

Review 1

**Call Frames;
Diagramming Objects**

The Big Issue

- Cannot answer questions on this topic unless you
 - draw variables
 - draw frames for function calls
 - draw objects when they are created
- Learning to do this is useful in general
 - Helps you “think like a computer”
 - Easier to find errors in your programs.

What Do You Need to Know?

- Major topics
 - *local variables (in a function body)*
 - *function call (call frames, call stack)*
 - *constructor call (in addition to call frames)*
- Examples from previous exams
 - Question 5 on prelim 1
 - Question 5 on prelim 2

Important

- Code execution is an important part of the final
- You need to know how to
 - draw variables
 - draw call frames
 - draw objects

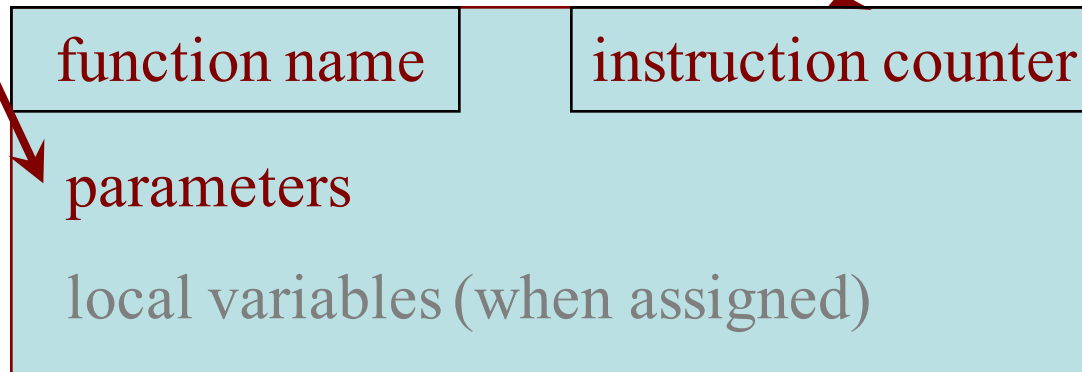
The purpose of such questions on executing statements with constructs and function calls is to test your understanding of how Python programs are executed

The Frame (box) for a Function Call

- **Function Frame:** Representation of function call
- A **conceptual model** of Python

Draw parameters
as variables
(named boxes)

- Number of statement in the function body to execute **next**
- **Starts with 1**



To Execute the Method: `x.addScore(100)`

1. Draw a frame for the call
2. Assign the arguments to the parameters (in frame)
3. Execute the method body
 - Look for variables in frame
 - If an attribute, follow the name into Heap Space
4. Erase the frame

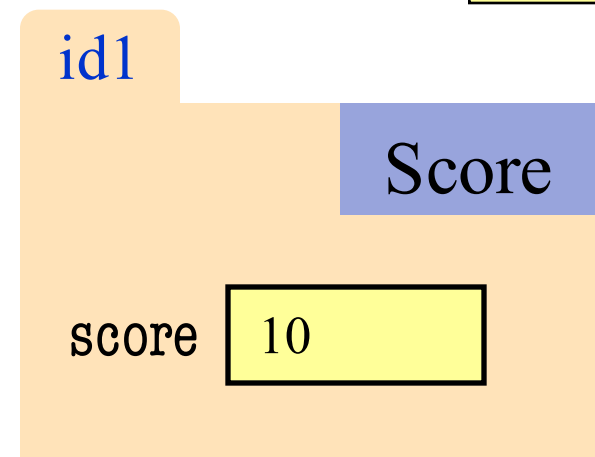
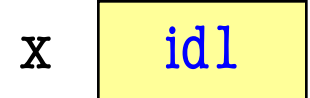
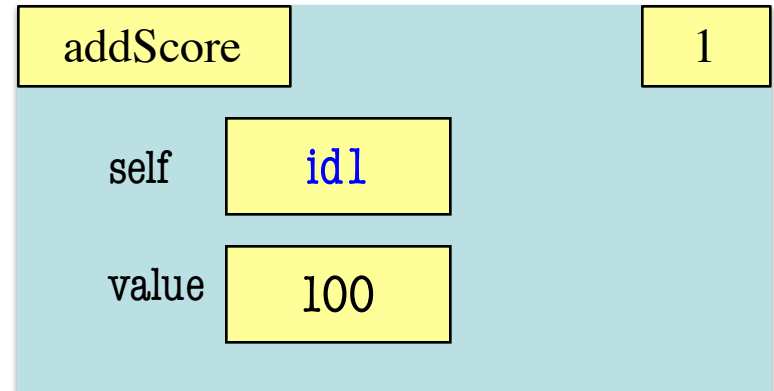
```
class Score(object):
```

```
    ...
```

```
    def addScore(self,value):
```

```
        """Add value to score attr"""
```

```
        self._score = self._score+value
```



To Execute the Method: `x.addScore(100)`

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2. Assign the arguments to the parameters (in frame)
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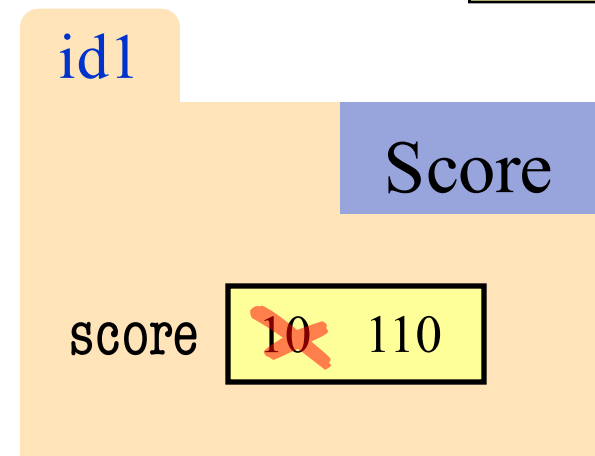
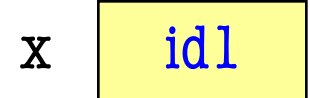
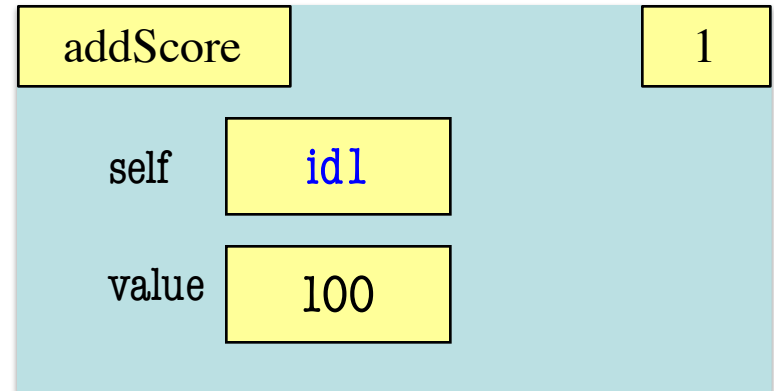
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```
...
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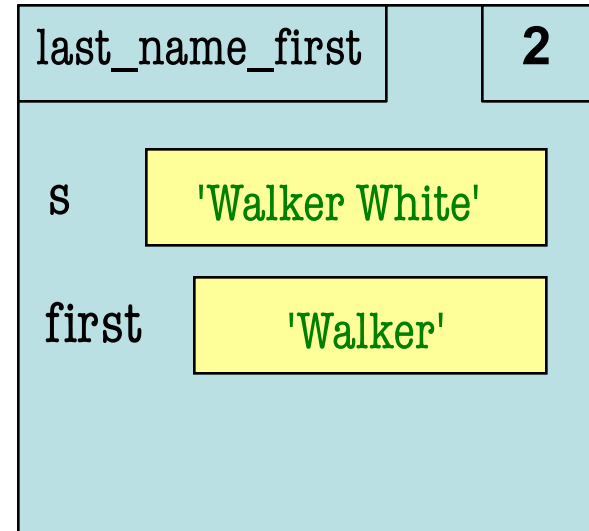
```
    """Add value to score attr"""
```

```
    self._score = self._score+value
```



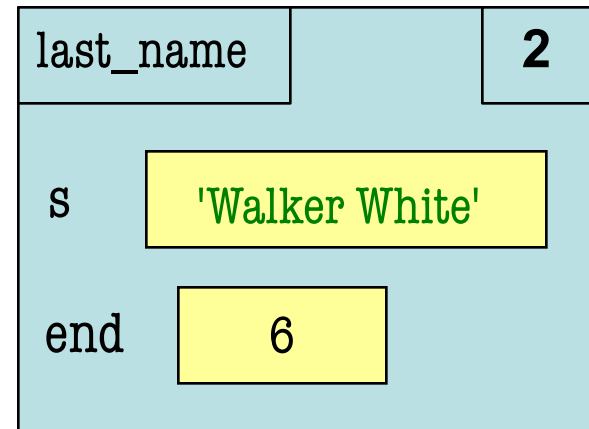
Call Stacks: Given a Line to Reach

```
def last_name_first(s):  
    """Precondition: s in the form  
    <first-name> <last-name>"""  
    1 first = first_name(s)  
    2 last = last_name(s)  
    3 return last + '.' + first
```



```
def last_name(s):  
    """Prec: see last_name_first"""  
    1 end = s.find(' ')  
    2 return s[end+1:]
```

Execute to here



(Modified) Question from Previous Years

```
def reverse(b):
```

```
    """Reverse elements of b in place  
    (does not make a copy)  
    Pre: b is a list"""
```

```
1 reverse_part(b,0,len(b)-1)
```

```
def reverse_part(b,h,k):
```

```
    """Reverse b[h..k] in place  
    Pre: b is a list; h, k are in b"""
```

```
1 if h >= k:
```

```
2     return
```

```
3     temp = b[h]
```

```
4     b[h] = b[k]
```

```
5     b[k] = temp
```

```
6     reverse_part(b,h+1,k-1)
```

- Execute the call

- a = [5,7,3]; reverse(a)

- Use 'folder' for list a below

- Stop upon completing line 2

- **Draw call frame at that time!**

a

| |
|-----|
| id2 |
|-----|

id2

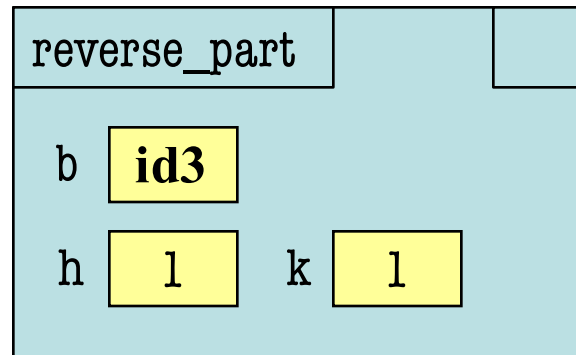
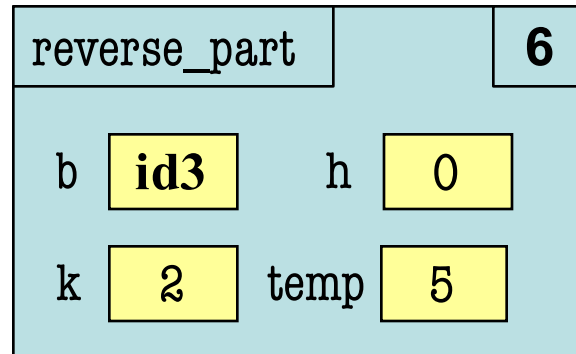
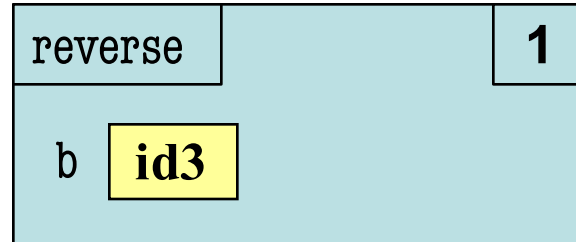
| | |
|------|---|
| a[0] | 5 |
| a[1] | 7 |
| a[2] | 3 |

Give only one frame per call

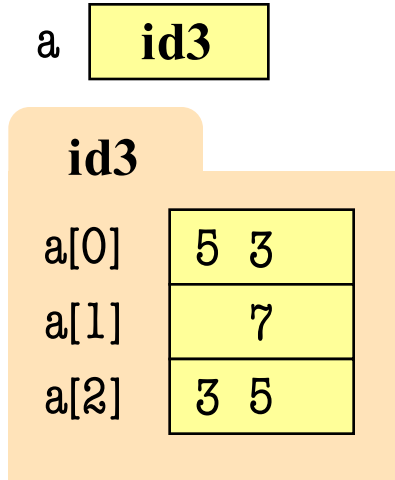
Give the state of the frame at last line before call terminates

Execute the Call `reverse([5,7,3])` to Line 2

```
def reverse(b):  
    """Reverse elements of b in place  
    (does not make a copy)  
    Pre: b is a list"""  
    1 reverse_part(b,0,len(b)-1)
```



```
def reverse_part(b,h,k):  
    """Reverse b[h..k] in place  
    Pre: b is a list; h, k are in b"""  
    1 if h >= k:  
    2     | return  
    3 temp = b[h]  
    4 b[h] = b[k]  
    5 b[k] = temp  
    6 reverse_part(b,h+1,k-1)
```



Diagramming Objects (Folders)

Object Folder

Folder Name
(make it up)

id4

classname

Instance Attributes

Draw attributes as
named box w/ value

Class Folder

No folder
name

classname

Class Attributes
Method Names

Parameters are
optional in methods

Diagramming Example

```
class Time(object):
```

```
    """Instance attributes:
       _hr: hour of day [int, 0..23]
       _min: minute of hour [int, 0..59]"""
```

```
def getMin(self):
```

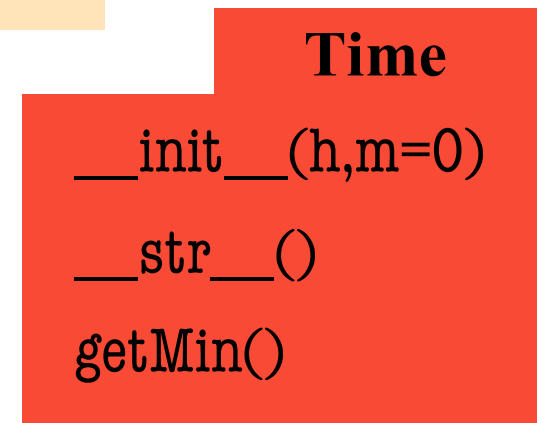
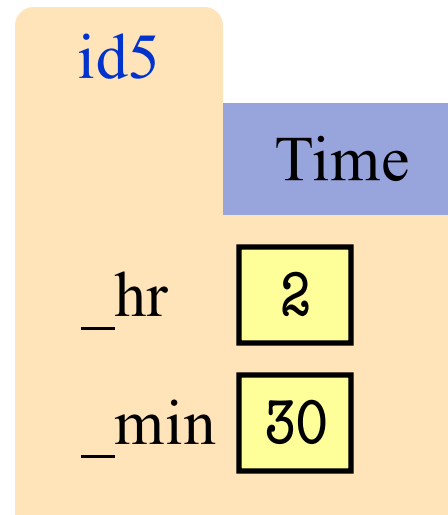
```
    """Return: minute of hour"""
    return self._min
```

```
def __init__(self, h, m=0):
```

```
    """Initializer: new time h:m"""
    self._hr = h; self._min = m
```

```
def __str__(self):
```

```
    """Returns string '<hr>:<min>' """
    return `self._hr` + ':' + `self._min`
```



Evaluation of a Constructor Call

3 steps to evaluating the call $C(\text{args})$

- *Create a new folder* (object) of class C
 - Give it with a unique name (any number will do)
 - Folder goes into heap space
- Execute the *method* `__init__`(args)
- Yield *the name* of the object as *the value*
 - A constructor call is an *expression*, not a command
 - Does not put name in a variable unless you **assign it**

Code Segment (with Constructors)

```
class C(object):  
    f = 0  
    def __init__(self, k):  
        self.f = k
```

```
a = 3
```

```
x = C(a) # C a class
```

```
y = C(a)
```

```
x = y
```

Code Segment (with Constructors)

```
class C(object):
```

```
    f = 0
```

```
    def __init__(self, k):
```

```
        self.f = k
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a

3

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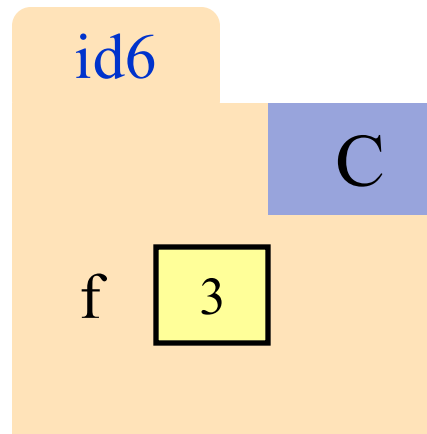


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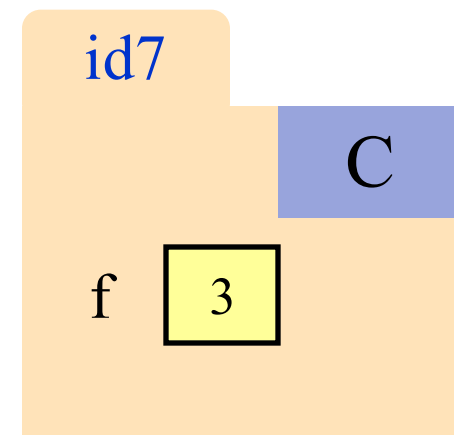
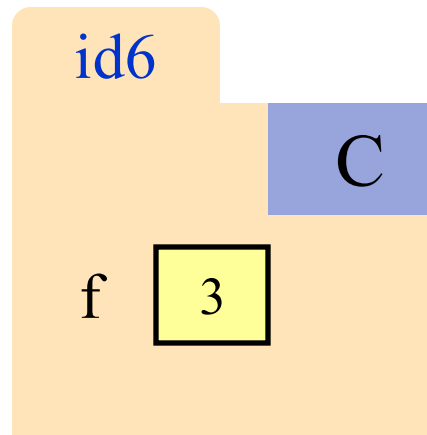
a 3 x id6 y id7

```
a = 3
```

```
x = C(a) # C a class
```

```
y = C(a)
```

```
x = y
```



Code Segment (with Constructors)

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class C(object):
```

```
    f = 0
```

```
    def __init__(self, k):
```

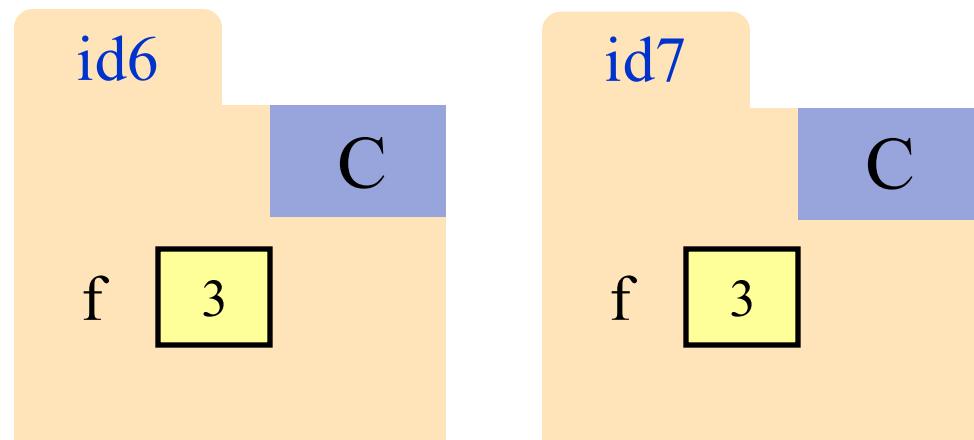
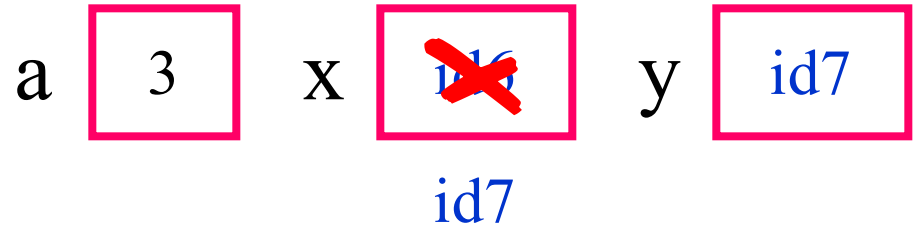
```
        self.f = k
```

```
a = 3
```

```
x = C(a) # C a class
```

```
y = C(a)
```

```
x = y
```



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Code Execution (Q4 from 2008 fall final, modified)

Execute the call: `session()`

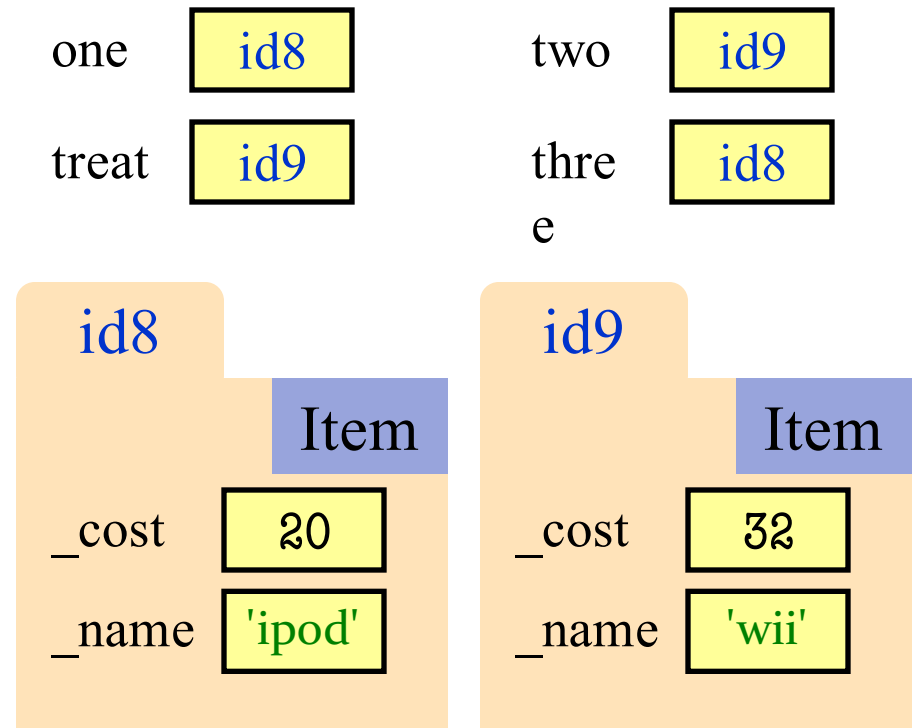
```
def session()
1 | one = Item('ipod', 20)
2 | two = Item('wii', 32)
3 | treat = two
4 | three = one
5 | three.add(4)
6 | print one
7 | print 'Cost of item one: '+str(one.getCost())
8 | print ('Are they the same? ' +
          str(one.getName()==two.getName()))
9 | print ('Are they the same? ' +
          str(one.getName()==treat.getName()))
10 | print ('Are they the same? ' +
          str(one.getName()==three.getName()))
```

```
class Item(object):
    """Instance attributes:
        _cost: cost of this item [float > 0]
        _name: item name [nonempty str]
    """
    def __init__(self, t, c):
        """Initializer: new Item with name t, cost c"""
        self._name = t; self._cost = c
    def getCost(self):
        """Return: cost of this item """
        return self._cost
    def getName(self):
        """Return: item's name"""
        return self._name
    def __str__(self):
        """Returns '<name>:<cost>' as representation"""
        return self.name + ': ' + str(self.cost)
    def add(self, d):
        """Add d to this item's cost"""
        self._cost = self._cost + d
```

Code Execution (Q4 from 2008 fall final, modified)

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          str(one.getName()==three.getName()))
```

| | | | |
|-------|-----|-------|-----|
| one | id8 | two | id9 |
| treat | id9 | three | id8 |
| | | e | |

Output:

6 : 'ipod:24'

7 : 'Cost of item one: 24'

8 : 'Are they the same? False'

9 : 'Are they the same? False'

10 : 'Are they the same? True'

Example from Fall 2013

```
class Cornellian(object):
    """Instance attributes:
        _cuid: Cornell id [int > 0]
        _name: full name [nonempty str]"""
    NEXT = 1 # Class Attribute
    ...
    def _assignCUID(self):
        """Assigns _cuid to next Cornell id"""
        self._cuid = Cornellian.NEXT
        Cornellian.NEXT = Cornellian.NEXT+1

    def __init__(self, n):
        """Initializer: Cornellian with name n."""
        self._name = n
        self._assignCUID()
    ...
```

Execute:

```
>>> a = Cornellian('Alice')
```

```
>>> b = Cornellian('Bob')
```

Pay close attention to
class attribute NEXT

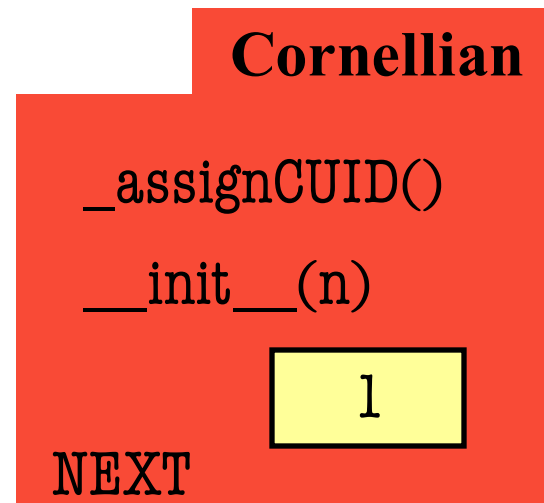
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        Cornellian.NEXT = Cornellian.NEXT+1
    def __init__(self, n):
        """Initializer: Cornellian with name n."""
        self._name = n
        self._assignCUID()
    ...
```

Execute:

```
>>> a = Cornellian('Alice')
```

```
>>> b = Cornellian('Bob')
```



Example from Fall 2013

a

id10

id10

Cornellian

_cuid

1

_name

'Alice'

Execute:

```
>>> a = Cornellian('Alice')
```

```
>>> b = Cornellian('Bob')
```

Cornellian

_assignCUID()

__init__(n)

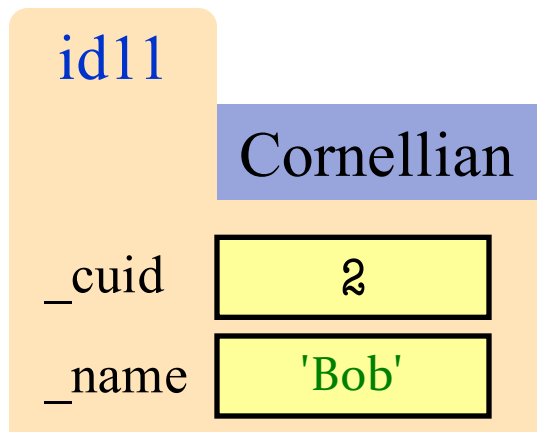
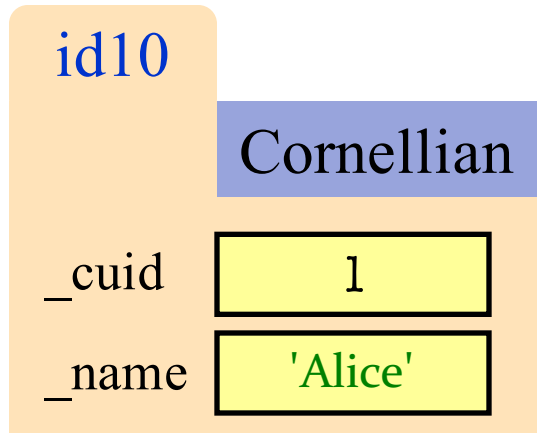
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NEXT

2

Example from Fall 2013

a id10 b id11



Execute:

```
>>> a = Cornellian('Alice')
```

```
>>> b = Cornellian('Bob')
```

