



UMassAmherst

Manning College of Information  
& Computer Sciences

Programming Methodology

## Lab 5

Wednesday, October 2nd, 2024

# Weekly Lab Agenda

- Go over reminders/goals
- Review past material
- Work in groups of 2-3 to solve a few exercises
  - Please sit with your group from last week.
- Discussion leaders will walk around and answer questions
- Solutions to exercises will be reviewed as a class
- Attendance taken at the end

# Reminders

- Midterm 1 is tonight
  - Good luck everyone! :)

# Today's Goals

- Midterm Review

# Exam Logistics + Advice

1. Location
  - a. Bartlett 65 from 7pm - 9pm
1. Do not prioritize doing the exam in order!
  - b. The order of the questions means nothing. Move on to the next question if you are stuck.
2. Do not leave any question blank!
  - b. Don't write garbage or throw away comments. Write down notes of what you know, that might jog your memory.
3. Write notes to yourself or underline important statements!
  - b. What does this function take in? What it returns? What is being graded?
4. Ask questions!
  - b. If something doesn't make sense, raise your hand and a proctor will come over to help out.
5. Use a pencil! If you don't have any, you can get them free at the library!

# Type Signatures

# Type Signatures

What are the types of g, a and x?

```
const g = (a, x) => a.map(f => (x => f(f(x)))) .map(f => f(x));
```

- Look at the smallest atomic parts of this function.
- Write down what you know immediately.
- Deduce the rest using a combination of what you figured out previously.

# Type Signatures

```
const g = (a, x) => a.map(f => (x => f(f(x)))) .map(f => f(x));
```

- **a** is an Array.
  - For now we will say its a generic array, we might later figure out what it is **a: T[]**
- **map** iterates over all elements of **a**
  - The **f**s in this expression **map(f => (x => f(f(x))))** are the elements of **a**
  - They are being called -> they are functions
    - They take in the same type they return
  - **a: ((x: T) => T)[]      x: T**
- **a.map(f => (x => f(f(x))))** is an array of functions of type **(x: T) => T**
  - **map(f => f(x))** must return an array, calling the functions made in the previous expression will result in T
- Answer: **g<T>(a: ((x: T) => T)[], x: T): T[]**



# Higher Order Functions

# Higher Order Functions (HOFs)

```
function reducer(acc, e) {  
  return {  
    x: acc.y + e,  
    y: acc.x  
  };  
}  
const pair = a => a.reduce(reducer, {x: "", y: ""});
```

What is `pair(["that", "is", "a", "short", "text"])` ?

reducer switches the value of x and y AND concatenates the current element e onto the value of x

```
function reducer(acc, e) {  
  return {  
    x: acc.y + e,  
    y: acc.x  
  };  
}
```

index of array	initial Value
	<code>["that", "is", "a", "short", "text"]</code> <code>{x: "", y: ""}</code>
0 <sup>th</sup>	<code>acc = {x: "", y: ""}</code> $\rightsquigarrow$ <code>{x: "that", y: ""}</code> <code>e = "that"</code>
1 <sup>st</sup>	<code>acc = {x: "that", y: ""}</code> $\rightsquigarrow$ <code>{x: "is", y: "that"}</code> <code>e = "is"</code>
2 <sup>nd</sup>	<code>acc = {x: "is", y: "that"}</code> $\rightsquigarrow$ <code>{x: "that a", y: "is"}</code> <code>e = "a"</code>
3 <sup>rd</sup>	<code>acc = {x: "that a", y: "is"}</code> $\rightsquigarrow$ <code>{x: "is short", y: "that a"}</code> <code>e = "short"</code>
4 <sup>th</sup>	<code>acc = {x: "is short", y: "that a"}</code> <code>e = "text"</code>

`{x: "that a text", y: "is short"}`

# Mental Models + Closures

# Mental Models

For the line defining o1 below, state how many objects except { } are created when executing that line. State what values are printed. Explain your answers.

```
1.  function f1(k) {  
2.    let o = {};  
3.    while (--k >= 0) {  
4.      o = {val: () => k, next: o}  
5.    }  
    return o;  
  }
```

```
1.  let o1 = f1(3);  
2.  console.log(o1.val());  
3.  console.log(o1.next.val());
```

# Mental Models

For the line defining o1 below, state how many objects except { } are created when executing that line. State what values are printed. Explain your answers.

```
1.  function f1(k) {  
2.    let o = {};  
3.    while (--k >= 0) {  
4.      o = {val: () => k, next: o}  
5.    }  
    return o;  
  }
```

```
1.  let o1 = f1(3);  
2.  console.log(o1.val());  
3.  console.log(o1.next.val());
```

The loop at line 3 executes three times; three objects are created and linked, next references the previous created object. The three val closures share the same environment and refer to the same variable k, they are identical.

Calling the closure val evaluates k; by this time, f1 has completed and k is -1, this value is printed.

o1.next.val is an identical closure () => k. This prints -1, the value of k.

# Mental Models

When f1 starts executing, k=3 is in the value map.

```
1. function f1(k) {  
2.   let o = {};  
3.   while (--k >= 0) {  
4.     o = {val: () => k, next: o}  
5.   }  
   return o;  
}
```

```
1. let o1 = f1(3);  
2. console.log(o1.val());  
3. console.log(o1.next.val());
```

Value

k=3

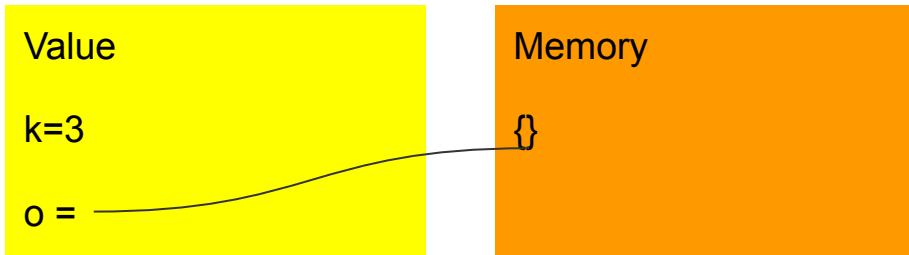
Memory

# Mental Models

Line 2 creates an empty object is created in memory and stores its reference in o.

```
1. function f1(k) {  
2.   let o = {};  
3.   while (--k >= 0) {  
4.     o = {val: () => k, next: o}  
5.   }  
   return o;  
}
```

```
1. let o1 = f1(3);  
2. console.log(o1.val());  
3. console.log(o1.next.val());
```



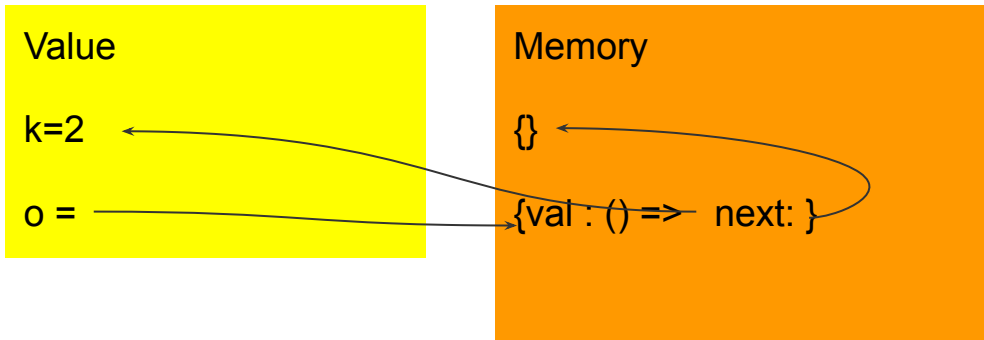


# Mental Models

First iteration of the loop decreases value of k by 1 and creates a new object, next field of the newly created object copies reference in stored in o and o stores reference to the newly created object.

```
1. function f1(k) {  
2.   let o = {};  
3.   while (--k >= 0) {  
4.     o = {val: () => k, next: o}  
5.   }  
   return o;  
}
```

```
1. let o1 = f1(3);  
2. console.log(o1.val());  
3. console.log(o1.next.val());
```

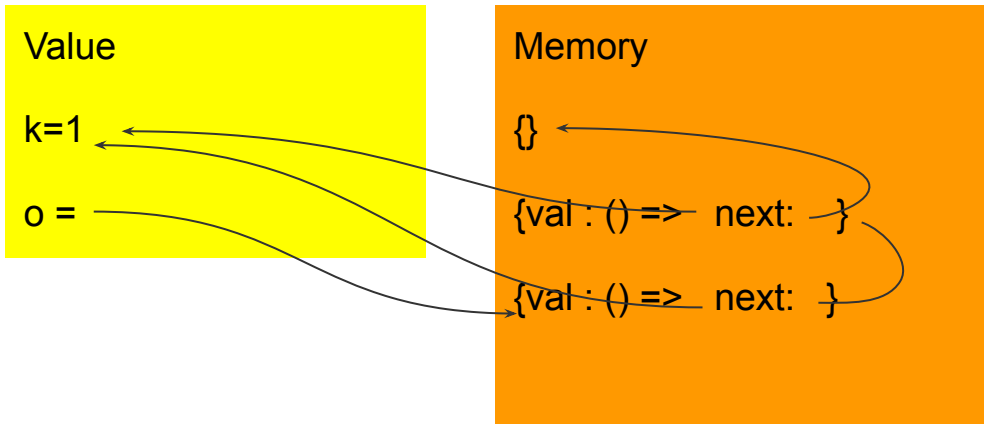


# Mental Models

Second iteration of the loop another object is created

```
1. function f1(k) {  
2.   let o = {};  
3.   while (--k >= 0) {  
4.     o = {val: () => k, next: o}  
5.   }  
   return o;  
}
```

```
1. let o1 = f1(3);  
2. console.log(o1.val());  
3. console.log(o1.next.val());
```

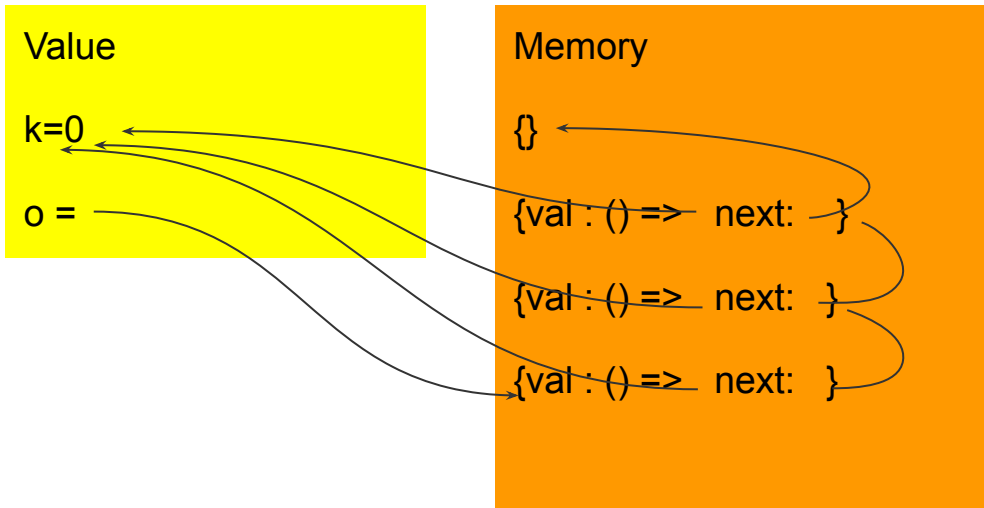


# Mental Models

Third iteration of the loop. One more object created

```
1. function f1(k) {  
2.   let o = {};  
3.   while (--k >= 0) {  
4.     o = {val: () => k, next: o}  
5.   }  
   return o;  
}
```

```
1. let o1 = f1(3);  
2. console.log(o1.val());  
3. console.log(o1.next.val());
```

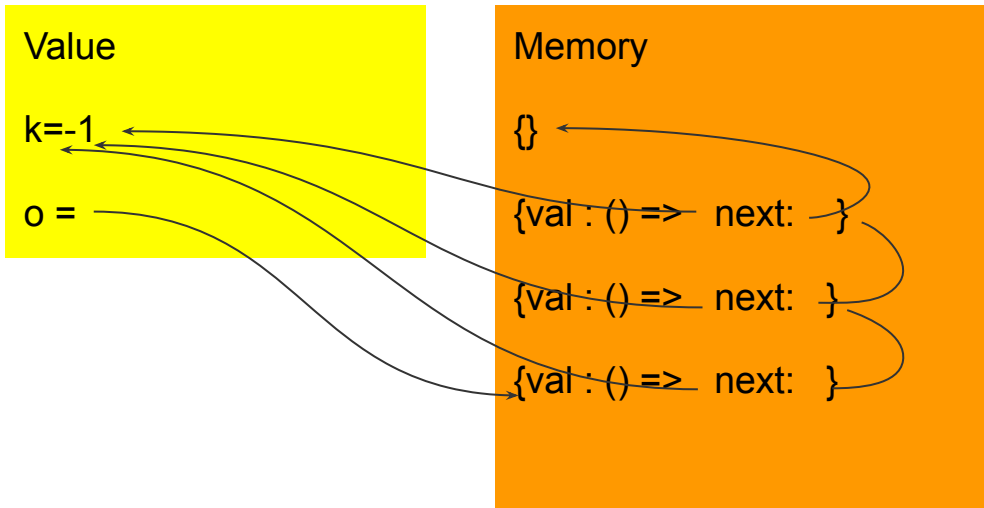


# Mental Models

While condition is evaluated, which decreases k by 1. Body of the loop isn't executed.

```
1. function f1(k) {  
2.   let o = {};  
3.   while (--k >= 0) {  
4.     o = {val: () => k, next: o}  
5.   }  
   return o;  
}
```

```
1. let o1 = f1(3);  
2. console.log(o1.val());  
3. console.log(o1.next.val());
```

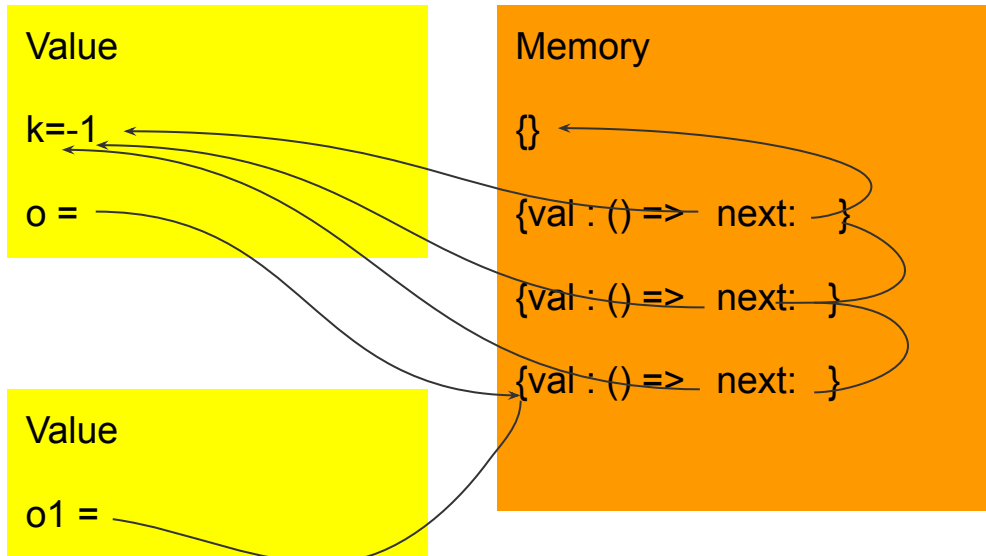


# Mental Models

Upon return, o1 will have the reference value returned through o.

```
1. function f1(k) {  
2.   let o = {};  
3.   while (--k >= 0) {  
4.     o = {val: () => k, next: o}  
5.   }  
   return o;  
}
```

```
1. let o1 = f1(3);  
2. console.log(o1.val());  
3. console.log(o1.next.val());
```



# Lists

# Lists

Consider the following code fragment working with lists as defined in class.

How many list nodes (created with `node()`) are no longer accessible at the end of this code fragment?

```
let lst1 = ... // create a list with 2 elements
const concat =
  (l1, l2) => l1.isEmpty()? l2 : node(l1.head(), concat(l1.tail(), l2));
lst1 = concat(concat(lst1, lst1), lst1)
// end of the code fragment
```

Hints:

`node` constructor creates an object of type `List<T>` and returns a reference to it.

Every call to the `node` constructor or to `empty()` creates a new object in memory.

At the end of the code, we have one variable in value map: `lst1`.

Objects that are not accessible through `lst1` are no longer accessible.

# Lists

Take a `List<number>` for example. Line 1 has two calls to the node constructor and one call to `empty`. This creates three objects of type `List<number>` in memory.

```
let lst1 = node(1, node(2, empty()));  
const concat =  
  (l1, l2) => l1.isEmpty() ? l2 : node(l1.head(), concat(l1.tail(), l2));  
lst1 = concat(concat(lst1, lst1), lst1);
```

Value Map

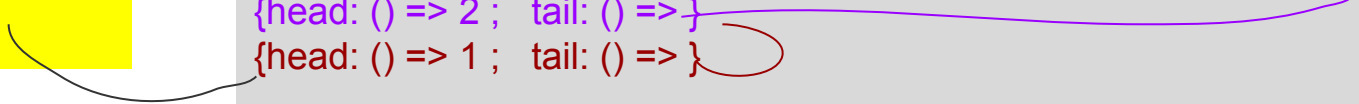
lst1 =

Memory

`{head: () => { throw new Error() }, tail: () => { throw new Error() }}`

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`





# Lists

Line 2 is a function definition, memory remains the same.

```
let lst1 = node(1, node(2, empty()));  
const concat =  
  (l1, l2) => l1.isEmpty() ? l2 : node(l1.head(), concat(l1.tail(), l2));  
lst1 = concat(concat(lst1, lst1), lst1);
```

Value Map

lst1 =

Memory

{head: () => { throw new Error() }, tail: () => { throw new Error() }}

{head: () => 2 ; tail: () => }

{head: () => 1 ; tail: () => }

# Lists

Line 2 is a function definition, memory remains the same.

```
let lst1 = node(1, node(2, empty()));  
const concat =  
  (l1, l2) => l1.isEmpty() ? l2 : node(l1.head(), concat(l1.tail(), l2));  
lst1 = concat(concat(lst1, lst1), lst1);
```

Value Map

lst1 =

Memory

{head: () => { throw new Error() }, tail: () => { throw new Error() }}

{head: () => 2 ; tail: () => }

{head: () => 1 ; tail: () => }

# Lists

Line 3 has two function calls to `concat` which need to be evaluated to determine the reference that gets assigned to `lst1`.

```
let lst1 = node(1, node(2, empty()));  
const concat =  
  (l1, l2) => l1.isEmpty() ? l2 : node(l1.head(), concat(l1.tail(), l2));  
lst1 = concat(concat(lst1, lst1), lst1);
```

Value Map

lst1 =

Memory

{head: () => { throw new Error() }, tail: () => { throw new Error() }}

{head: () => 2 ; tail: () => }

{head: () => 1 ; tail: () => }

# Lists

Inner call to concat calls the node constructor twice. Two more objects are created, after which `l1.isEmpty()` evaluates to true. Second object created references the old `lst1` through the `tail()` call.

All objects are accessible through `lst1`. Note that `lst1` hasn't changed.

```
let lst1 = node(1, node(2, empty()));  
const concat =  
  (l1, l2) => l1.isEmpty() ? l2 : node(l1.head(), concat(l1.tail(), l2));  
lst1 = concat(concat(lst1, lst1), lst1);
```

Value Map

lst1 =

Memory

`{head: () => { throw new Error()}; tail: () => { throw new Error()}}`

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`

copy of lst1

# Lists

Outer call to concat creates 4 more objects because the first argument concat(lst1, lst1) is a 4-element list. The tail to this 4 element list is set to the reference stored in lst1.

```
let lst1 = node(1, node(2, empty()));  
const concat =  
  (l1, l2) => l1.isEmpty() ? l2 : node(l1.head(), concat(l1.tail(), l2));  
lst1 = concat(concat(lst1, lst1), lst1);
```

Value Map

lst1 =

Memory

{head: () => { throw new Error() }, tail: () => { throw new Error() }}

{head: () => 2 ; tail: () => }

{head: () => 1 ; tail: () => }

{head: () => 2 ; tail: () => }

{head: () => 1 ; tail: () => }

{head: () => 2 ; tail: () => }

{head: () => 1 ; tail: () => }

{head: () => 2 ; tail: () => }

{head: () => 1 ; tail: () => }

concat(lst1, lst1)

copy of concat(lst1, lst1)

# Lists

After right hand side of the assignment is evaluated, `lst1` is updated. Two list nodes are no longer accessible.

```
let lst1 = node(1, node(2, empty()));  
const concat =  
  (l1, l2) => l1.isEmpty() ? l2 : node(l1.head(), concat(l1.tail(), l2));  
lst1 = concat(concat(lst1, lst1), lst1);
```

Value Map

`lst1 =`

Memory

`{head: () => { throw new Error() }, tail: () => { throw new Error() }}`

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`

These two objects aren't reachable through `lst1`.

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`

copy of `concat(lst1, lst1)`

# Lists

After right hand side of the assignment is evaluated, `lst1` is updated. Two list nodes are no longer accessible.

```
let lst1 = node(1, node(2, empty()));  
const concat =  
  (l1, l2) => l1.isEmpty() ? l2 : node(l1.head(), concat(l1.tail(), l2));  
lst1 = concat(concat(lst1, lst1), lst1);
```

Value Map

`lst1 =`

Memory

`{head: () => { throw new Error() }, tail: () => { throw new Error() }}`

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`

These two objects aren't reachable through `lst1`.

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`

`{head: () => 2 ; tail: () => }`

`{head: () => 1 ; tail: () => }`

# Testing



# Testing

The `findIndex` function returns the index of the first element of array `a` for which `f` returns true, or `-1` if no such element exists

```
// findIndex<T>(a: T[], f: T => boolean): number
function findIndex(a, f) {
  for (let i = 0; i < a.length; ++i) {
    if (f(a[i])) { return i; }
  }
  return -1;
}
```

Write three representative cases that you would use to test `findIndex`.

You need not write code, but clearly indicate inputs, output, and the purpose of the test

# Testing

```
// findIndex<T>(a: T[], f: T => boolean): number
function findIndex(a, f) {
  for (let i = 0; i < a.length; ++i) {
    if (f(a[i])) { return i; }
  }
  return -1;
}
```

## Three example tests:

a: [ ], f: x => x > 0. Output: -1. No element is found for an empty array.

a: [4, 3, 2, 5], f: x => x % 2 > 0. Output: 1. Test first index is returned for multiple matches.

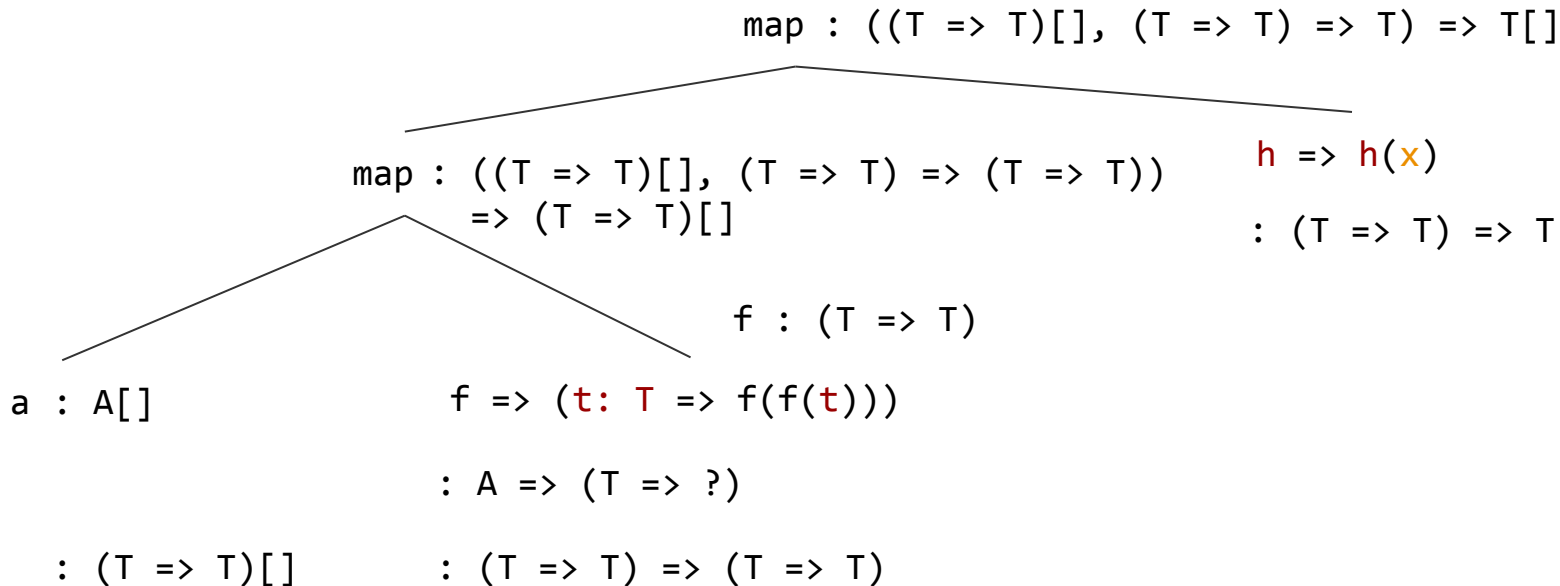
a: ['hi', 'ho'], f: s => s.length > 2. Output: -1. Test case when no element matches.

# GOOD LUCK!!!



# Type Signatures

```
const g = (a, x) => a.map(f => (x => f(f(x)))).map(f => f(x));
```



# More Higher Order Functions

Write a function `f: number[][]=>boolean` that takes a 2D array of numbers and returns true if and only if every row contains at least one even number. Do not use loops or recursion.

`let array = [[1,2,3], [4,5,6], [7,8], [9, 10]] //f(array) → true`

`let array2 = [[1,3], [4,5,6], [7,8], [9]] //f(array2) → false`

# More Higher Order Functions

Write a function `f`: `number[][]=>boolean` that takes a 2D array of numbers and returns true if and only if every row contains at least one even number. Do not use loops or recursion.

`let array = [[1,2,3], [4,5,6], [7,8], [9, 10]] //f(array) → true`

`let array2 = [[1,3], [4,5,6], [7,8], [9, ]] //f(array2) → false`

**`const f = (a) => a.every((row) => row.some((num) => num % 2 === 0))`**

**`const f2 = (a) => a.reduce((acc, e) => acc && e.some((num) => num % 2 === 0), true)`**