CSci 365: Organizations of Programming Languages

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Assignment 4 (chap. 5 & 6): 130 points**

Q1. [10] Assume the following JavaScript program was interpreted using static-scoping rules.

var x;

function sub1() {

document.write("x = " + x + "");

}

function sub2() {

var x;

x = 10;

sub1();

}

x = 5;

sub2();

1. What value of x is displayed in function sub1?

==============BEGIN ANSWER Q1.1==============

Under static-scoping rules, the value of `x` displayed in `sub1` is 5. The static parent of `sub1` is the global space, where `x` is given the value of 5. `sub2` is not a static ancestor of `sub1`, hence, the `x = 10` declaration is ignored by `sub1`.

==============END ANSWER Q1.1==============

1. Under dynamic-scoping rules, what value of x is displayed in function sub1?

==============BEGIN ANSWER Q1.2==============

Under static-scoping rules, the value of `x` displayed in `sub1` is 5. The `var x; x = 10;` within `sub2` creates a local scope for `x`. Given `sub1` cannot see `sub2`’s local scope and `sub2` does not pass any arguments, `sub1` will refer to the global scope when identifying a value to write for `x`.

==============END ANSWER Q1.2==============

Q2. [20] Consider the following C program:

void fun(void) {

int a, b, c; /\* definition 1 \*/

…

while (…) {

int b, c, d; /\*definition 2 \*/

…… <------------- 1

while (. . .) {

int c, d, e; /\* definition 3 \*/

…… <------------- 2

}

…… <-------------- 3

}

…… <---------------- 4

}

For each of the four marked points in this function, list each visible variable, along with the number of the definition statement that defines it.

==============BEGIN ANSWER Q2==============

|  |  |  |
| --- | --- | --- |
| Point | Variables | Definition |
| Point 1 | a  b  c  d | 1  2  2  2 |
| Point 2 | a  b  c  d  e | 1  2  3  3  3 |
| Point 3 | a  b  c  d | 1  2  2  2 |
| Point 4 | a  b  c | 1  1  1 |

==============END ANSWER Q2==============

Q3. [20] Consider the following program, written in JavaScript-like syntax,

// main program

var x, y, z;

function sub1() {

var a, y, z;

function sub2() {

var a, b, z;

. . .

}

. . .

}

function sub3() {

var a, x, w;

. . .

}

List all the variables, along with the program units where they are declared, that are visible in the bodies of sub1, sub2, and sub3, assuming static scoping is used.

==============BEGIN ANSWER Q3==============

|  |  |  |
| --- | --- | --- |
|  | variables | Unit where declared |
| In sub1: | a  x  y  z | sub1  main program  sub1  sub1 |
| In sub2: | a  b  x  y  z | sub2  sub2  main program  sub1  sub2 |
| In sub3: | a  w  x  y  z | sub3  sub3  sub3  main program  main program |

==============BEGIN ANSWER Q3==============

Q4. [20] Consider the following program, written in JavaScript-like syntax:

// main program

var x, y, z;

function sub1() {

var a, y, z;

. . .

}

function sub2() {

var a, b, z;

. . .

}

function sub3() {

var a, x, w;

. . .

}

Given the following calling sequences and assuming that dynamic scoping is used, what variables are visible during execution of the last subprogram activated?

Include with each visible variable the name of the unit where it is declared.

1. main calls sub1; sub1 calls sub2; sub2 calls sub3.

==============BEGIN ANSWER Q4.1==============

|  |  |
| --- | --- |
| variables | unit |
| a  b  w  x  y  z | sub3  sub2  sub3  sub3  sub1  sub2 |

==============END ANSWER Q4.1==============

1. main calls sub2; sub2 calls sub3; sub3 calls sub1.

==============BEGIN ANSWER Q4.2==============

|  |  |
| --- | --- |
| variables | unit |
| a  b  w  x  y  z | sub1  sub2  sub3  sub3  sub1  sub1 |

==============END ANSWER Q4.2==============

Q5. [20] Multidimensional arrays can be stored in row-major order, as in C++, or in column-major order, as in Fortran. Develop the access functions for both of these arrangements for three-dimensional arrays.

Let the subscript ranges of the three dimensions be named [min(1), max(1)], [min(2), max(2)], and [min(3), max(3)]. Let the sizes of the subscript ranges be size(1), size(2), and size(3). Assume the element size is 1.

The base address of an array P, base(P) = address of P[min(1), min(2), min(3)].

1. Row Major Order: location(P[i, j, k]) = ?

==============BEGIN ANSWER Q5.1==============

location(P[i, j, k]) = base(P) +

[[i – min(1)] \* size(2) \* size(3)] +

[[j – min(2)] \* size(3)] +

[k – min(3)]

==============BEGIN ANSWER Q5.1==============

1. Column Major Order: location(P[i, j, k]) = ?

==============BEGIN ANSWER Q5.2==============

location(P[i, j, k]) = base(P) +

[[j – min(2)] \* size(1) \* size(3)] +

[[k – min(3)] \* size(1)] +

[i – min(1)]

==============BEGIN ANSWER Q5.2==============

Q6. [10] In the following C++ program, write the output values. Suppose the integer variable v1 is bound to the address of ‘0xbfc601ac’ in the memory location.

NOTE: ‘ count << “Value of v1 : ” << v1 << endl;’ is a print statement such as ‘print(“Value of v1: “, v1, \n)’

int main () {

int v1 = 20;

int \*ip;

ip = **&v1**;

cout << “Value of v1 variable: ” << **v1** << endl;

cout << “Address stored in ip variable: ” << **ip** << endl;

cout << “Value of \*ip variable: ” << **\*ip** << endl;

return 0;

}

==============BEGIN ANSWER Q6==============

Value of v1 variable: 20

Address stored in ip variable: 0xbfc601ac

Value of \*ip variable: 20

==============END ANSWER Q6==============

Q7. [15] In the following C++ program, write the output values.

int main () {

int v2;

double d;

int &r = v2;

doubld &s = d;

v2 = 5;

cout << “Value of v2: ” << **v2** << endl;

cout << “Value of **r** reference: ” << **r** << endl;

d = 11.7;

cout << “Value of d: ” << **d** << endl;

cout << “Value of **s** reference: ” << **s** << endl;

return 0;

}

==============BEGIN ANSWER Q7==============

Value of v2: 5

Value of r reference: 5

Value of d: 11.7

Value of s reference: 11.7

==============END ANSWER Q7==============

Q8. [15] In the following C++ program, write the output values.

void test(int\*, int\*);

int main () {

int a = 5, b = 5;

cout << “Before calling test function: ” << endl;

cout << “a = ” << **a** << endl;

cout << “b = ” << **b** << endl;

test(&a, &b);

cout << “\nAfter calling test function: ” << endl;

cout << “a = ” << **a** << endl;

cout << “b = ” << **b** << endl;

return 0;

}

void test(int \*nl, int \*n2) {

\*n1 = 10;

\*n2 = 11;

}

==============BEGIN ANSWER Q8==============

Before calling test function:

a = 5

b = 5

After calling test function:

a = 10

b = 11

==============END ANSWER Q8==============