

UC Berkeley's CS10 Fall 2018 Midterm 2: Instructor Prof. Dan Garcia

Your Name (first last)

SID

Lab TA's Name

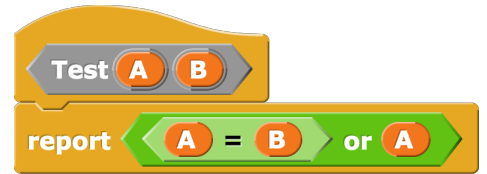
← _____
Name of person on left (or aisle)

_____ →
Name of person on right (or aisle)

Fill in the correct circles & squares completely...like this: ● (select ONE) ■ (select ALL that apply)

```
ask Hello,im the calculator,What is your math eqation? and wait
if answer = random number then
  say pick random -10000000 to 10000000
if answer = 1+1 then
  say 2
if answer = 1+2 then
  say 3
if answer = 1+3 then
  say 4
if answer = 1+4 then
  say 5
if answer = 1+5 then
  say 6
if answer = 1+6 then
  say 7
if answer = 1+8 then
  say 9
if answer = 1+9 then
  say 10
if answer = 2+1 then
  say 3
if answer = 2+2 then
  say 4
if answer = 2+3 then
  say 5
```

(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)

A must be true	B must be true	A must be false	B 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)



true	false	A	not A	B	not B
------	-------	---	-------	---	-------

true	false	A	not A	B	not B
------	-------	---	-------	---	-------

...use this area for your scratch work, should you need it...

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



A+B	A×B	A ^B	B ^A	B ²	A+B ^B	A+B ^A	A+B ²	The sum of all the numbers from A to B	Error	Infinite Loop
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...use this area for your scratch work, should you need it...

Question 13: What is $256_{10} + 10000_2$? (select ONE, 2 pts) *Hint: $16_{10} \times 16_{10} = 256_{10}$*

AF ₁₆	FA ₁₆	FF ₁₆	110 ₁₆	111 ₁₆	210 ₁₆	10256 ₁₆	12560 ₁₆	22560 ₁₆	None of these
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...use this area for your scratch work, should you need it...

Question 14: *Potpourri Part II* (10 pts=2*5)

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a) What does the `combine` expression return? (Choose ONE)

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
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

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

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
lacc	bcu ucb ucb ucb	bcuubcu	bcubcuu	bbcubbcu	bbcubcu

- 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

d) 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?* (choose ALL that apply)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
\$0	\$80	\$90	\$100	\$110	\$120

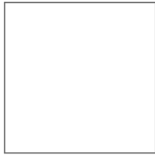
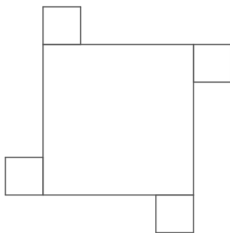
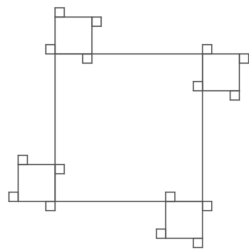
e) In computational science, *computers are used to understand things that are _____ for experiments:* (choose ONE)

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input 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)

SID: _____

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).

```

Square n: n length: length
  a b
  c d
  e
  f
  g
        
```

a	b	c	d	e	f	g	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	repeat
<input 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 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 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 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 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 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