CS 1110

Prelim 1 Review Fall 2024

Exam Info

- Prelim 1: Thursday, October 17th at 7:30 pm
 - The exam is entirely online
 - A proctor should contact you with the link
 - Will connect to Zoom twice (computer, phone)
- Mock exam to test your devices on Oct. 16th
 - Your proctor will contact you with details
- Exceptions ONLY if you filed a conflict
- Grades promised Sunday, October 15th

Studying for the Exam

- Read study guides, review slides online
 - Solution to review posted after review
- Review all labs and assignments
 - Solutions to Assignment 2 are in CMS
 - No solutions to code, but talk to TAs
- Look at exams from past years
 - Exams with solutions on course web page
 - Only look at the fall exams; spring is different

Grading

- We will announce *approximate* letter grades
 - We adjust letter grades based on all exams
 - But no hard guidelines (e.g. mean = grade X)
 - May adjust borderline grades again at final grades
- Use this to determine whether you want to drop
 - Drop deadline is next week, October 21st
 - Will have open office hours on that day to meet
 - Will reach out to students of concern (C or lower)

- Five Questions on the following topics:
 - String slicing functions (A1)
 - Call frames and the call stack (A2)
 - Functions on mutable objects (A3)
 - Testing and debugging (Labs 6 and 10)
 - Short Answer (Terminology)
- + 2 pts for writing your name and net-id

- Five Questions on the following topics:
 - String slicing functions (A1)
 - Call frames Vhat about lists?
 - Functi
 - Testing ougging (Labs 6 and 10)
 - Short Answer (Terminology)
- + 2 pts for writing your name and net-id

- Five Questions on the following topics:
 - String slicing functions
 - Call frames and the call stack
 - Functions on mutable objects
 - Testing and debugging
 - Short Answer

Lists may appear in any of these 5

• + 2 pts for writing your name and net-id

- String slicing functions (A1)
 - Will be given a function specification
 - Implement it using string methods, slicing
- Call frames and the call stack (A2)
- Functions on mutable objects (A3)
- Testing and debugging (Labs 6 and 10)
- Short Answer (Terminology)

String Slicing

def make_netid(name,n):

"""**Returns**: a netid for name with suffix n

Netid is either two letters and a number (if the student has no middle name) or three letters and a number (if the student has a middle name). Letters in netid are lowercase.

Example: make_netid('Walker McMillan White',2) is 'wmw2'

Example: make_netid('Walker White',4) is 'ww4'

Parameter name: the student name

Precondition: name is a string either with format 'first last'

or 'first middle last'

Parameter n: the netid suffix

Precondition: n > 0 is an int."""

Useful String Methods

Method	Result
s.find(s1)	Returns first position of s1 in s; -1 if not there.
s.rfind(s1)	Returns LAST position of s1 in s; -1 if not there.
s.lower()	Returns copy of s with all letters lower case
s.upper()	Returns copy of s with all letters upper case

- We will give you any methods you need
- But you must know how to slice strings!

- String slicing functions (A1)
- Call frames and the call stack (A2)
 - Very similar to A2 (see solution in CMS)
 - May have to draw a full call stack
 - See lectures 4 and 10 (for call stack)
- Functions on mutable objects (A3)
- Testing and debugging (Labs 6 and 10)
- Short Answer (Terminology)

Call Stack Example

- Given functions to right
 - Function fname() is not important for problem
 - Use the numbers given
- Execute the call: lname_first('John Doe')
- Draw entire call stack
 when helper function
 lname completes line 10
 - Draw nothing else

```
def lname_first(s):
        """Pre: s in the form
2.
        'first-name last-name' """
3.
        first = fname(s)
4.
        last = lname(s)
5.
6.
        return last + ',' + first
7.
8.
    def lname(s):
9.
        """Pre: same as above"""
10.
        end = s.find('')
```

return s[end+1:]

11.

Example with a Mutable Object

- l. def cycle_left(p):
- 2. """Cycle coords left
- **3. Pre**: p a point"""
- 4. temp = p.x
- $5. \qquad p.x = p.y$
- 6. p.y = p.z
- 7. p.z = temp

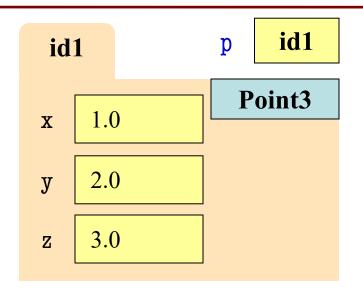
May get a function on a mutable object

```
>> p = Point3(1.0,2.0,3.0)
```

- >>> cycle_left(p)
- You are not expected to come up w/ the "folder"
 - Will provide it for you
 - You just track changes
- Diagram all steps

Example with a Mutable Object

- 1. def cycle_left(p):
- 2. """Cycle coords left
- **Pre**: p a point"""
- 4. temp = p.x
- $5. \qquad p.x = p.y$
- 6. p.y = p.z
- 7. p.z = temp
- >> p = Point3(1.0,2.0,3.0)
- >>> cycle_left(p) Function Call



- String slicing functions (A1)
- Call frames and the call stack (A2)
- Functions on mutable objects (A3)
 - Given an object type (e.g. class)
 - Attributes will have invariants
 - Write a function respecting invariants
- Testing and debugging (Labs 6 and 10)
- Short Answer (Terminology)

Example from Assignment 3

- Class: RGB
 - Constructor function: RGB(r,g,b)
 - Remember constructor is just a function that gives us back a mutable object of that type
 - Attributes:

Attribute	Invariant
red	int, within range 0255
green	int, within range 0255
blue	int, within range 0255

Function that Modifies Object

def lighten(rgb):

"""Lighten each attribute by 10%

Attributes get lighter when they increase.

Parameter rgb: the color to lighten

Precondition: rgb an RGB object"""

pass # implement me

Another Example

- Class: Length
 - Constructor function: Length(ft,in)
 - Remember constructor is just a function that gives us back a mutable object of that type
 - Attributes:

Attribute	Invariant
feet	int, non-negative, = 12 in
inches	int, within range 011

Function that Does Not Modify Object

def difference(len1,len2):

"""Returns: Difference between len1 and len2

Result is returned in inches

Parameter len1: the first length

Precondition: len1 is a length object longer than len2

Parameter len2: the second length

Precondition: len2 is a length object shorter than len1"""

pass # implement me

- String slicing functions (A1)
- Call frames and the call stack (A2)
- Functions on mutable objects (A3)
- Testing and debugging (Lab 6 and 10)
 - Coming up with test cases
 - Tracing program flow
 - Understanding assert statements
- Short Answer (Terminology)

Picking Test Cases

def pigify(w):

"""Returns: copy of w converted to Pig Latin
'y' is a vowel if it is not the first letter
If word begins with a vowel, append 'hay'
If word starts with 'q', assume followed by 'u';
move 'qu' to the end, and append 'ay'
If word begins with a consonant, move all
consonants up to first vowel to end and add 'ay'

Parameter w: the word to translate

Precondition: w contains only (lowercase) letters"""

10/9/24

Debugging Example

def replace_first(word,a,b):

"""Returns: a copy with FIRST instance of a replaced by b

Example: replace_first('crane','a','o') returns 'crone'

Example: replace_first('poll','l','o') returns 'pool'

Parameter word: The string to copy and replace

Precondition: word is a string

Parameter a: The substring to find in word

Precondition: a is a valid substring of word

Parameter b: The substring to use in place of a

Precondition: b is a string"""

Debugging Example

```
def replace_first(word,a,b):
                                        >>> replace_first('poll', 'l', 'o')
  """Returns: a copy with
                                        3
  FIRST a replaced by b"""
                                       pol
  pos = word.rfind(a)
  print(pos)
                                       polo
  before = word[:pos]
                                        'polo'
  print(before)
                                        >>> replace_first('askew', 'sk', 'ch')
  after = word[pos+1:]
  print(after)
                                        a
                                                    Identify the bug(s)
  result = before+b+after
                                       kew
                                                     in this function.
  print(result)
                                        achkew
  return result
                                        'achkew'
```

- String slicing functions (A1)
- Call frames and the call stack (A2)
- Functions on mutable objects (A3)
- Testing and debugging (Labs 6 and 10)
- Short Answer (Terminology)
 - See the study guide
 - Look at the lecture slides
 - Read relevant book chapters

In that order

10/9/24 Prelim 1 Review

Open to Questions



10/9/24 Prelim 1 Review