

Assignment-2

Objective: Execution of python programs

Date of submission: 17 Jan 2023

Submitted by Group: Shravan , Ashutosh and Vidya

Guided by: Prof. Sonika Thakral ma'am

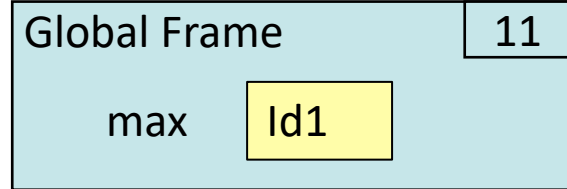
Part A

```
1  def max(a,b,c):
2      """Returns: maximum of a, b, and c
3
4      Precondition: a, b, c are numbers"""
5      m = a
6      if (c > b and c > a):
7          m = c
8      elif b > a:
9          m = b
10     return m
11  d = max(1,2,3)
```

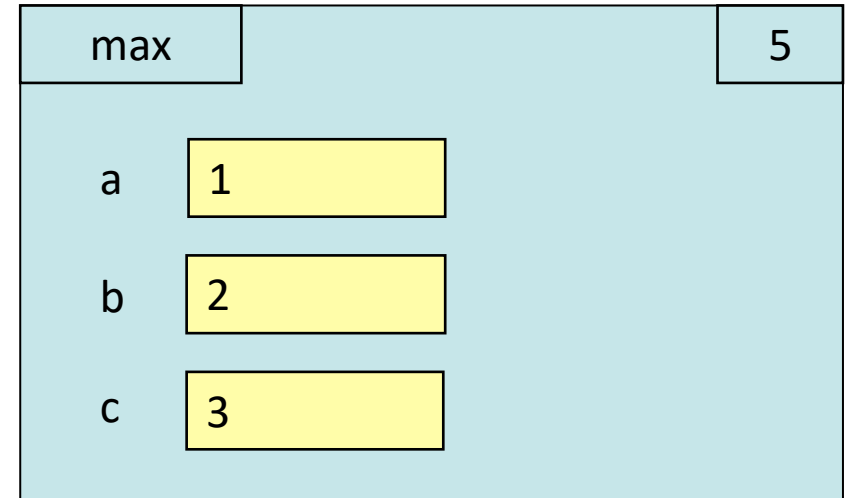
Global Frame	11
max	Id1

Part A

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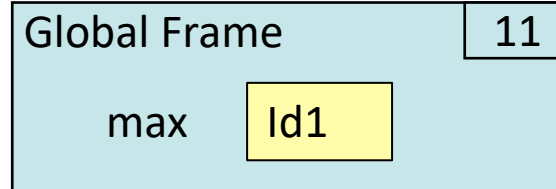


Call Stack

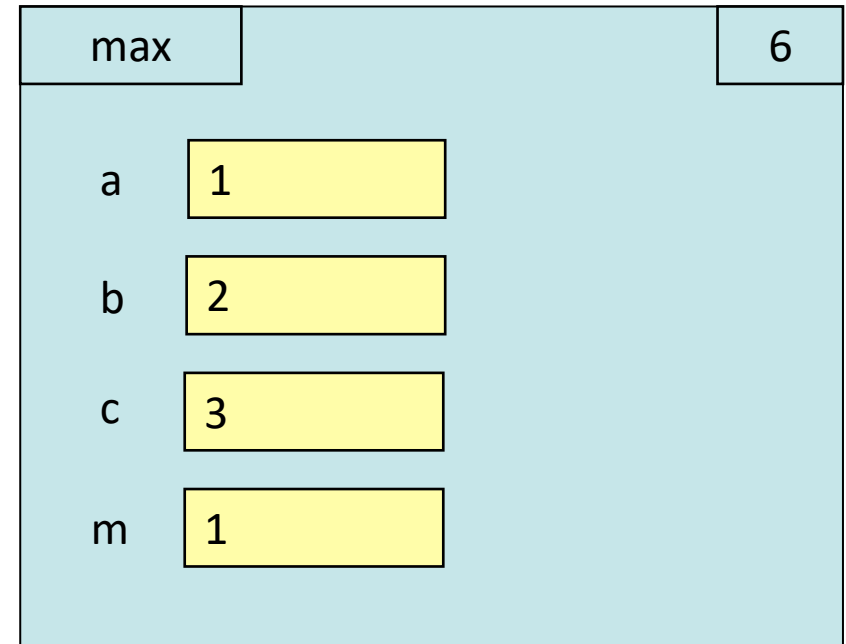


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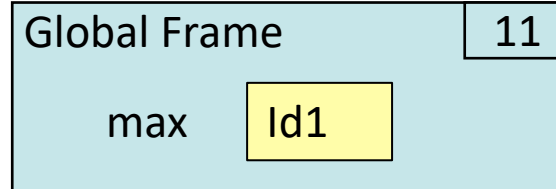


Call Stack

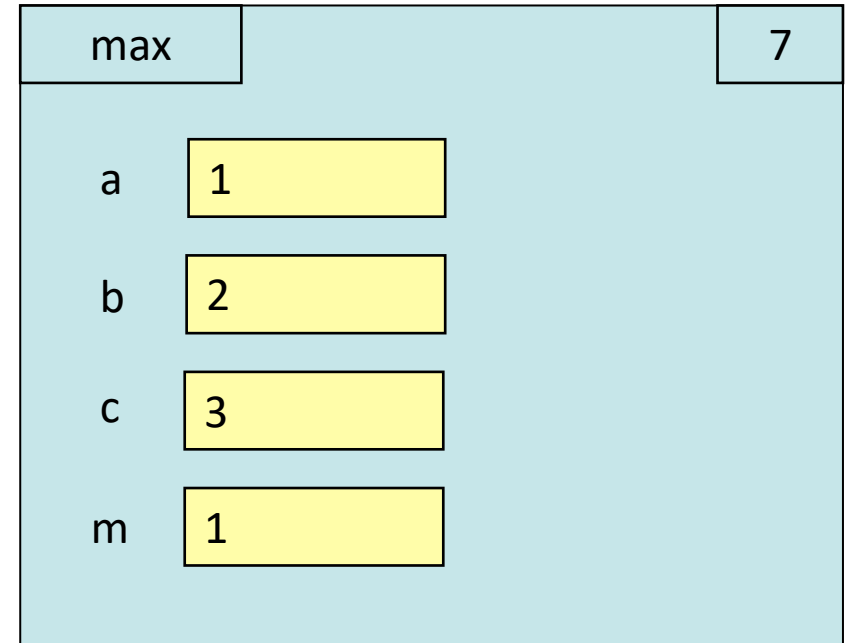


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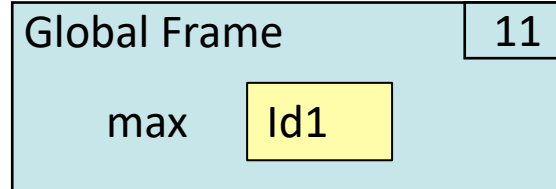


Call Stack

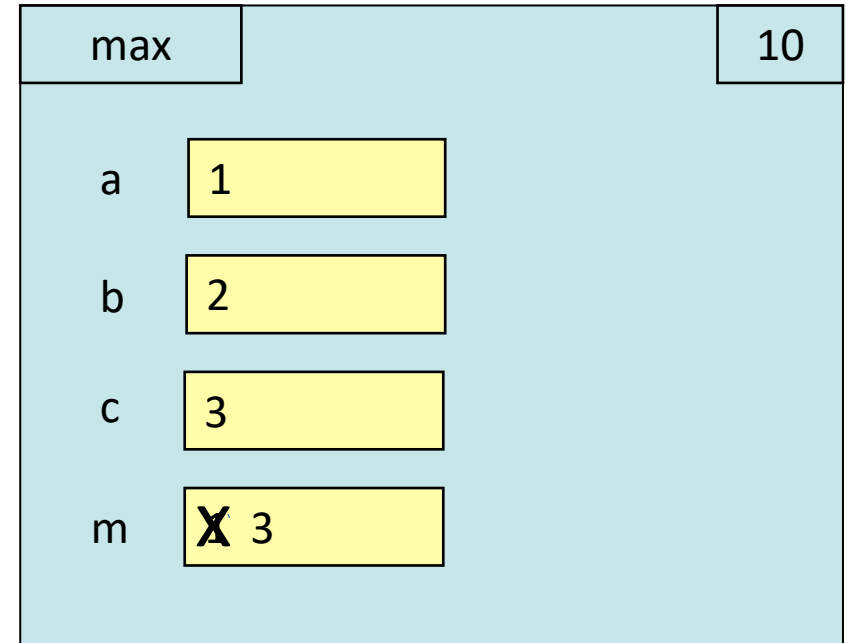


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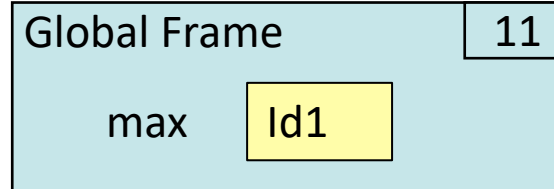


Call Stack

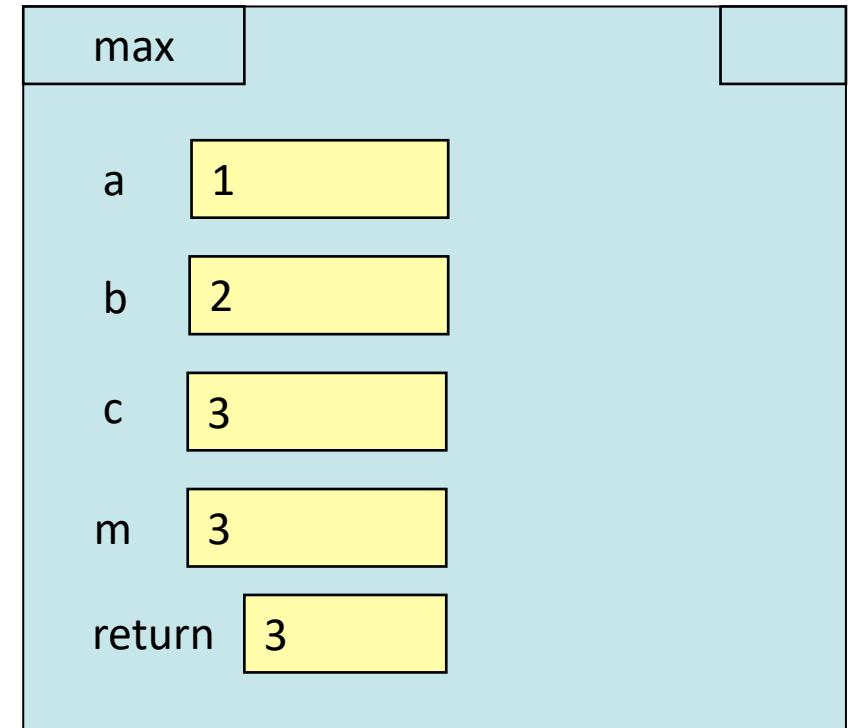


Part A

```
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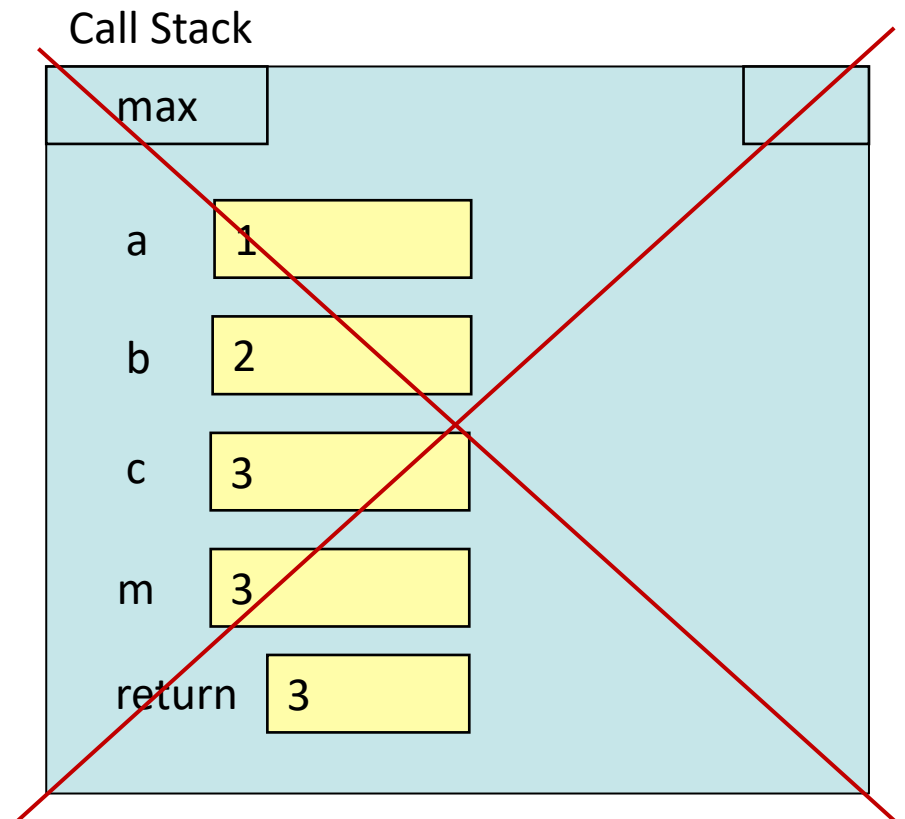
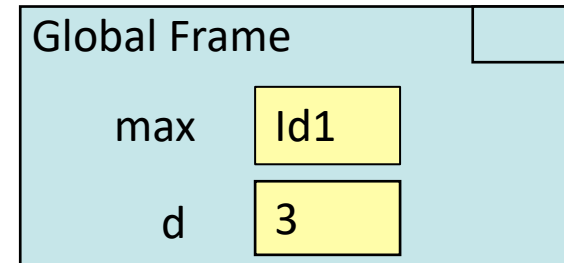


Call Stack



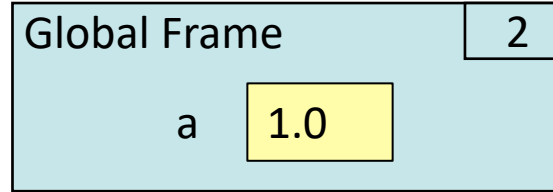
Part A

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7         m = c
8     elif b > a:
9         m = b
10    return m
11 d = max(1,2,3)
```



Part B

```
1  a = 1.0
2  b = 2.0
3  c = 3.0
4  def max(a,b,c):
5      """Returns: maximum of a, b, and c
6
7      Precondition: a, b, c are numbers"""
8      m = a
9      if (c > b and c > a):
10         m = c
11     elif b > a:
12         m = b
13     return m
14  e = max(c,b,a)
```



Part B

```
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11     elif b > a:
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13     return m
14  e = max(c,b,a)
```

Global Frame		3
a	1.0	
b	2.0	

Part B

```
1  a = 1.0
2  b = 2.0
3  c = 3.0
4  def max(a,b,c):
5      """Returns: maximum of a, b, and c
6
7      Precondition: a, b, c are numbers"""
8      m = a
9      if (c > b and c > a):
10         m = c
11     elif b > a:
12         m = b
13     return m
14  e = max(c,b,a)
```

Global Frame		4
a	1.0	
b	2.0	
c	3.0	

Part B

```
1  a = 1.0
2  b = 2.0
3  c = 3.0
4  def max(a,b,c):
5      """Returns: maximum of a, b, and c
6
7      Precondition: a, b, c are numbers"""
8      m = a
9      if (c > b and c > a):
10         m = c
11     elif b > a:
12         m = b
13     return m
14  e = max(c,b,a)
```

Global Frame		14
a	1.0	
b	2.0	
c	3.0	
max	Id2	

Part B

Call Stack

```
1  a = 1.0
2  b = 2.0
3  c = 3.0
4  def max(a,b,c):
5      """Returns: maximum of a, b, and c
6
7      Precondition: a, b, c are numbers"""
8      m = a
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12         m = b
13     return m
14  e = max(c,b,a)
```

Global Frame		14
a	1.0	
b	2.0	
c	3.0	
max	Id2	

max		4
a	3.0	
b	2.0	
c	1.0	

Part B

Call Stack

```
1  a = 1.0
2  b = 2.0
3  c = 3.0
4  def max(a,b,c):
5      """Returns: maximum of a, b, and c
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8      m = a
9      if (c > b and c > a):
10         m = c
11     elif b > a:
12         m = b
13     return m
14  e = max(c,b,a)
```

Global Frame		14
a	1.0	
b	2.0	
c	3.0	
max	Id2	

max		8
a	3.0	
b	2.0	
c	1.0	

Part B

```
1 a = 1.0
2 b = 2.0
3 c = 3.0
4 def max(a,b,c):
5     """Returns: maximum of a, b, and c
6
7     Precondition: a, b, c are numbers"""
8     m = a
9     if (c > b and c > a):
10         m = c
11     elif b > a:
12         m = b
13     return m
14 e = max(c,b,a)
```

Global Frame		14
a	1.0	
b	2.0	
c	3.0	
max	Id2	

Call Stack

max		9
a	3.0	
b	2.0	
c	1.0	
m	3.0	

Part B

```
1 a = 1.0
2 b = 2.0
3 c = 3.0
4 def max(a,b,c):
5     """Returns: maximum of a, b, and c
6
7     Precondition: a, b, c are numbers"""
8     m = a
9     if (c > b and c > a):
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11     elif b > a:
12         m = b
13     return m
14 e = max(c,b,a)
```

Global Frame		14
a	1.0	
b	2.0	
c	3.0	
max	Id2	

Call Stack

max		11
a	3.0	
b	2.0	
c	1.0	
m	3.0	

Part B

Call Stack

```
1  a = 1.0
2  b = 2.0
3  c = 3.0
4  def max(a,b,c):
5      """Returns: maximum of a, b, and c
6
7      Precondition: a, b, c are numbers"""
8      m = a
9      if (c > b and c > a):
10         m = c
11     elif b > a:
12         m = b
13     return m
14  e = max(c,b,a)
```

Global Frame		14
a	1.0	
b	2.0	
c	3.0	
max	Id2	

max		13
a	3.0	
b	2.0	
c	1.0	
m	3.0	

Part B

```
1 a = 1.0
2 b = 2.0
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```

Global Frame		14
a	1.0	
b	2.0	
c	3.0	
max	Id2	

Call Stack

max		
a	3.0	
b	2.0	
c	1.0	
m	3.0	
return	3.0	

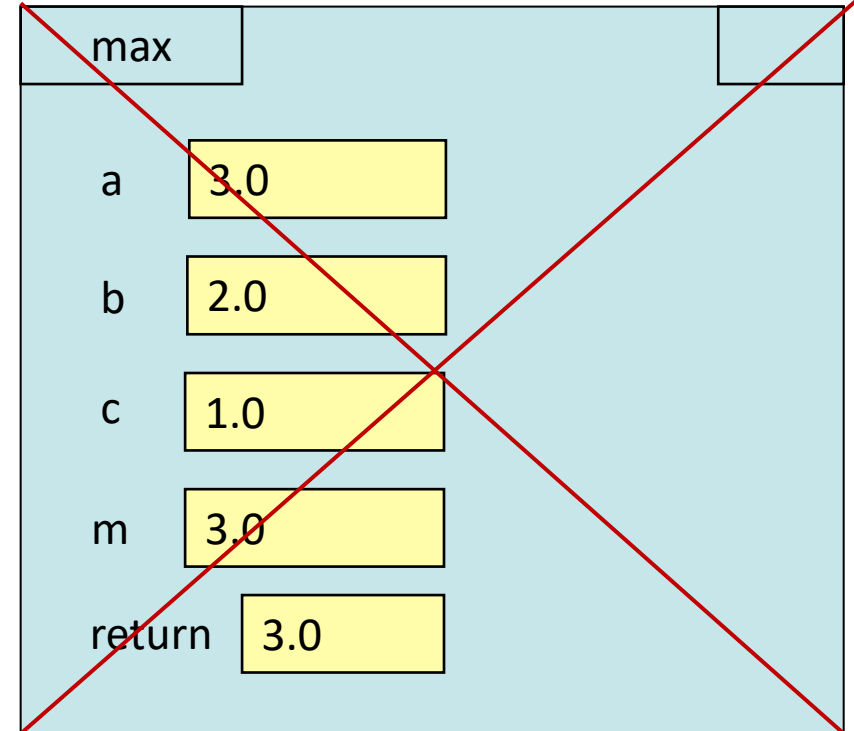
Part B

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1  a = 1.0
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```

Global Frame

a	1.0
b	2.0
c	3.0
max	Id2
e	3.0

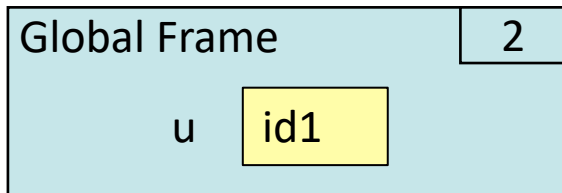
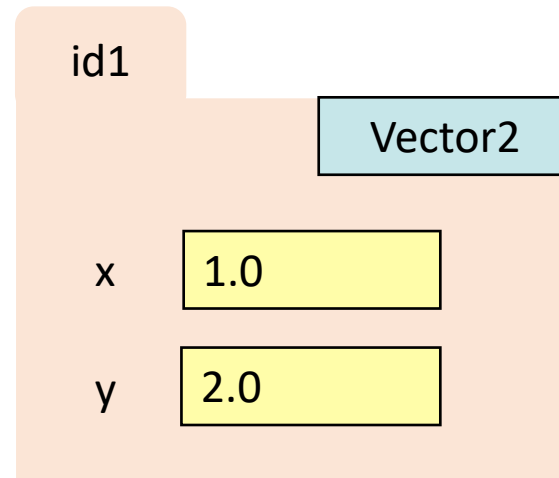
Call Stack



Part C

Heap Space

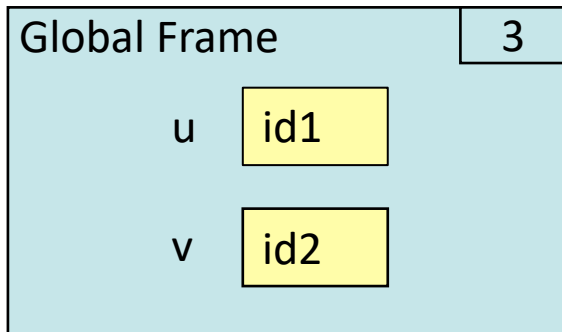
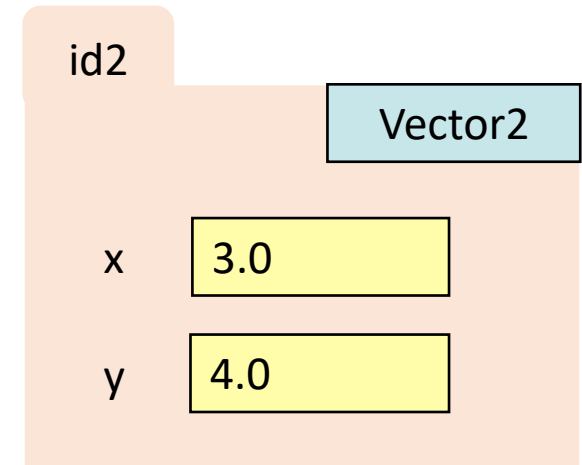
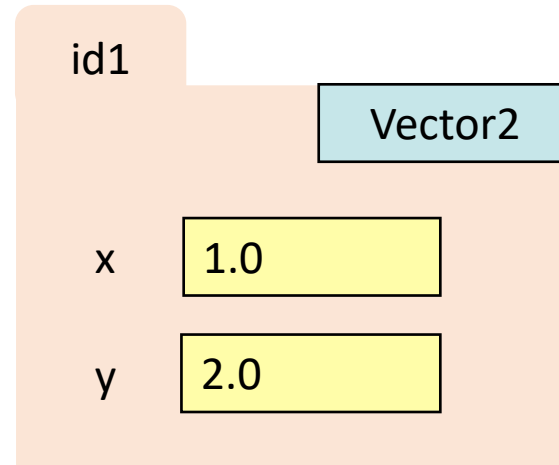
```
1 u = Vector2(1.0,2.0)
2 v = Vector2(3.0,4.0)
3 def perp(v):
4     """Modifies v to be perpendicular to the original
5
6     Precondition: v is a Vector2 object"""
7     tmp = v.y
8     v.y = v.x
9     v.x = -tmp
10 perp(u)
```



Part C

Heap Space

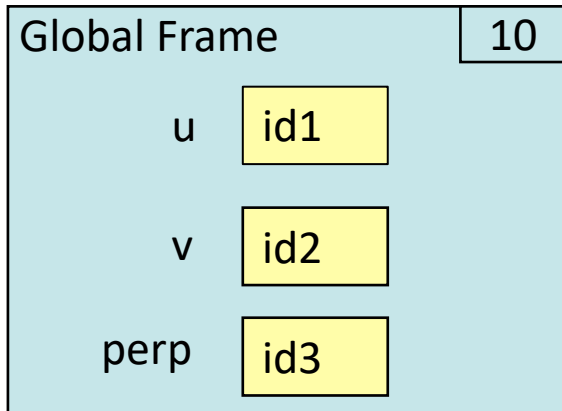
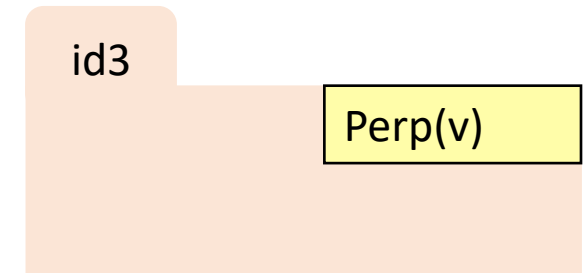
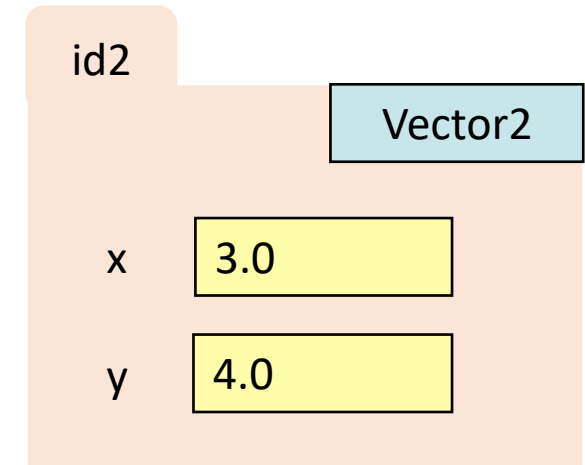
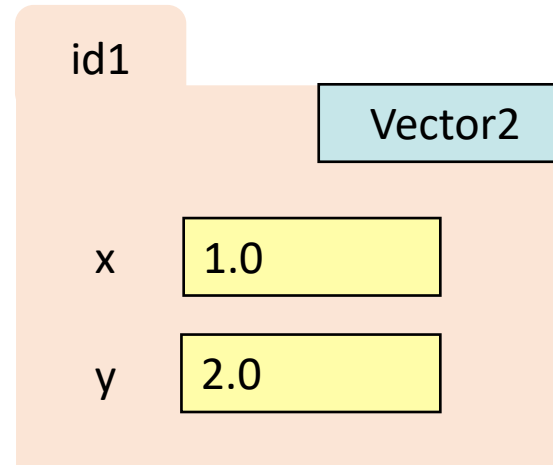
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Part C

Heap Space

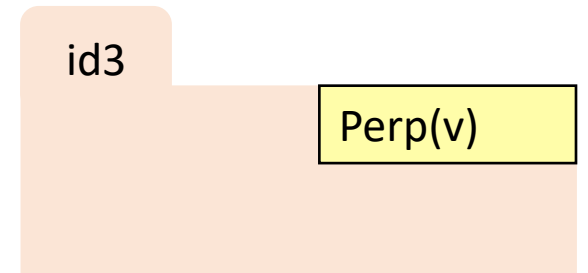
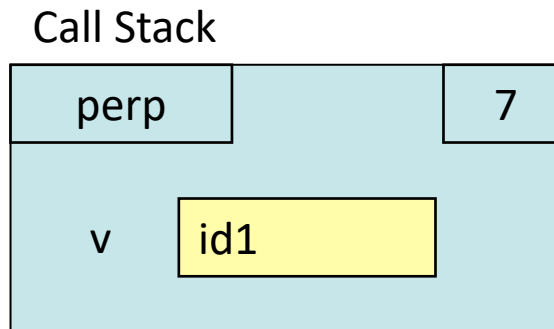
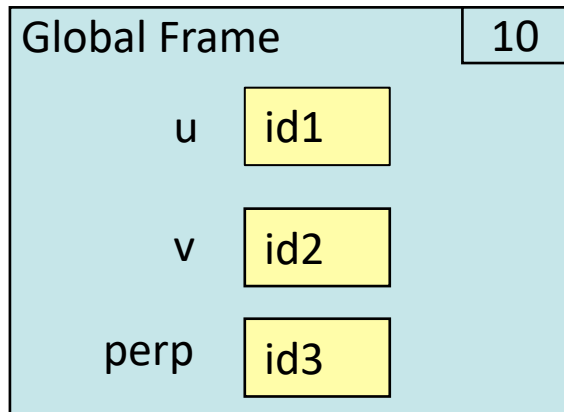
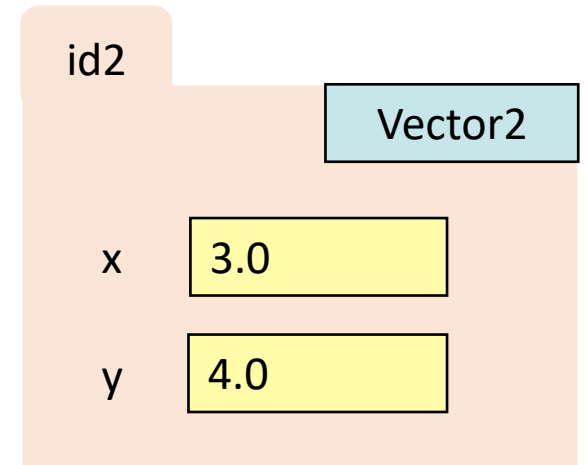
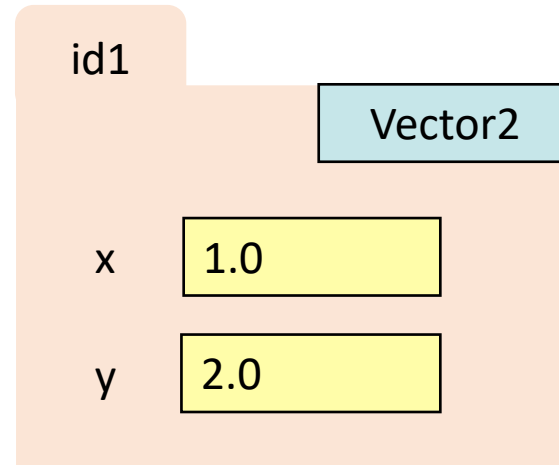
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Part C

Heap Space

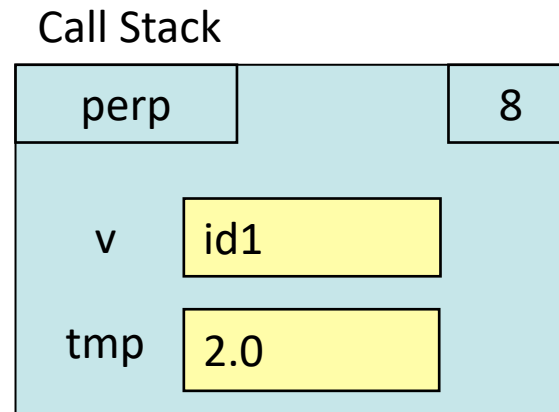
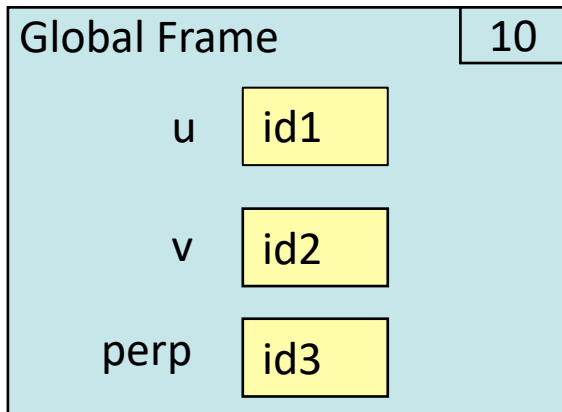
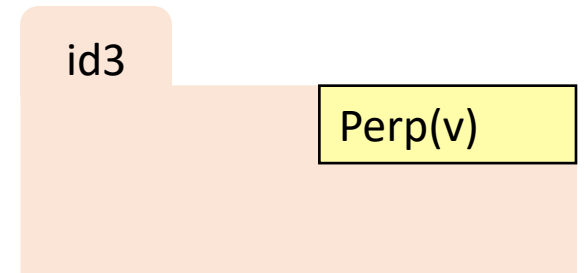
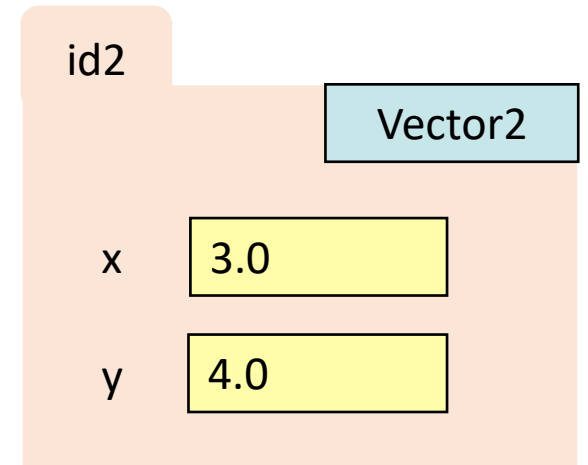
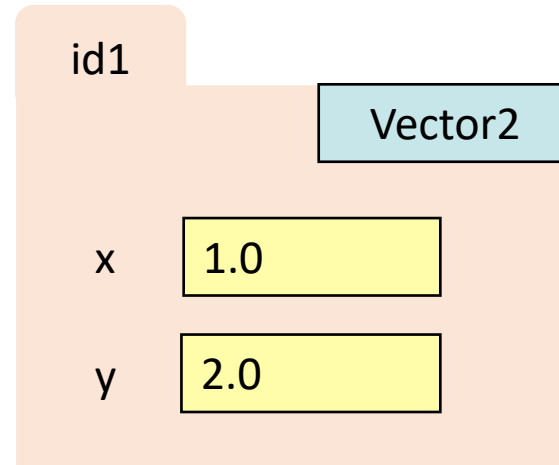
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Heap Space

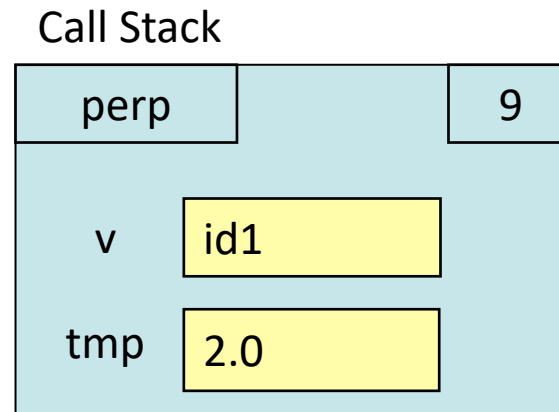
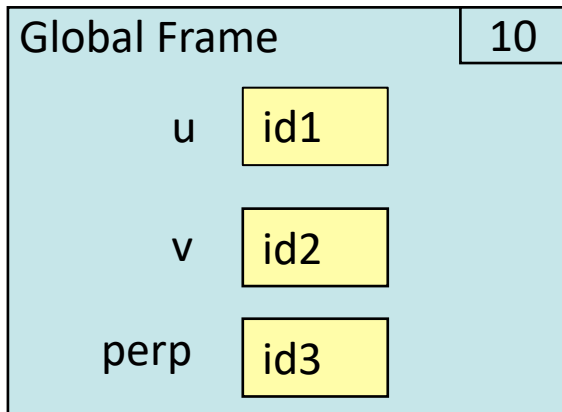
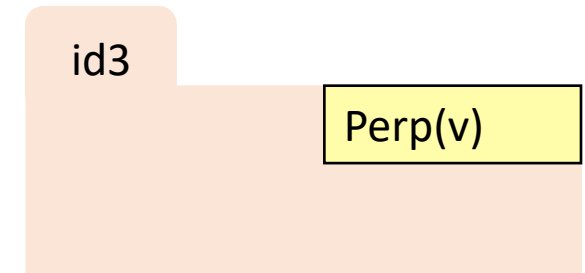
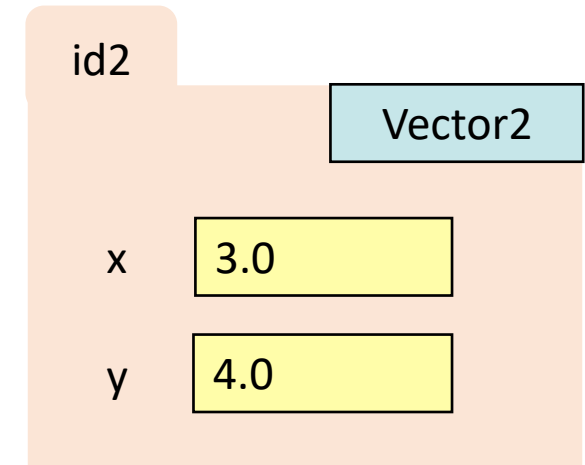
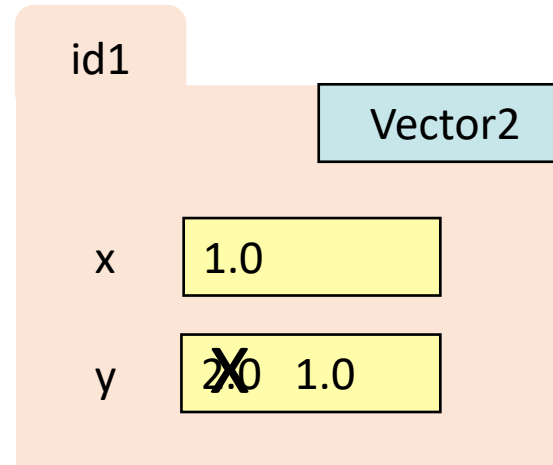
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Part C

Heap Space

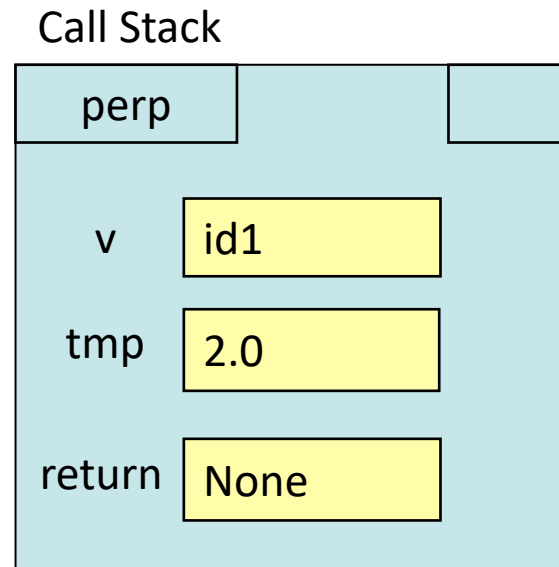
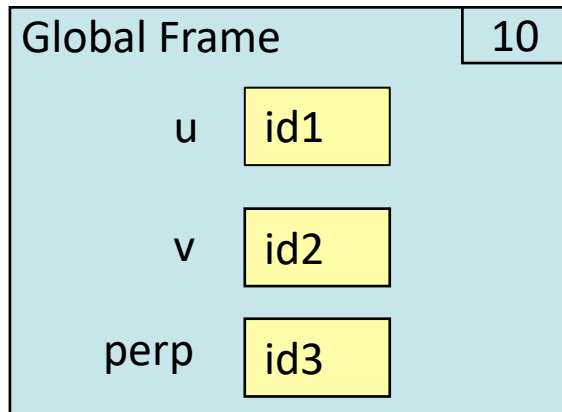
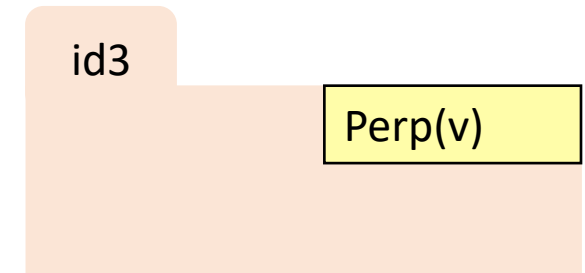
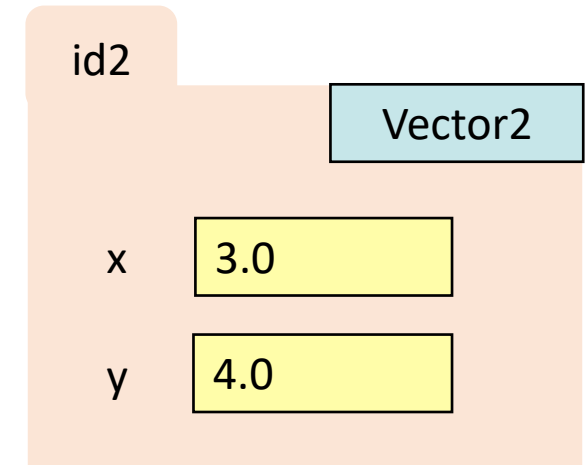
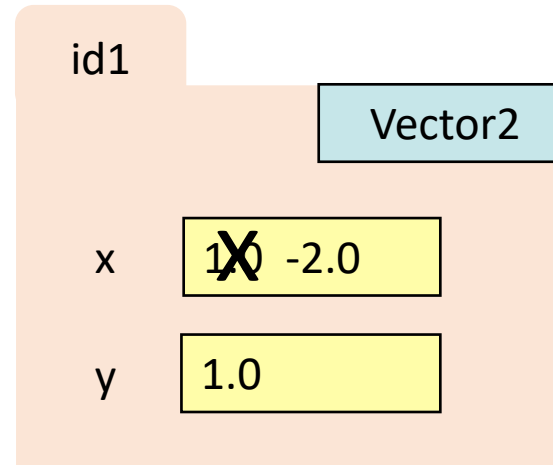
```
1 u = Vector2(1.0,2.0)
2 v = Vector2(3.0,4.0)
3 def perp(v):
4     """Modifies v to be perpendicular to the original
5
6     Precondition: v is a Vector2 object"""
7     tmp = v.y
8     v.y = v.x
9     v.x = -tmp
10 perp(u)
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Part C

Heap Space

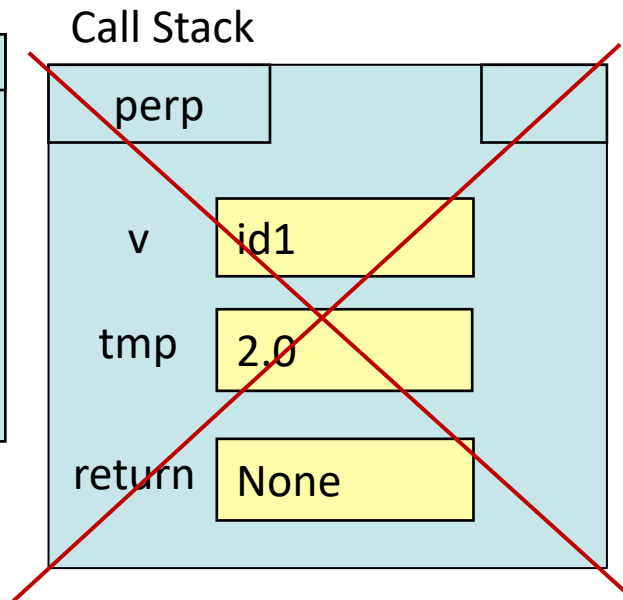
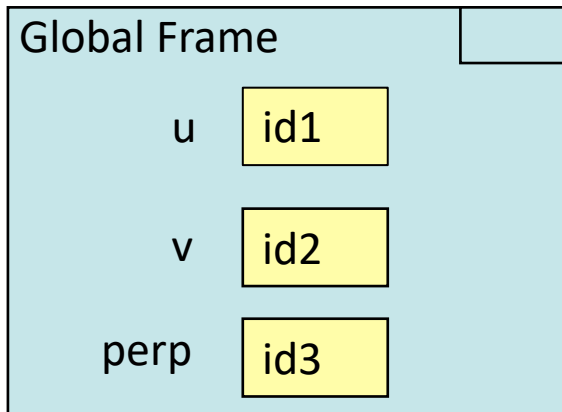
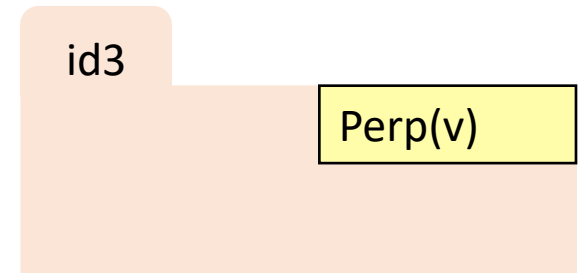
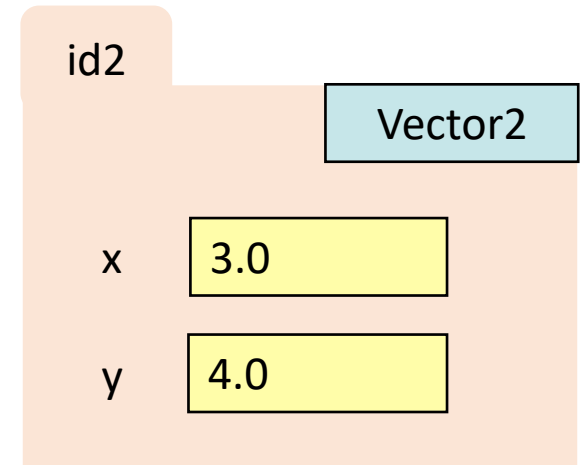
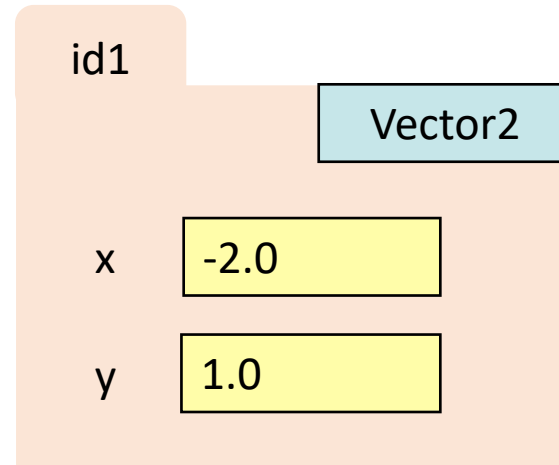
```
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3 def perp(v):
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Heap Space

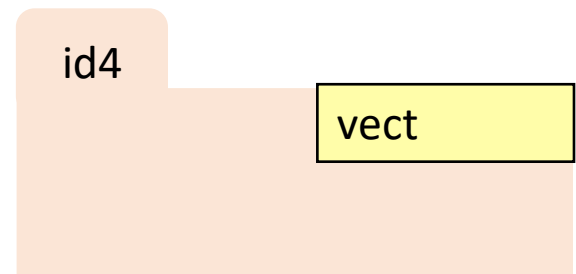
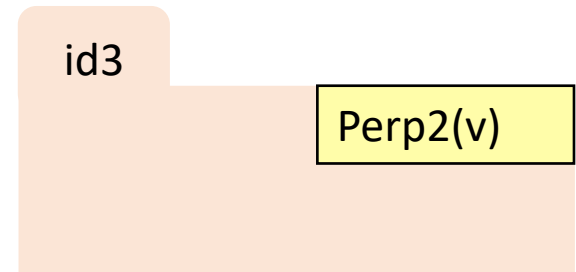
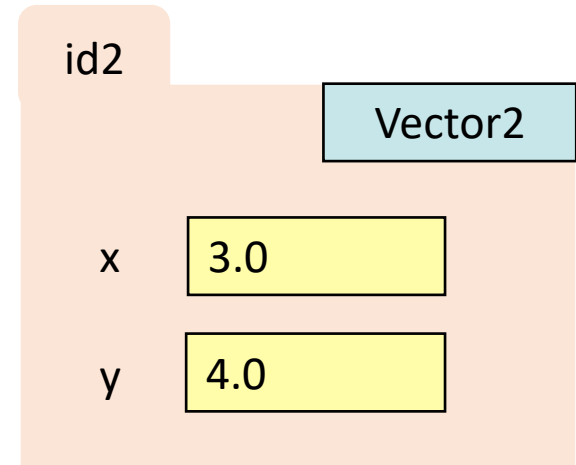
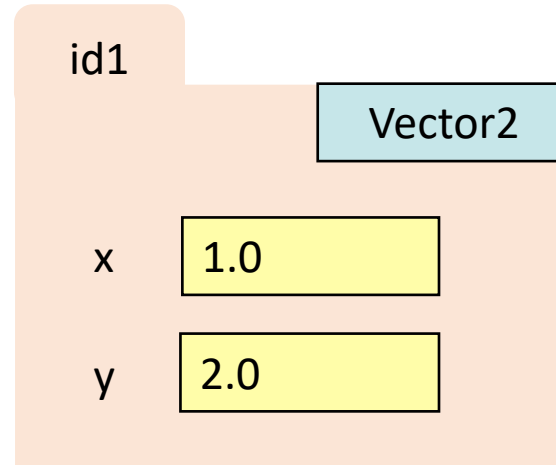
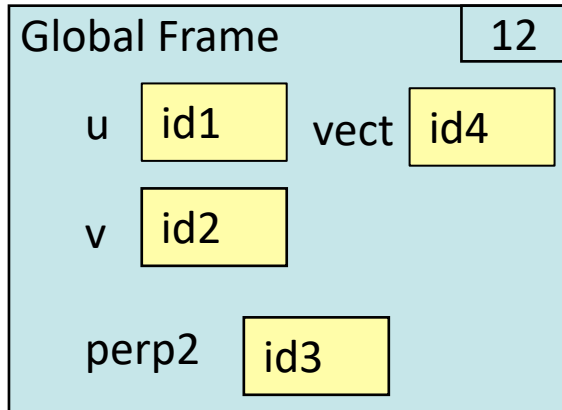
```
1 u = Vector2(1.0,2.0)
2 v = Vector2(3.0,4.0)
3 def perp(v):
4     """Modifies v to be perpendicular to the original
5
6     Precondition: v is a Vector2 object"""
7     tmp = v.y
8     v.y = v.x
9     v.x = -tmp
10 perp(u)
```



Part D

Heap Space

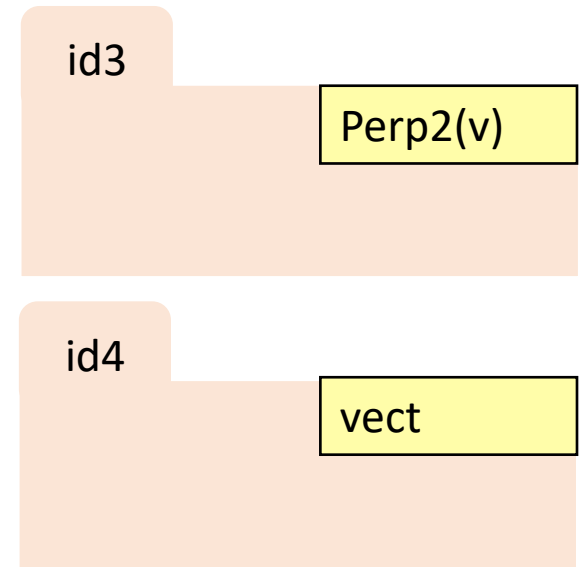
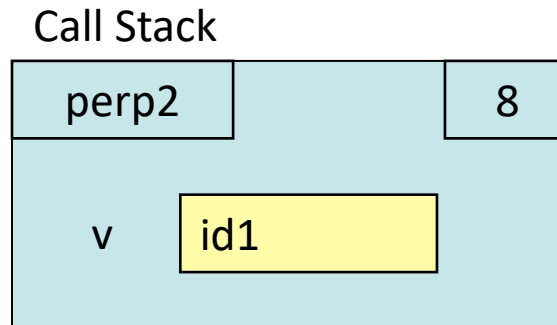
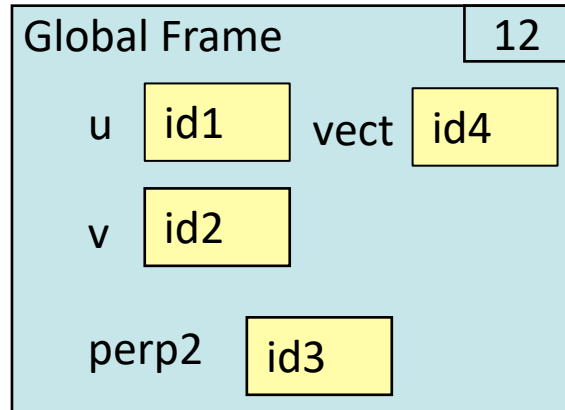
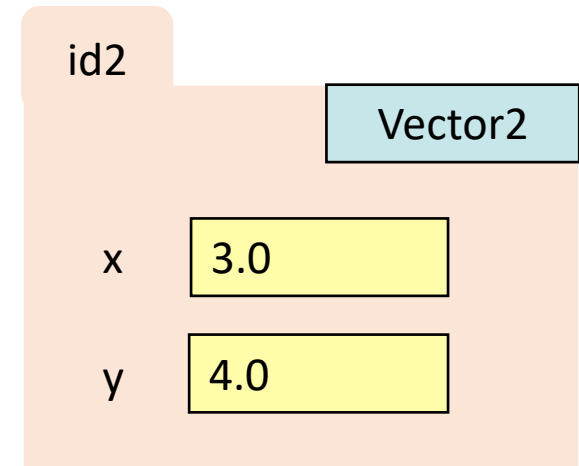
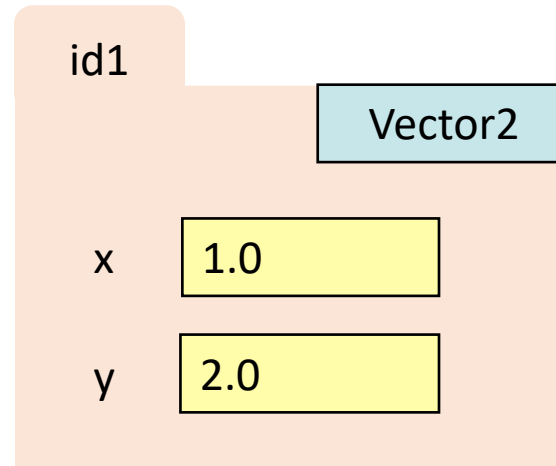
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1 Import vect
2 u = Vector2(1.0,2.0)
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4 def perp2(v):
5     """Returns a vector perpendicular to v
6
7     Precondition: v is a Vector2 object"""
8     u = vect.Vector2(0.0,0.0)
9     u.y = v.x
10    u.x = -v.y
11    return u
12 v = perp2(u)
```



Part D

Heap Space

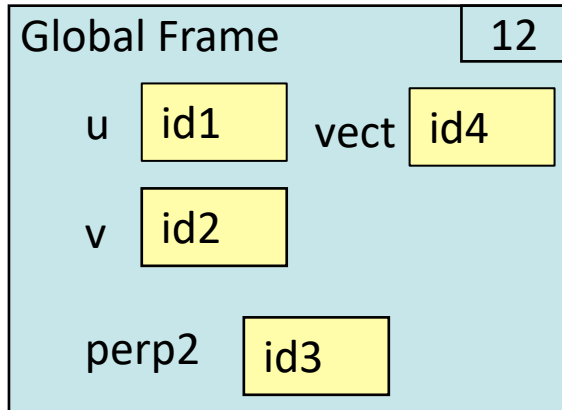
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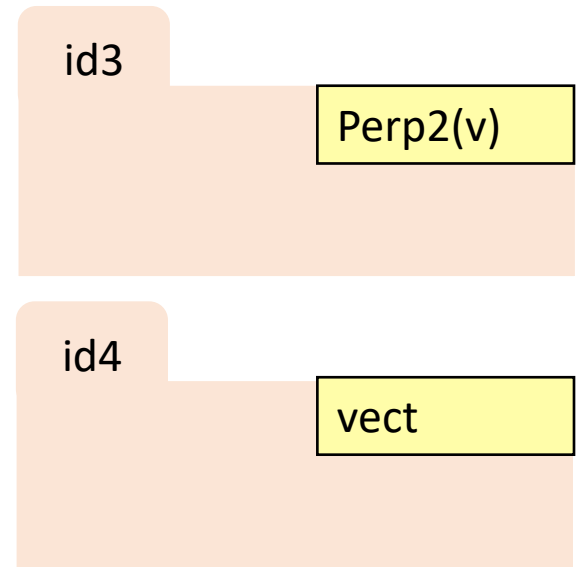
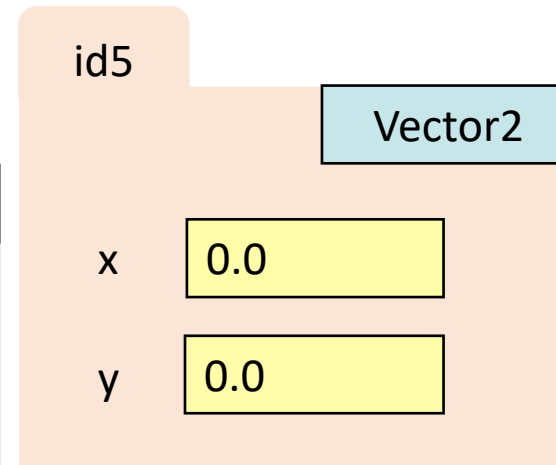
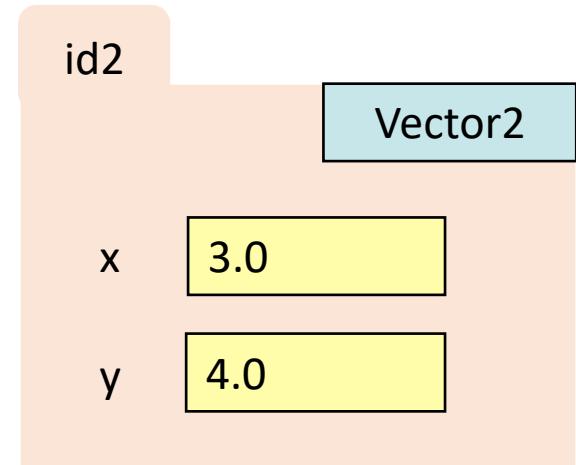
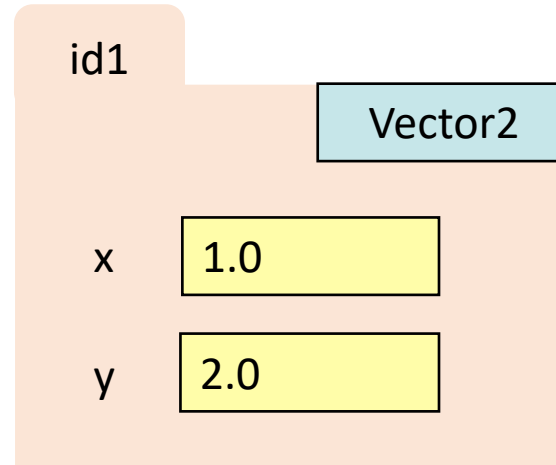
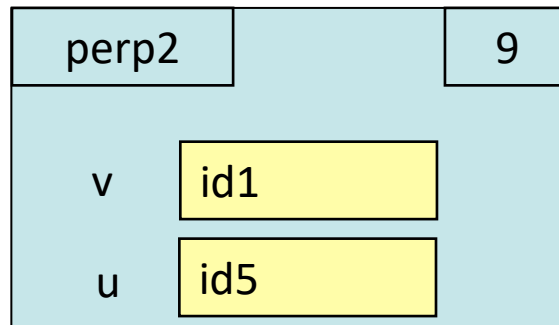
Part D

Heap Space

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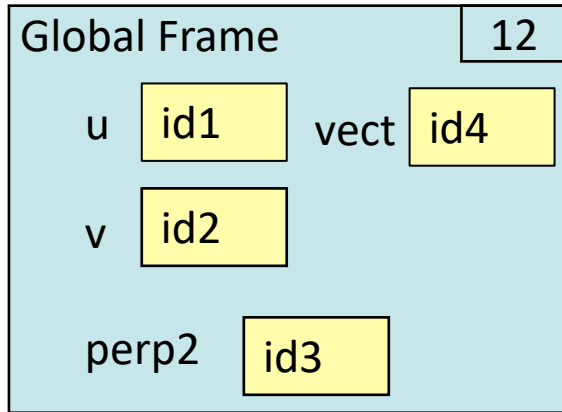
Call Stack



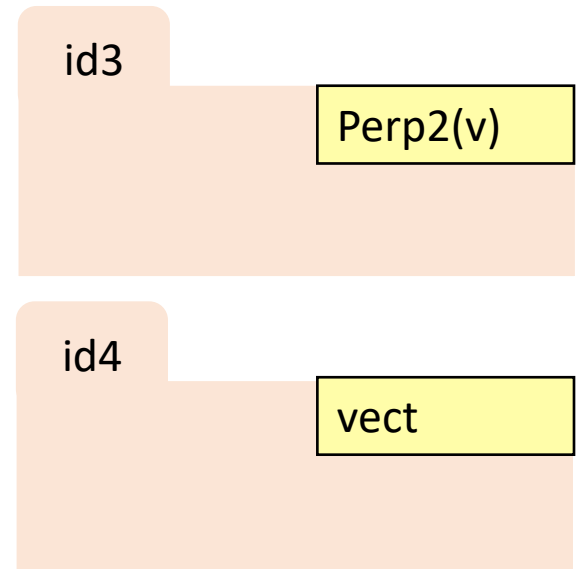
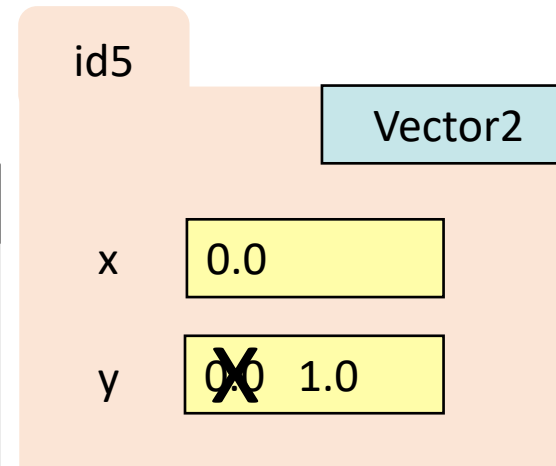
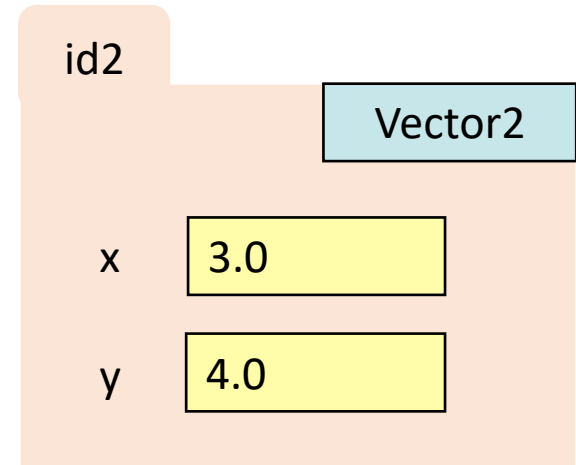
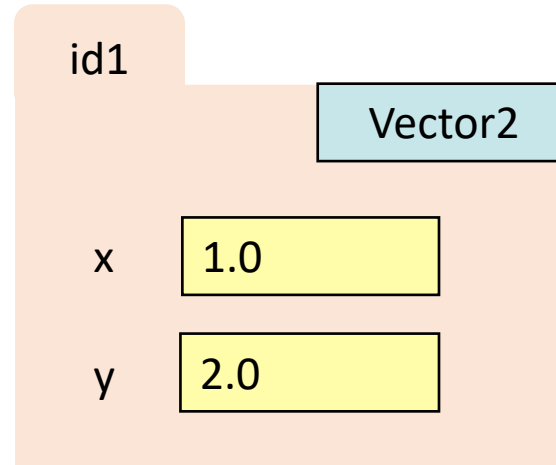
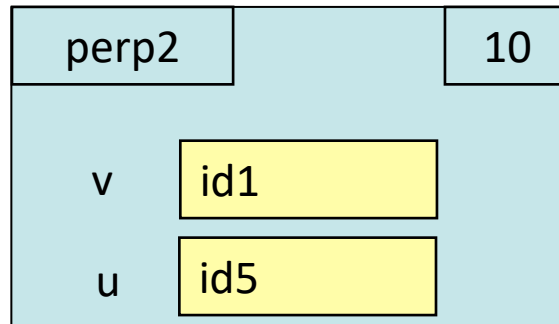
Part D

Heap Space

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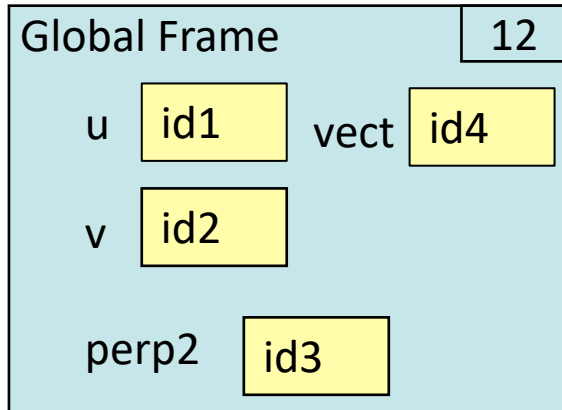
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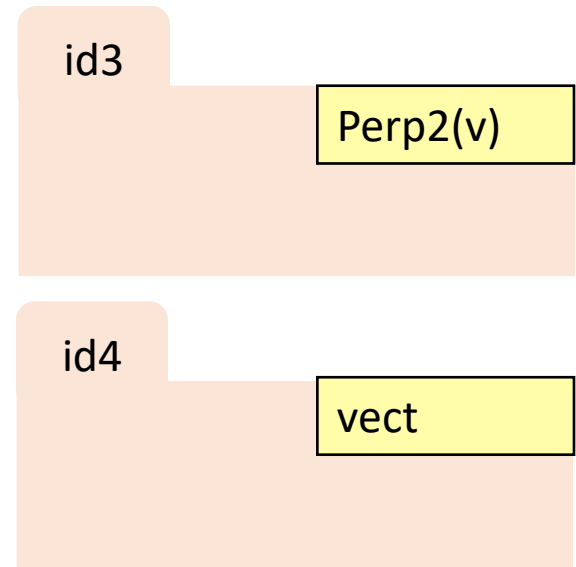
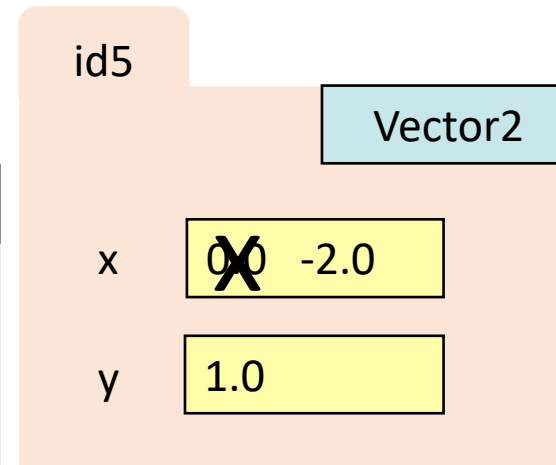
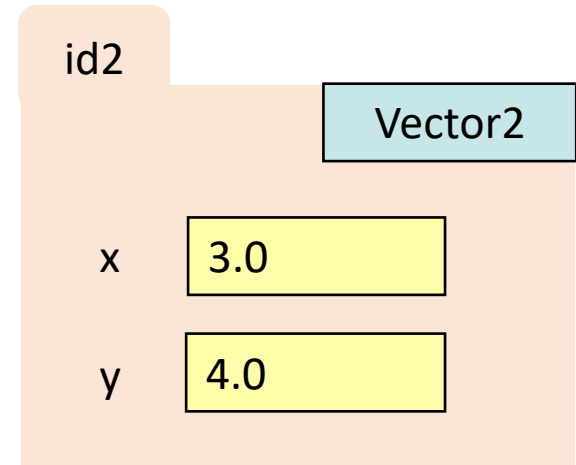
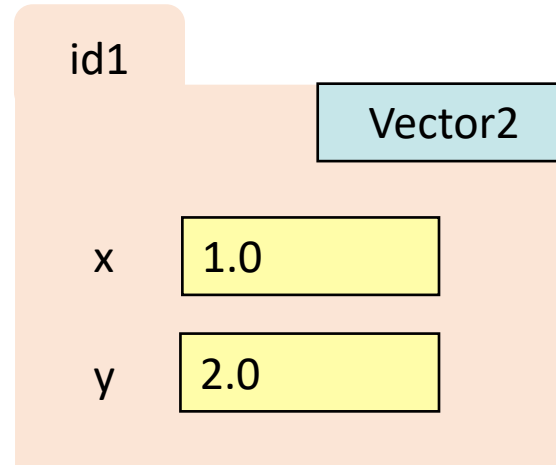
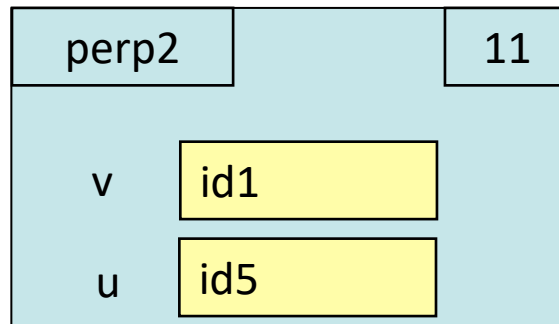
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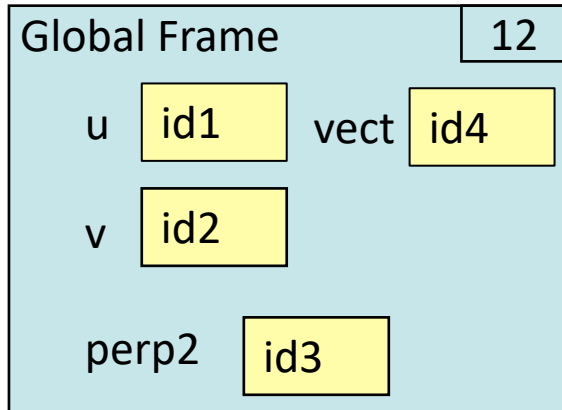
Call Stack



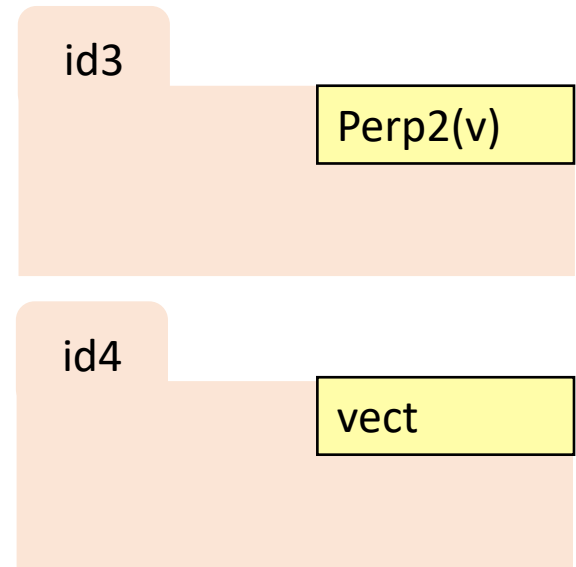
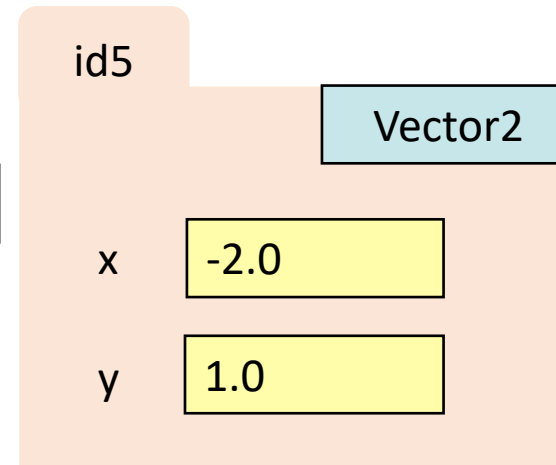
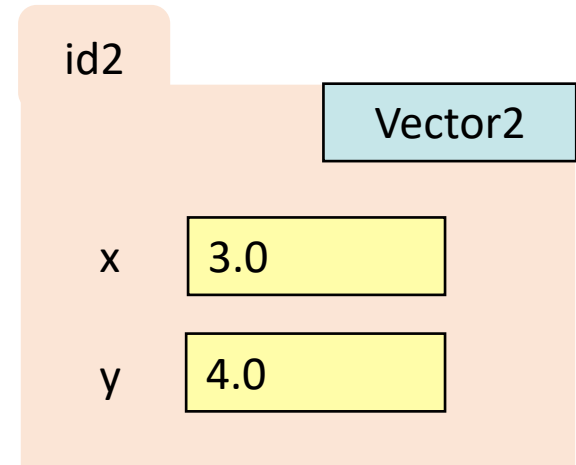
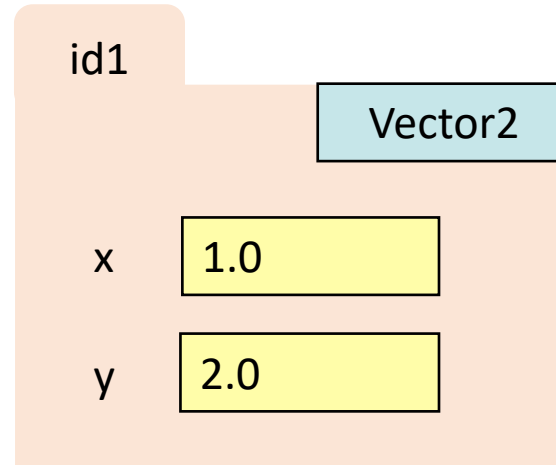
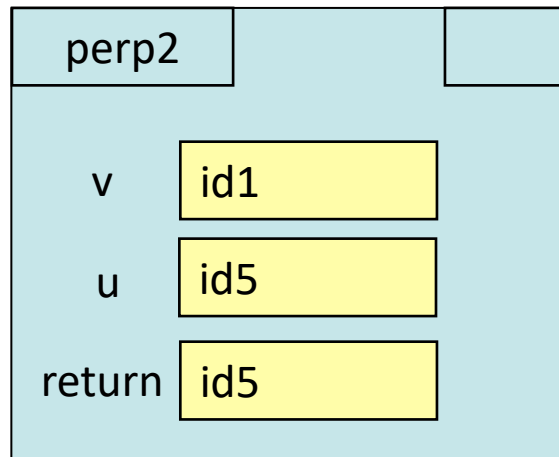
Part D

Heap Space

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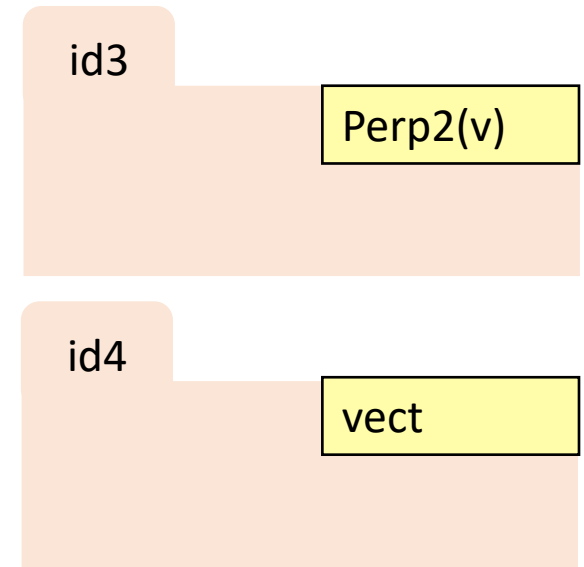
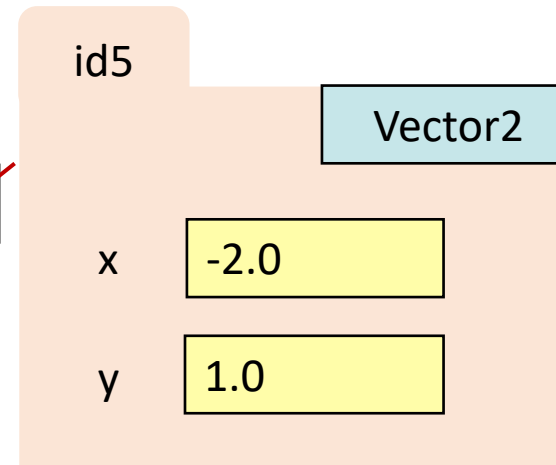
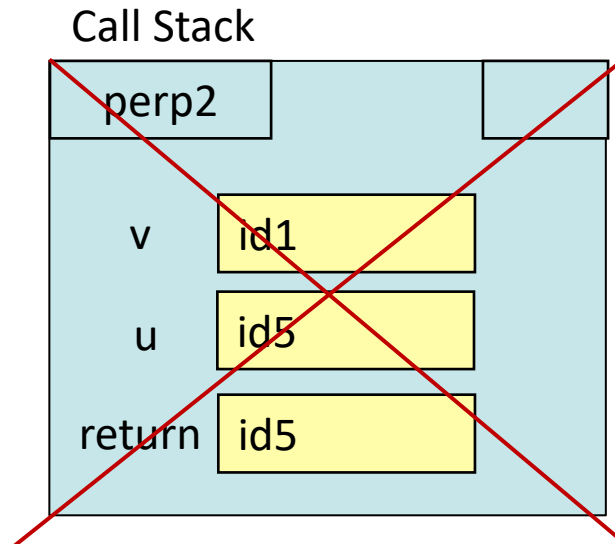
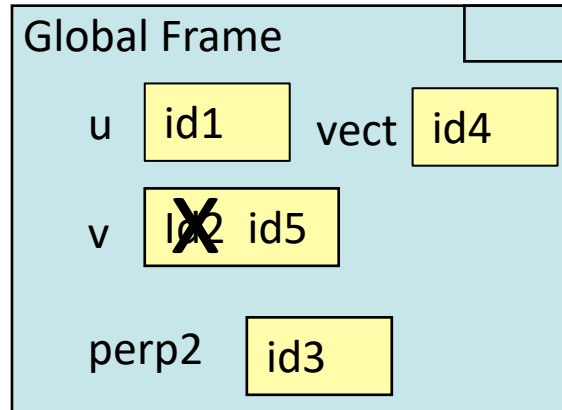
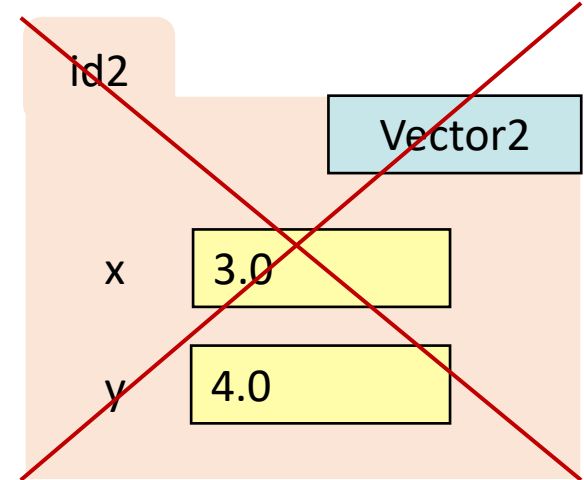
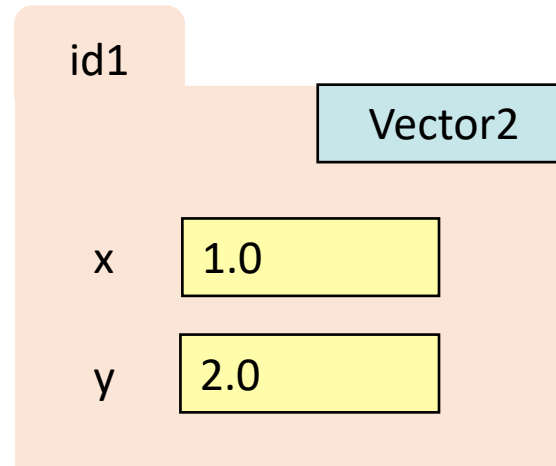
Call Stack



Part D

Heap Space

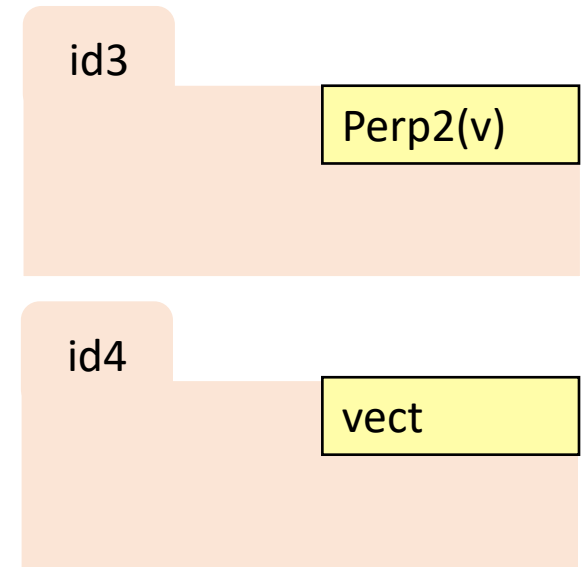
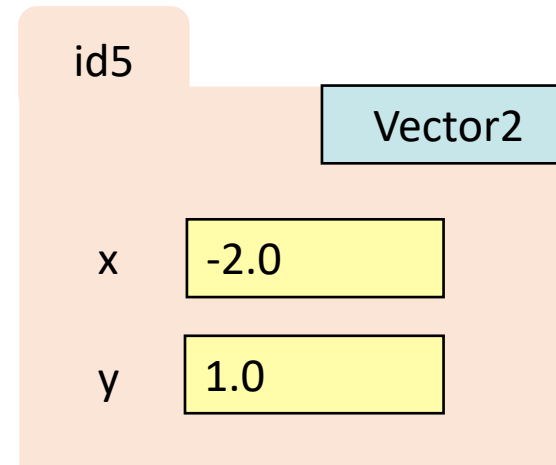
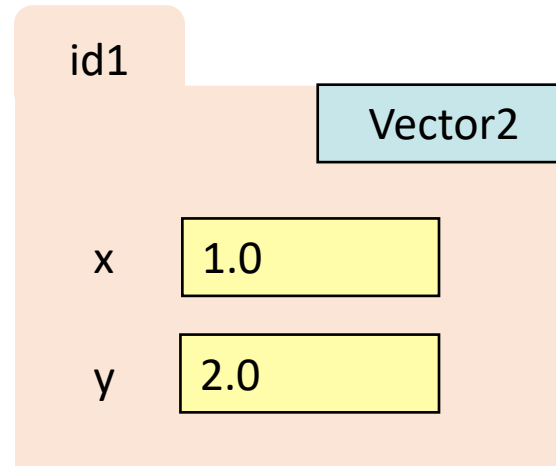
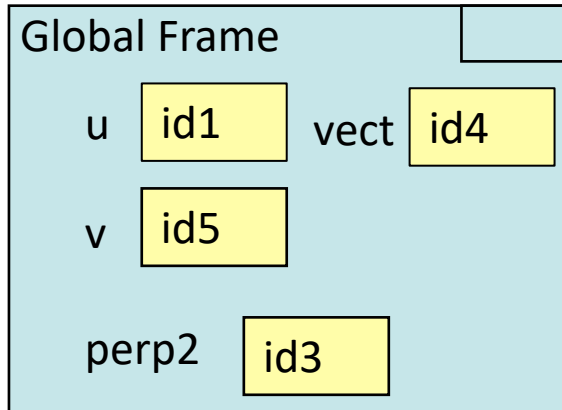
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Part D

Heap Space

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9     u.y = v.x
10    u.x = -v.y
11    return u
12 v = perp2(u)
```



Part E

```
1  def dist(x,y):
2      """Returns: The number line distance between x and y
3
4      Example: dist(2,5) returns 3
5      Example: dist(5,2) returns 3
6
7      Parameter x: the starting point
8      Precondition: x is a number
9
10     Parameter y: the ending point
11     Precondition: y is a number"""
12     a = x-y
13     if a < 0:
14         b = -a
15     else:
16         b = a
17     return b
18 dist(3,5)
19 dist(7,2)
```

Thank You