INSTRUCTIONS

- You have 3 hours to complete the exam.
- The exam is closed book, closed notes, closed computer, closed calculator, except one hand-written 8.5” × 11” crib sheet of your own creation and the three official 61A midterm study guides attached to the back of this exam (not included for the practice exam).
- Mark your answers ON THE EXAM ITSELF. If you are not sure of your answer you may wish to provide a brief explanation.

<table>
<thead>
<tr>
<th>Last name</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>First name</td>
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<tr>
<td>SID</td>
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<tr>
<td>Login</td>
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<td>TA &amp; section time</td>
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<td>Name of the person to your left</td>
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<tr>
<td>Name of the person to your right</td>
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<tr>
<td>All the work on this exam is my own. (please sign)</td>
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</tbody>
</table>

For staff use only

<table>
<thead>
<tr>
<th>Q. 1</th>
<th>Q. 2</th>
<th>Q. 3</th>
<th>Q. 4</th>
<th>Q. 5</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>/20</td>
<td>/20</td>
<td>/14</td>
<td>/20</td>
<td>/6</td>
<td>/80</td>
</tr>
</tbody>
</table>
1. (20 points) Say What?

(a) (6 pt) For each of the following call expressions, write would be output by the interactive Python interpreter. The first two rows have been provided as examples.

In the column labeled Interactive Output, write all output that would be displayed during an interactive session, after entering each call expression. This output may have multiple lines. Whenever the interpreter would report an error, write ERROR. You should include any lines displayed before an error.

Reminder: the interactive interpreter displays the value of a successfully evaluated expression, unless it is None.

Assume that you have started Python 3 and executed the following statements:

```python
cookies = ["cookies", "monster"]
monster = ["cookies", cookies]

def more(monster, cookies):
    more = monster + cookies
    if monster[0][0] == cookies[0][0]:
        monster[1] = cookies[1:]
    return more
```

<table>
<thead>
<tr>
<th>Expression</th>
<th>Interactive Output</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>square(5)</code></td>
<td>25</td>
</tr>
<tr>
<td><code>1 / 0</code></td>
<td>ERROR</td>
</tr>
<tr>
<td><code>[x % 3 for x in [1, 5, 6] if x % 2 != 0]</code></td>
<td></td>
</tr>
<tr>
<td><code>[cookies[1], monster[2]]</code></td>
<td></td>
</tr>
<tr>
<td><code>more(cookies, monster)</code></td>
<td></td>
</tr>
<tr>
<td><code>monster</code></td>
<td></td>
</tr>
<tr>
<td><code>cookies[1][0]</code></td>
<td></td>
</tr>
<tr>
<td><code>cookies is monster[1]</code></td>
<td></td>
</tr>
</tbody>
</table>
(b) (8 pt) (Similar to Fall 2013 Final) Each of the following expressions evaluates to a Stream instance. For each one, write the values of the three elements in the stream. The first value of the first stream is filled in for you.

Assume that you have started Python 3 and executed the following statements, in addition to the Stream class statement on your final study guide.

```python
def q(t):
    def compute_rest():
        return q(t.rest.rest)
    return Stream(t.rest.first + t.first, compute_rest)

s = lambda t: Stream(t, lambda : s(t-1))
t = s(5)
u = q(t)
```

<table>
<thead>
<tr>
<th>Stream</th>
<th>Has the first three elements</th>
</tr>
</thead>
<tbody>
<tr>
<td>t</td>
<td>5, __________, __________</td>
</tr>
<tr>
<td>u</td>
<td>__________, __________, __________</td>
</tr>
<tr>
<td>q(u)</td>
<td>__________, __________, __________</td>
</tr>
</tbody>
</table>

(c) (6 pt) (Similar to Fall 2013 Final) For each of the following Scheme expressions, write the Scheme value to which it evaluates. The first three rows are completed for you. If evaluation causes an error, write ERROR. If evaluation never completes, write FOREVER. **Hint:** No dot should appear in a well-formed list.

Assume that you have started the Project 4 Scheme interpreter and evaluated the following definitions.

```
(define b (lambda () (b)))
```

<table>
<thead>
<tr>
<th>Expression</th>
<th>Evaluates to</th>
</tr>
</thead>
<tbody>
<tr>
<td>(* 5 5)</td>
<td>25</td>
</tr>
<tr>
<td>'(1 2 3)</td>
<td>(1 2 3)</td>
</tr>
<tr>
<td>(/ 1 0)</td>
<td>Error</td>
</tr>
<tr>
<td>'(((1 . (2 3 . (4))) . 5)</td>
<td></td>
</tr>
<tr>
<td>(cons 1 (list 2 3 '(car (4 5))))</td>
<td></td>
</tr>
<tr>
<td>((lambda () (b)))</td>
<td></td>
</tr>
<tr>
<td>((lambda (x) '(x 2)) 4)</td>
<td></td>
</tr>
</tbody>
</table>
2. (20 points) Such Environment Diagram

(a) (10 pt) (From CS61A Practice Problems - http://cs61a.org/problems) Draw in the environment diagram that results from executing the code below until the entire program is finished, an error occurs, or all frames are filled.

A complete answer will:

- Add all names, labels, and parent annotations to all local frames.
- Add all values created during execution.
- Show the return value for each local frame.

```python
wow = 6
def much(wow):
    if much == wow:
        such = lambda wow: 5
        def wow():
            return such
        return wow
    such = lambda wow: 4
    return wow()
wow = much(much(much))(wow)
```
(b) (10 pt) (Based off Lecture 15) Draw the environment diagram that results from executing the code below until the entire program is finished, an error occurs, or all frames are filled.

- Add all names, labels, and parent annotations to all local frames.
- Add all values created during execution.
- Show the return value for each local frame.

```python
def f(x):
    x = 4
    w = [x, 5]
    def g(y):
        def h(z):
            nonlocal x
            x = x + y
            w[0] = x
            return x + y + z
        return h
    return g
a = f(1)
b = a(2)
c = b(3) + b(4)
```
3. (14 points) Dressing Classy

(a) (9 pt) For the following class definition, cross out any incorrect or unnecessary lines in the following code so that the doctests pass. Do not cross out class declarations or doctests. You can cross out any other line of code, including method declarations, and your final code should be as short as possible.

```python
class Wardrobe:
    
    >>> shirts = [Shirt("green"), Shirt("blue")]
    >>> winter = Wardrobe(shirts)
    >>> winter.count
    2
    >>> winter.wear()
    'green'
    >>> shirts[0].stains
    1
    >>> winter.count
    1

def __init__(self, shirtsList):
    self.shirts = shirtsList
    shirts = shirtsList

    @attribute
    @property
def count(self):
        sum = 0
        for i in shirts:
            for i in self.shirts:
                if i.washed:
                    sum += 1
        return sum

def wear():
    def wear(self):
        for s in self.shirts:
            for s in shirts:
                if s.washed:
                    if self.washed:
                        s.washed = False
                        s.stains += 1
        return s.color
        return s.color

class Cloth:
    def __init__(color):
    def __init__(self, color):
        self.color = color
        washed = True
        self.washed = True

class Shirt(Cloth):
    def __init__(color):
    def __init__(self, color):
        self.color = color
        self.stains = 0
        Cloth.__init__(self, color)
```

(b) (5 pt) Implement an iterator for the wardrobe that only iterates over the shirts that have been washed. Fill in the blanks in the implementation of the \_\_iter\_\_ method for the Wardrobe class.

For this part, you may assume that the Wardrobe class stores the list of shirts in an instance attribute called shirts and that the wear method of the Wardrobe class has been correctly implemented. Each instance of a shirt has a boolean attribute washed that indicates whether it has been washed.

Class Wardrobe:

```python
""
    >>> shirts = [Shirt("yellow"), Shirt("green"), Shirt("blue"))
    >>> winter = Wardrobe(shirts)
    >>> winter.wear()
    'yellow'
    >>> for option in winter:
    ...     print(option)
    ...
    'green'
    'blue'
    >>> len(winter.shirts)
    3
    ""
    """ Assume the methods from Part A are implemented ""
    def \_\_iter\_\_ (self):
        for
            -------------------------------

            ----------------------------------

            ----------------------------------
```

4. (20 points) Where’s Groot?

(a) (7 pt) Groot has hidden himself in a Tree object. Define a function wheres_groot, which takes in a tree object (that may or may not contain the string ‘Groot’ as a node), and returns ‘Groot’ if it exists somewhere in the tree, and ‘Nowhere’ if it does not. Here’s the implementation of the Tree and Link classes.

```
nil = "Troog"
class Link:
    def __init__(self, first, rest=nil):
        self.first = first
        self.rest = rest

class Tree:
    def __init__(self, entry, branches=nil):
        self.entry = entry
        self.branches = branches

def wheres_groot(gtree):
    ""
    >>> evil = Tree("Ronan", Link(Tree("Nebula"), Link(Tree("Korath"))))
    >>> good = Tree("Gamora", Link(Tree("Rocket"), Link(Tree("Groot"))))
    >>> grooted = Tree("Star-Lord", Link(evil, Link(good)))
    >>> wheres_groot(evil)
    'Nowhere'
    >>> wheres_groot(good)
    'Groot'
    ""
    if _________________________________________________:
        _________________________________________________
        children = __________________________________________
        _________________________________________________:
        _________________________________________________:
        _________________________________________________:
        _________________________________________________:
        return _____________________________________________
```

(b) (8 pt) Implement deep-reverse, which takes in a Scheme list and reverses the entire list, all sublists, all
sublists within that, etc. **Hint:** You can use the list? operator to determine whether something is a list.

```
STk> (deep-reverse '(foo bar baz))
(baz bar foo)
STk> (deep-reverse '(1 (2 3) (4 (5 6) 7)))
((7 (6 5) 4) (3 2) 1)
```

```
(define (deep-reverse lst)
  (cond _________________________________________________________________
    _________________________________________________________________
    _________________________________________________________________
    _________________________________________________________________
    _________________________________________________________________
    _________________________________________________________________
    _________________________________________________________________
)
```

(c) (5 pt) Terminal SQL

You've decided to use the SQL Travel Agency to plan a vacation. Your travel agent hands you the following
table called **airport**.

```
create table airport as
  select "SFO" as orig, "NYC" as dest, 500 as price union
  select "SFO", "MAD", 3000 union
  select "NYC", "LHR", 600 union
  select "LHR", "FRA", 600 union
  select "LHR", "MAD", 400;
```

Write a SQL query that finds combination of flights (that have at least two flights) that are under a set
budget of $1750 ordered by the total trip cost. You may not need to use all of the provided lines. Here is
the expected output:

```
start | end | cost | hops
--------------------------
NYC   | MAD | 1000 | 2
SFO   | LHR | 1100 | 2
SFO   | MAD | 1500 | 3
SFO   | FRA | 1700 | 3
```

```
with _________________________________________________________________ as (  
  select __________________________________________________________ union
  select _________________________________________________________________
)
select ______________________________________________________________ ;
```
5. (6 points) Interpretation
(From Summer 2014 MT2) Select which function(s) you would have to modify in order to add the new syntax features in Calculator. **For full credit, you must justify your answers with at most two sentences.**

(a) (1 pt) = (equality checker) – e.g. (= 3 1) returns False

<table>
<thead>
<tr>
<th>calc_eval</th>
<th>calc_apply</th>
<th>Both</th>
<th>Neither</th>
</tr>
</thead>
</table>

Justification:

(b) (1 pt) or – e.g. (or (= 5 2) (= 2 2) (\ 1 0)) returns True

<table>
<thead>
<tr>
<th>calc_eval</th>
<th>calc_apply</th>
<th>Both</th>
<th>Neither</th>
</tr>
</thead>
</table>

Justification:

(c) (1 pt) Creating and calling lambdas (Assume define has been implemented.) – e.g.

(define square (lambda (x) (* x x)))
(square 4)

<table>
<thead>
<tr>
<th>calc_eval</th>
<th>calc_apply</th>
<th>Both</th>
<th>Neither</th>
</tr>
</thead>
</table>

Justification:

(d) (1 pt) Which of the following is not a benefit of Client-Server Architecture

<table>
<thead>
<tr>
<th>Creates a Abstraction Barrier</th>
<th>Server Reuses Computation</th>
<th>Both</th>
<th>Neither</th>
</tr>
</thead>
</table>

Justification:

(e) (2 pt) Consider the following function definition.

```python
def g(n):
    if n % 2 == 0 and g(n + 1) == 0:
        return 0
    return 5
```

Circle the correct order of growth for a call to g(n):

\[ \Theta(1) \quad \Theta(\log n) \quad \Theta(n) \quad \Theta(n^2) \quad \Theta(b^n) \]