (e) Static allocation cannot be the sole allocation strategy in the presence of recursive functions.