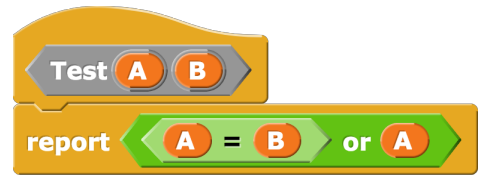


# CS10 Fall 2018 Midterm 2 Answers

(The block on the right is used for Questions 10 & 11; 2 pts each)



**Question 10:** If the output from `Test` is false, which can you say for sure? `A` and `B` are Booleans. (select ALL that apply)

If `Test` is false, then both terms of the `or` must be false, since `or` is a "true finder" and returns true if any of its inputs are true. So we know `A` must be false. We also know that `A=B` is false, so that means `A ≠ B`, and if `A` must be false, then `B` must be true!

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<code>A</code> must be true	<code>B</code> must be true	<code>A</code> must be false	<code>B</code> must be false	None of these
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**Question 11:** Fill in the blanks so the predicate is the same as the original `Test` block. (select ONE from each)

<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
true	false	A	not A	B	not B
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
true	false	A	not A	B	not B

So if `Test` only returns false when `A` is false and `B` is true, then it returns true all other cases. The initial "if not `B`" then case is only reached if `B` is false, which is when `Test` is supposed to return true (since it's not the `A` false `B` true case), so the first report should be true. In the else case, that's when `B` is true, but we know that if `A` is false it returns false (we learned from the last problem), and if `A` is true it's true, so we just return `A`.

**Question 12:** What does `Mystery` report, if `B` is a non-negative integer (i.e., 0, 1, 2, ...)? (select ONE, 4 pts)

`A` is incremented with the value `B` for `B` iterations, so the first time it's `A+B`, then it's `A+2B`, then `A+3B`, ... until it's `A+B*B = A+B2`



<code>A+B</code>	<code>A×B</code>	<code>A<sup>B</sup></code>	<code>B<sup>A</sup></code>	<code>B<sup>2</sup></code>	<code>A+B<sup>B</sup></code>	<code>A+B<sup>A</sup></code>	<code>A+B<sup>2</sup></code>	The sum of all the numbers from <code>A</code> to <code>B</code>	Error	Infinite Loop
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**Question 13:** What is  $256_{10} + 10000_2$ ? (select ONE, 2 pts) *Hint:*  $16_{10} \times 16_{10} = 256_{10}$

We're asked to convert these numbers to hexadecimal. Hexadecimal of  $256_{10}$  is  $100_{16}$ , since the columns of hex are  $16^3 = 4096_{10}$  |  $16^2 = 256_{10}$  |  $16^1 = 16_{10}$  |  $16^0 = 1_{10}$ . The number  $10000_2$  is  $10_{16}$ , and  $100 + 10$  (in any base) is  $110$ .

<code>AF<sub>16</sub></code>	<code>FA<sub>16</sub></code>	<code>FF<sub>16</sub></code>	<code>110<sub>16</sub></code>	<code>111<sub>16</sub></code>	<code>210<sub>16</sub></code>	<code>10256<sub>16</sub></code>	<code>12560<sub>16</sub></code>	<code>22560<sub>16</sub></code>	None of these
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combine with **joinswap** items of list **a b c d**

**L joinswap R**  
**report join R L**

c) What does the **combine** expression return? (Choose ONE)

This came straight from lecture, combine (joinswap) items of (a b c d) = a joinswap b joinswap c joinswap d. Let's evaluate it using a right-associative model. That's (a joinswap (b joinswap (c joinswap d))). That becomes (a joinswap (b joinswap dc)) which becomes (a joinswap dcba) which becomes dcba. Now let's evaluate it in a tournament-style manner: (a joinswap b) joinswap (c joinswap d), which is ba joinswap dc, which is dcba.

joinswap is an associative function!

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a	a	a	a	a	a	b	b	b	b	b	b	c	c	c	c	c	c	d	d	d	d	d	d
b	b	c	c	d	d	a	a	c	c	d	d	a	a	b	b	d	d	a	a	b	b	c	c
c	d	b	d	b	c	c	d	a	d	a	c	b	d	a	d	a	b	b	c	a	c	a	b
d	c	d	b	c	b	d	c	d	a	c	a	d	b	d	a	b	a	c	b	c	a	b	a

**call**  
 combine with **compose F1 F2** input names: **F1 F2** items of  
**reverse**  
 list **join letter 1 of word word** input names: **word**  
**join**  
 with inputs **ucb**

d) What does the expression above return, taken straight from lecture with a different input? (Choose ONE)

The combiner creates a frankenstein function, in which the list (f(x) g(x) h(x)) becomes f(g(h(x))). So this is reverse(stutter(duplicate(ucb))) → reverse(stutter(ucbucb)) → reverse(uucbucb) → bcubcuu.

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laclacc	bcu ucb ucb ucb	bcuubcuu	bcubcuu	bbcubbcu	bbcubcu
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c) The developer of Snap! removes the restriction that two scripts cannot run at the same time, claiming it will increase performance. What could now happen? Note: this problem is independent of the block below. (Choose ALL that apply)

- Abstraction
- Deadlock
- Livelock
- Race Condition
- Turing Completeness

This opens the floodgates to all the concurrency problems that come up with parallel and distributed computing, unfortunately, yikes!

e) In fact to show this, you set up a fake bank with \$100 in it, and have TWO people simultaneously take \$10 out of their accounts using the block above. What are the possible values of **BALANCE** afterward?

**+ withdraw + amount +**  
**if BALANCE > amount**  
**set BALANCE to BALANCE - amount**

(choose ALL that apply) If they run this one after the other, the first one would withdraw money setting the **BALANCE** to 90, then the second would run this and set the **BALANCE** to 80. If they happened to run at the same time, they could both read the value of **BALANCE** to be 100 at the same time, and both then set the **BALANCE** to 90. Hey, a free \$10!

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\$0	\$80	\$90	\$100	\$110	\$120
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g) In computational science, computers are used to understand things that are \_\_\_\_\_ for experiments:  
(choose ONE)

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
too data-intensive	too trivial	too cheap	too slow	too experimental	too random

**Question 15: We put the fun in functional programming...** (10 pts)

We start with our standard square and add a fun flourish before we make our turn. The sprite starts at the top left of the biggest square facing right. Code and pictures.

<pre> repeat 4   move 128 steps   turn 90 degrees         </pre>	<pre> repeat 4   move 128 steps   repeat 4     move 32 steps     turn 90 degrees   turn 90 degrees         </pre>	<pre> repeat 4   move 128 steps   repeat 4     move 32 steps     repeat 4       move 8 steps       turn 90 degrees     turn 90 degrees   turn 90 degrees         </pre>
<p>Square n: 1 length: 128</p>	<p>Square n: 2 length: 128</p>	<p>Square n: 3 length: 128</p>

Fill in the slot in the row and column corresponding to the expression or block you'd like to place in the code below. Slots **b** and **d** are round but they can take a hexagonal-shaped predicate if that's what you need. (Select ONE per column; you might not need all rows).

a	b	c	d	e	f	g	
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	repeat
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	if
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	4
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	n = 0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	n = 1
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	n > 0
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	n > 1
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	move length steps
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	move n steps
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	turn 90 degrees
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Square n: n - 1 length: length
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Square n: n length: length
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Square n: n + 1 length: length
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Square n: n - 1 length: length / 4
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Square n: n length: length / 4
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Square n: n + 1 length: length / 4