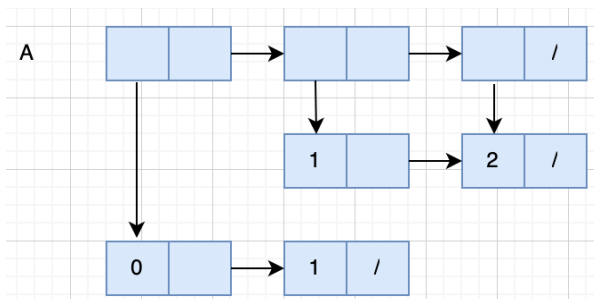


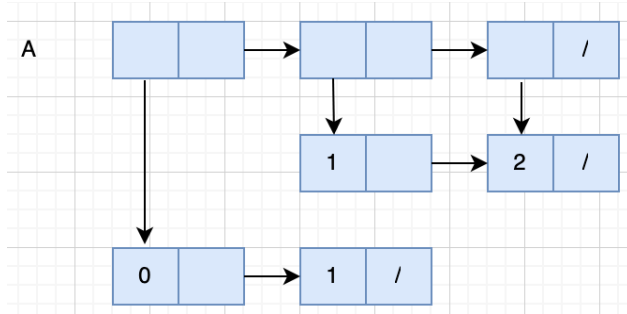
### Final Exam

1. Adding a new function to *racket-1*
2. HOP always receives a procedure as an input and returns a procedure as output
  - a. True
  - b. False
3. Using environment model, applying *let* creates a new frame like a procedure
  - a. True
  - b. False
4. Loops and recursion achieve the same thing in racket
  - a. True
  - b. False
5. (set! x (+ 1 5)) cannot be evaluated with the substitution model
  - a. True
  - b. False
6. A variable defined in a procedure can only be accessed by that procedure
  - a. True
  - b. False
7. Racket can be evaluated using 3 models: substitution, lambda, environment
  - a. True
  - b. False
8. Racket uses lexical and dynamic scoping
  - a. True
  - b. False
9. (define (area W D) (\* W D)) binds *area* to a procedure
  - a. True
  - b. False
10. Does (cdr A) result in: '((1 2) 2)



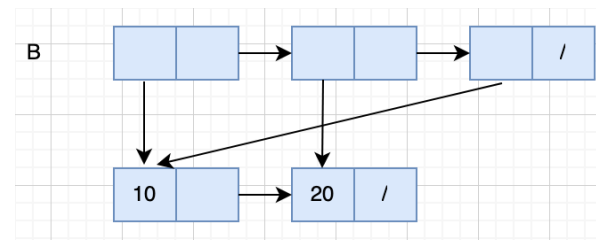
- a. True
- b. False

11. Does (cons 2 A) result in: '(2 (0 1) (0 1) 2 2)



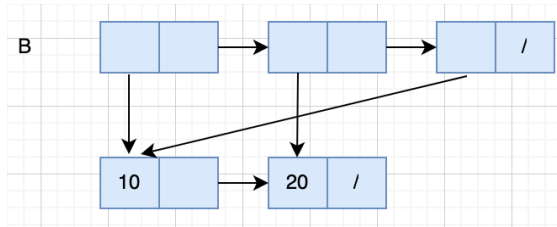
- True
- False

12. Does (car (cdr B)) result in: '(20)



- a. True  
b. False

13. Does the following box-arrow diagram result in:  $((10\ 20)\ 20\ (10\ 20))$



- a. True
- b. False

14.Environment diagram:

- a. A points to Global
- b. B points to = Global
- c. C points to = E1
- d. E1 is binded to = x:2
- e. E2 is binded to = y:6
- f. E3 is binded to = a2:b6

15. calc

- a. Number of calls to *calc-apply* for (+ 2 3 5) and (- 2) is the same
  - i. True
  - ii. False
- b. REPL abbreviation

- i. True
  - ii. False
- c. (*foldr 1 args*) means the function only takes 1 argument
  - i. True
  - ii. False
- d. Adding a new operation requires modifying both *calc-eval* and *calc-apply*
  - i. True
  - ii. False
- e. Increasing amounts of arguments, increases *calc-eval* function calls exponentially
  - i. True
  - ii. False

16. Make-odometer function

- a. # of local procedures
  - i. 3
- b. Increment procedure returns a pair of updated values
  - i. True
  - ii. False
- c. Increment procedure increments by 1/10 of a km
  - i. True
  - ii. False
- d. # of local state variables for each odometer object
  - i. 2
- e. Evaluating (define *odo* (make-odometer)) binds *odo* to a procedure
  - i. True
  - ii. False

17. *proc1* and *proc2*

- a. Changing the order of what *proc2* returns can be done by modifying *proc1*
  - i. True
  - ii. False
- b. *proc1* returns a procedure
  - i. True
  - ii. False
- c. *proc1* is an interactive process
  - i. True
  - ii. False
- d. *proc2* is not a recursive process
  - i. True
  - ii. False
- e. *proc1* could be made local to *proc2*

i. True

ii. False

18. Are the following statements equivalent (assuming  $y$  is defined):

```
(let ((x y)) (+ x 10))  
  
((lambda (x y) (+ x y)) y 10)
```

a. True

b. False

19. Are the following two procedures equivalent?

```
(define d 1000)  
  
(define (a x)  
  (lambda (d) (* x d) (+ d d)))  
  
(define (b x)  
  (let ((d (+ d d))) (* x d)))
```

a. True

b. False

20. Write the cumulative-sum function:

```
(define (cumulative-sum lst)  
  (define (help lst s)  
    (if (null? lst)  
        '()  
        (cons (+ s (car lst)) (help (cdr lst) (+ s (car lst))))))  
  (help lst 0))
```