

**Instructions.** Answer the following multiple choice questions by selecting all correct choices. Some of the questions will have more than one correct choice.

*Select all correct choices to receive full credit!*

1. (6 points) **Programming Paradigms**

(a) Which of the following is *not* an example of a programming paradigm?

- ✓ ***assembly***   ☐ declarative   ☐ imperative   ☐ functional   ☐ object-oriented

(b) Which of the following characteristics are typical of imperative programs.

- ☐ values of variables may change or “mutate” (they are *mutable*)  
☐ program execution proceeds by carrying out a sequence of instructions  
☐ functions often have *side-effects*  
✓ ***all of the above***

(c) Which of the following characteristics are typical of functional programs.

- ☐ values of variables do not change or “mutate” (they are *immutable*)  
☐ functions are *referentially transparent*  
☐ functions do not have *side-effects*  
✓ ***all of the above***

2. (2 points) A *higher-order function* is a function that

- ☐ can be passed as an argument to other functions  
☐ can be returned as output by other functions  
☐ can be called a higher order of times than ordinary, “lower-order” functions  
✓ ***accepts a function (or functions) as input or returns a function (or functions) as output.***  
☐ takes a higher order of magnitude of time to return a value than ordinary, “lower-order” functions

3. (2 points) An expression **e** is called *referentially transparent* provided

- ☐ the value of **e**, when it is reduced to “normal form,” is obvious or “transparent.”  
☐ the values all expressions to which **e** refers are obvious or “transparent.”  
✓ ***for all programs p, all occurrences of e in p can be replaced by the result of evaluating e without affecting the meaning of p.***  
☐ none of the above

4. (6 points) **Scala I**

(a) The programming paradigm(s) of Scala is(are) which of these? (select all that apply).

☐ assembly   ☐ declarative   ☐ imperative   ☒ **functional**   ☒ **object-oriented**

(b) What is the result of the following program?

```
val x = 0
def f(y: Int) = y + 1
val result = {
  val x = f(3)
  x * x
} + x
```

☐ 0   ☒ **16**   ☐ 32   ☐ it does not terminate

(c) Why should we care about writing functions that are “tail-recursive?”

- ☐ Recursion should be carried out on the tail, not the head.
- ☐ Recursion should be carried out on the head, not the tail.
- ☒ **Non-tail-recursive functions may exhaust stack memory.**
- ☐ Non-tail-recursive functions may exhaust heap memory.

5. (6 points) Consider the following code.

```
def sq(x: Double): Option[Double] =
  if (x < 0) None
  else Some(Math.sqrt(x))

val list = List(-1.0, 4.0, 9.0)
```

(a) To what does the expression `list.map(sq)` evaluate?

- ☐ `List(2.0, 3.0)`
- ☒ `List(None, Some(2.0), Some(3.0))`
- ☐ `Some(List(2.0, 3.0))`
- ☐ `None`
- ☐ none of the above

(b) To what does the expression `list.flatMap(sq)` evaluate?

- ☒ `List(2.0, 3.0)`
- ☐ `List(None, Some(2.0), Some(3.0))`
- ☐ `Some(List(i, 2.0, 3.0))`
- ☐ `None`
- ☐ none of the above

6. (4 points) **Scala II.** The parts below refer to the function `test(x:Int, y:Int) = x * x`.

- (a) For the function call `test(2, 3)`, which evaluation strategy is most efficient (takes the least number of steps)?
- ☐ call-by-value is more efficient
  - ☐ call-by-name is more efficient
  - ☒ *call-by-value and call-by-name require the same number of steps*
  - ☐ the program does not terminate

*Explanation.*

In both cases we have to do one multiplication ( $2 * 2$ ).

- (b) For the function call `test(3 + 4, 8)`, which evaluation strategy is most efficient?
- ☒ *call-by-value is more efficient*
  - ☐ call-by-name is more efficient
  - ☐ call-by-value and call-by-name require the same number of steps
  - ☐ the program does not terminate

*Explanation.*

Call-by-value performs one addition ( $3 + 4$ ) and one multiplication ( $7 * 7$ ), whereas call-by-name performs two additions and one multiplication ( $(3 + 4) * (3 + 4)$ ).

- (c) For the function call `test(7, 2*4)`, which evaluation strategy is most efficient?
- ☐ call-by-value is more efficient
  - ☒ *call-by-name is more efficient*
  - ☐ call-by-value and call-by-name require the same number of steps
  - ☐ the program does not terminate

*Explanation.*

Call-by-value performs two multiplications ( $2 * 4$  and  $7 * 7$ ), whereas call-by-name performs just one multiplication ( $7 * 7$ ).

- (d) For the function call `test(3+4, 2*4)` which evaluation strategy is most efficient?
- ☐ call-by-value is more efficient
  - ☐ call-by-name is more efficient
  - ☒ *call-by-value and call-by-name require the same number of steps*
  - ☐ the program does not terminate

*Explanation.*

Call-by-value performs one addition ( $3 + 4$ ) and two multiplications ( $2 * 4$  and  $7 * 7$ ), and call-by-name performs two additions and one multiplication ( $(3 + 4) * (3 + 4)$ ).