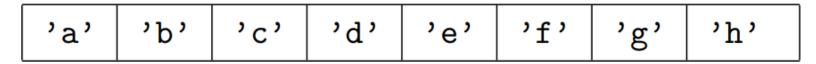
### Please Note!

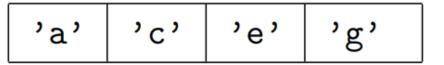
- This review is NOT intended to be a comprehensive list of all possible types of questions that might appear on the exam.
- This is only a practice set. Please go through all the material covered in class and ensure you understand the concepts well.
- Review
  - all the lecture slides, lecture videos
  - Your class notes
  - Homework assignments, lab assignments
  - The recommended readings
- This is a cumulative exam. It will test you for the material that has been explicitly covered in class till date.

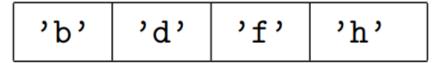
### Even-odd sort

 The even-odd sort of a list that has even length permutes entries so that all the even-index entries come first followed by all the odd-indexed entries.
 To illustrate, suppose we have the following length-8 list:



 Here are the length-4 lists of the even-indexed entries and the odd-indexed entries.





And here is the even-odd sort of the above length-8 list:

'a	, c,	'e'	'ng'n	'n,	'd'	'nf,	'n,
	ı	1	•		l		l

### Even-odd sort

This operation could — but for this question you are not allowed to do so — can be carried out very simply using list slicing and list concatenation: indeed, if x has length n and n is even, then the list x[0:n:2] + x[1:n:2] is the even-odd sort of x. Implement the following procedure so that it performs as specified, using just for-loops and subscripting. No list slicing or list concatenation allowed.

def EvenOddSort(x):

""" Performs an even-odd sort of x

Precondition: x is a list with even length"""

 Note that EvenOddSort does not return any values. Again, no list slicing or list concatenation allowed.

## Even-odd sort (Solution)

```
evens = []; odds = []
for i in range(len(x)/2):
   \# ['a', ...'h']: range(4) == [0,1,2,3]
   ind = i*2 # The even index we want to look at
   evens.append(x[ind])
   odds.append(x[ind+1])
```

## Even-odd sort (Solution)

```
## In order for the changes to `last' outside this function,
# we need to change each entry of x.
for ind in range(len(evens)):
  x[ind] = evens[ind]
  x[ind + len(evens)] = odds[ind]
```

### EvenOddSort-2

 Assuming that the procedure EvenOddSort is available, implement the following function so that it performs as specified:

#### def MultipleSort(x,N):

""" Returns a list obtained by performing N even-odd sorts of the list x. The list x is not altered.

Precondition: x is a list with even length and N is a positive int. """

 Use a loop that calls EvenOddSort N times. (Don't try to do some fancy "if N is even, I'll get the same list back" type of reasoning.)

### EvenOddSort-2 (solution)

```
copy = list(x) # Ask yourself: why make a copy?
   for i in range(N):
        EvenOddSort(copy)
   return copy

The line copy = list(x) above is equivalent to the following for-loop:
   copy = []
   for ind in range(len(x)):
        copy.append(x[ind])
```

## Farthest Point (I)

Assume the existence of the following class, and that the command import math has been included before- hand.

```
class Point:
     """ Attributes:
            the x-coordinate [float]
            the y-coordinate [float]
     111111
def __init__(self,x,y):
      self.x = x
      self.y = y
def Dist(self,other):
     """ Returns a float that is the distance from self to other.
     Precondition: other is a Point """
     return math.sqrt((self.x-other.x)**2+(self.y-other.y)**2)
```

# Farthest Point (II)

Complete the following function so that it performs as specified

#### def FarthestPt(L,idx,P)

""" Returns an integer j with the property that the distance from L[j] to P is maximum among all the \*\*\*unvisited\*\*\* points.

If idx[i] = 1, then we say that L[i] has been visited. If idx[i] = 0, then we say that L[i] is unvisited.

Preconditions: L is a list of references to Point objects, P is a reference to a point object, and idx is a list of ints that are either zero or 1. The lists idx and L have the same length and idx has at least one zero entry. """

## Farthest Point (Solution)

```
ind = idx.index(0) # find index of first unvisited (guaranteed to exist)
max_d = P.Dist(L[ind]) # initialize max found so far
\max_{d} = ind
for ind in range(max_d_ind+1, len(L)):
   if idx[ind] == 0: # unvisited, check
        if P.Dist(L[ind]) > max_d:
           max_d = P.Dist(L[ind])
           \max_{d} = ind
return max_d_ind
```

## Nested Loops

What is the output if the following is executed?

```
s = "abcd"
for i in range(4):
    for j in range(i+1,4):
        print (i, j, s[i]+s[j])
```

## Nested Loops (Solution)

• "For each position i in s, print letter pairs from s where the first letter is at position i and the next letter is one after position i".

- 0 1 ab
- 0 2 ac
- 0 3 ad
- 12 bc
- 1 3 bd
- 23 cd

## Dictionary

 For each key in dictionary D, write down the key and corresponding value in D.

```
D1 = {'a':'one', 'b':'two', 'c': 'three', 'd':'four'}
D2 = {'c':'five', 'd':'six', 'e': 'seven', 'f':'eight'}
D = {}
for d in D1:
    D[d] = D1[d]
for d in D2:
    D[d] = D2[d]
```

## Dictionary (Solution)

- (It wouldn't matter what order you put the following lines.)
- a one
- b two
- c five
- d six
- e seven
- f eight

## Lists as objects-1

 If the following is executed, then what are the first five lines of output?

```
x = [10,20,30]
for k in range(1000):
    print ("k:", k, "x in the loop", x)
    x.append(x[0])
    x = x[1:4]
```

## Lists as objects-1 (Solution)

k: 0 x in the loop [10, 20, 30]

k: 1 x in the loop [20, 30, 10]

k: 2 x in the loop [30, 10, 20]

k: 3 x in the loop [10, 20, 30]

k: 4 x in the loop [20, 30, 10]

## Lists as objects-2

• If the following is executed, then what is the output? For full credit you must also draw two state diagrams. The first should depict the situation just after the Q.x = 0 statement and the second should depict the situation just after the P = Point(7,8) statement.

```
P = Point(3,4)
Q = P
Q.x = 0
print (Q.x, Q.y, P.x, P.y)
P = Point(7,8)
print (Q.x, Q.y, P.x, P.y)
```

# Lists as objects-2 (Solution)

• After Q.x = 0 statement3:

```
P ----> a point with x:0 (no longer 3), y:4

^
|
O ------|
```

So the print output is: 0 4 0 4

• After the P = Point(7,8) statement:

P ---> a new point with x:7, y:8

Q ---> the previous point with x:0, y:4

So the print output is 0 4 7 8

## Lists as objects-3

• If the following is executed, then what is the output?

```
x = [10,20,30,40]
y = x
for k in range(4):
    print ("x is", x )
    print ("y is", y )
    print ("...." )
    x[k] = y[3-k]
print (x)
```

## Lists as objects-3 (Solution)

Changes to x affect y. So x and y are always the same.

```
x is [10, 20, 30, 40]
y is [10, 20, 30, 40]
x is [40, 20, 30, 40]
y is [40, 20, 30, 40]
x is [40, 30, 30, 40]
y is [40, 30, 30, 40]
x is [40, 30, 30, 40]
y is [40, 30, 30, 40]
[40, 30, 30, 40]
```

### **Dictionaries**

Complete the following function so that it performs as specified

#### def F(s,D):

""" Returns True if s is a key for D and every element in D[s] is also a key in D. Otherwise returns False.

Precondition: s is a nonempty string and D is a dictionary whose keys are strings and whose values are lists of strings.

111111

# Dictionaries (Solution)

```
if s not in D:
    return False
for item in D[s]:
    if item not in D:
       return False
return True
```

## Methods and Lists of Objects

Assume the availability of the following class: class City: 111111 attributes: the name of a city [str] name the record high temeratures [length-12 list of int] high: low: the record low temperatures [length-12 list of int] 111111 def init (self,cityName,theHighs,theLows): """Returns a reference to a City object PreC: cityName is a string that names a city. the Highs is a length 12 list of ints. theHighs[k] is the record high for month k (Jan is month 0) theLows is a length 12 list of ints theLowss[k] is the record high for month k (Jan is month 0) """ self.name = cityName self.high = theHighs self.low = theLows

# HotMonths()

• Complete the following method for the class City so that it performs as specified.

#### def HotMonths(self):

""" Returns the number of months where the record high is strictly greater than 80.

111111

## HotMonths()(Solution)

```
T = self.high
# T is the list of temperature highs
n = 0
for temp in T:
  if temp>80:
     n+=1
return n
```

# Hotter()

 Complete the following method for the class City so that it performs as specified. Your implementation must make effective use of the method above.

#### def Hotter(self,other):

"""Returns True if the city encoded in self has strictly more hot months than the city encoded in other.

A month is hot if the record high for that month is > 80

PreC: other is a city object """

# Hotter()(Solution)

return self.HotMonths() > other.HotMonths()

## Variation()

 Complete the following method for the class City so that it performs as specified.

#### def Variation(self):

""" Returns a length 12 list of ints whose k-th entry is the record high for month k minus the record low for month k. """

# Variation() (Solution)

```
d = []
for k in range(12):
    diff = self.high[k]-self.low[k]
    d.append(diff)
return d
```

# Exaggerate()

 Complete the following method for the class City so that it performs as specified.

#### def Exaggerate(self):

""" Modifies self.high so that each entry is increased by 1 and modifies self.low so that each entry is decreased by 1.

111111

# Exaggerate() (Solution)

 This question tests whether you can access and change attributes.

```
for k in range(12):
```

```
self.high[k] += 1
```

# Hottest()

• Complete the following function so that it performs as specified. Assume that the methods in parts (a) and (b) are available; your implementation must make effective use of them.

#### def Hottest(C):

""" Returns an item from C that represents the city that has the most hot months.

PreC: C is a list of references to City objects """

## Hottest() (Solution)

```
cMax = C[0]
for c in C: # redundant check for C[0] but who cares?
  if c.Hotter(cMax):
     cMax = c
return cMax # Note that you can return objects
```

 Note that there's no need to explicitly keep track of what the max temperature found so far actually is; keeping track of the object that "scored" the max temp suffices.

### Recursion: Reverse

• Write a recursive function reverse(lis) that returns a list that is reverse of the input list lis.

## Recursion: Reverse (solution)

```
def rev(lis):
  if len(lis) <= 1:
     return lis
  else:
     smaller = rev(lis[1:])
     smaller.append(lis[0])
     return smaller
```

### Recursion: Palindrome

• Write a recursive function is Palindrome(s) that returns True if the input String "s" is a palindrome.

## Recursion: Palindrome (solution-1)

```
def isPalindrome(s):
    if len(s) <= 1:
        return True
    else:
        return s[0]==s[len(s)-1] and isPalindrome(s[1:len(s)-1])</pre>
```

## Recursion: Palindrome (solution-2)

```
def isPalindrome(s):
  if len(s) <= 1:
    return True
  elif len(s) <=3:
    if s[0] == s[-1]:
      return True
    else:
       return False
  else:
    is_smaller = isPalindrome(s[1:len(s)-1])
    if is_smaller and s[0]==s[-1]:
      return True
    else:
       return False
```

### Recursion: sum of digits

- Write a Python function—sumDigits(n)--to get the sum of digits of a non-negative integer "n".
- Examples:
  - sumDigits(345) -> 12
  - sumDigits(45) -> 9

## Recursion: sum of digits (solution)

```
def sumDigits(n):
  if n == 0: #Base case
   return 0
  else: #Recursive case
  return n % 10 + sumDigits(int(n / 10))
```

#### Recursion: sum of numbers in recursive lists

- Write a Python function--sumRecList(L)--to compute sum of numbers in recursive lists L.
- Example:
  - If L= [1, 2, [3,4], [5,6]]
  - Expected output: 21

# Recursion: sum of numbers in recursive lists (solution)

```
def sumRecList(L):
  if len(L) == 0:
    return 0
  elif len(L) == 1:
    if not isinstance(L[0], list):
       return L[0]
    else:
       return sumRecList(L[0])
  else:
    h = L[0]
    t = list(L[1:])
    if isinstance(h, list):
       return sumRecList(h) + sumRecList(t)
    else:
       return h + sumRecList(t)
```

```
x = [10,20,30,40]
N = len(x)
for k in range(N):
x[k] = x[N-k-1]
```

- What is the final value of x?
- A. [40,30,20,10]
- B. [40,30,30,40]
- C. [4,3,2,1]
- D. [3,2,1,0]
- E. None of These

## MCQ-1 (keys)

B) [40, 30, 30, 40]

```
x = [10,20]
for i in range(5):
  x.extend(x)
m = len(x)
print (m)
What is the output?
A. None
              B. 10
C. 12
              D. 32
                             E. 64
```

# MCQ-2 (keys)

• E) 64

- What is the value of s?
- A. Error—illegal
- B. 100

# MCQ-3 (keys)

• B) 100

```
s = 0
for k in range(3):
   for j in range(k,4):
      s += 1
Print(s)
Output?
A. 12
               B. 9
               D. None of These
C. 6
```

## MCQ-4 (keys)

• B) 9

```
x = [10,20,30,40]

y = x

x[2] = y[3]

print (x[2],y[2])
```

- What is the output?
- A. 40,30
- B. 30,40

C. 40,40

D. None of These

# MCQ-5 (keys)

• C) (40, 40)

```
def fA(x):
    y = x[1:]
    y.append(x[0])
#main script below
z = [10,20,30]
fA(z)
print (z[0],z[1],z[2])
• Output?
```

10 20 30

C. C. None of these

B. B. 20 30 10

## MCQ-6 (keys)

• A) 10 20 30

```
def fB(x):
   y = x[1:]
   y.append(x[0])
   return y
#main script
z = [10,20,30]
w = fB(z)
print (w[0],w[1],w[2])
• Output?
A. 10 20 30
B. 20 30 10
C. None of these
```

# MCQ-7 (keys)

• B) 20 30 10

```
>>> D = { 'A':[1,2,3],'B':[4,5]}
>>> ???
>>> D
{ 'A':[1,2,3,5],'B':[4,5]}
```

- Which of these choices for ??? does the trick?
- A. D['A'] = D['A'].append(B[1])
- B. D['A'] = D['A'].append(D['B'][1])
- C. D['A'].append(D['B'][1])
- D. D[0].append(D[1][1])
- E. None of these

## MCQ-8 (keys)

C) D['A'].append(D['B'][1])

```
from math import sqrt
class Point1:
def __init__(self,x,y):
   self.x = x
   self.y = y
  self.d = sqrt(x**2 + y**2)
P = Point1(3,4)
P.x = 0
print (P.d)
   Output?
A. 5
B. 4
C. Neither of these
```

## MCQ-9 (keys)

• A) 5

```
class C:
def __init__(self,x,y):
   self.u = x
   self.v = y
A = C([1,2],[3,4])
A.u = A.v
A.u[1] = 5
print (A.v[0],A.v[1])
• Output?
A. 12
B. 34
C. 15
D. 3 5
E. None of these
```

## MCQ-10 (keys)

• D) 3 5