INSTRUCTIONS

- You have 2 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 official CS 61A midterm 1 study guide.
- Mark your answers on the exam itself. We will not grade answers written on scratch paper.

<table>
<thead>
<tr>
<th>Last name</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>First name</td>
<td></td>
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<tr>
<td>Student ID number</td>
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<td>BearFacts email (@berkeley.edu)</td>
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<td>Name of the person to your left</td>
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<td>Name of the person to your right</td>
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</table>

All the work on this exam is my own. (please sign)
1. (12 points) “If (s)he can wield the Hammer...”

For each of the expressions in the tables below, write the output displayed by the interactive Python interpreter when the expression is evaluated. The output may have multiple lines. If an error occurs, write “Error”.

The first three rows have been provided as examples.

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

Assume that you have started python3 and executed the following statements:

```python
from operator import add

avengers = 6

def vision(avengers):
    print(avengers)
    return avengers + 1

def hawkeye(thor, hulk):
    love = lambda black_widow: add(black_widow, hulk)
    return thor(love)

def hammer(worthy, stone):
    if worthy(stone) < stone:
        return stone
    elif worthy(stone) > stone:
        return -stone
    return 0

capt = lambda iron_man: iron_man(avengers)
```

<table>
<thead>
<tr>
<th>Expression</th>
<th>Interactive Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>pow(2, 3)</td>
<td>8</td>
</tr>
<tr>
<td>print(4, 5) + 1</td>
<td>4 5</td>
</tr>
<tr>
<td>print(print(1), vision(2))</td>
<td></td>
</tr>
<tr>
<td>hawkeye(hammer, 3)</td>
<td></td>
</tr>
<tr>
<td>hawkeye(capt, 3)</td>
<td></td>
</tr>
<tr>
<td>hammer(lambda ultron: ultron, -1)</td>
<td></td>
</tr>
<tr>
<td>hammer(vision, avengers)</td>
<td></td>
</tr>
</tbody>
</table>
2. (14 points) “You’ll get lost in there.” “C’mon! Think positive!”

(a) (6 pt) Fill 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. You only need to show the final state of each frame. You may not need to use all of the spaces or frames.

A complete answer will:
- Add all missing names and parent annotations to all local frames.
- Add all missing values created or referenced during execution.
- Show the return value for each local frame.

```python
1 def joy(a, b):
2     x = 42
3     y = sadness(a + b, x)
4     return x - y
5
def sadness(a, b):
6     a, b = a + x, a - y
7     return a // b
8
9 x, y = 1, 2
10 joy(x, y)
```

Global Frame

<table>
<thead>
<tr>
<th>Function</th>
<th>Return Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>joy</td>
<td></td>
</tr>
<tr>
<td>sadness</td>
<td></td>
</tr>
</tbody>
</table>

Frame 1 (f1)

```
func joy(a, b) [parent=Global]

Global Frame

<table>
<thead>
<tr>
<th>Local Frame</th>
<th>Return Value</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>--------------</td>
</tr>
</tbody>
</table>
```

Frame 2 (f2)

```
func sadness(a, b) [parent=Global]

Global Frame

<table>
<thead>
<tr>
<th>Local Frame</th>
<th>Return Value</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>--------------</td>
</tr>
</tbody>
</table>
```

Frame 3 (f3)

```
Global Frame

<table>
<thead>
<tr>
<th>Local Frame</th>
<th>Return Value</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>--------------</td>
</tr>
</tbody>
</table>
```
(b) (8 pt) Fill 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. You only need to show the final state of each frame. You may not need to use all of the spaces or frames.

A complete answer will:
- Add all missing names and parent annotations to all local frames.
- Add all missing values created or referenced during execution.
- Show the return value for each local frame.

```python
roal = -1

def ro(bert):
    ar = lambda: bert + 3
    bert = 2 * bert
    return ar

def al(bert):
    roal = 5
    return bert()

roalbert = ro(al(lambda: roal))
roalbert()
```

Global Frame

```
Global Frame

Global Frame

Global Frame

Global Frame
```

```
roal -1
ro
al
roalbert
```

```
func ro(bert) [parent=Global]
func al(bert) [parent=Global]
```

f1:
```
....
....
....
....
```

```
Return Value
```

f2:
```
....
....
....
....
```

```
Return Value
```

f3:
```
....
....
....
....
```

```
Return Value
```

f4:
```
....
....
....
....
```

```
Return Value
```
3. (12 points) “After a long day of Turing tests, you gotta unwind.”

(a) (3 pt) Ava and Caleb are playing a guessing game: Ava chooses a secret number between a pre-determined range of integers, and Caleb has to figure out the secret with as few guesses as possible. Every time Caleb guesses, Ava will tell him if the secret is higher (1), lower (-1), or equal (0) to his guess.

For example, Caleb and Ava agree the secret will be between 0 and 100 (inclusive). Ava picks the secret to be 40. Caleb first guesses 50; since 40 (the secret) is lower than 50 (Caleb’s guess), Ava responds with -1. The process continues until Caleb guesses the secret.

First, help Ava implement make_direction(secret), which takes in a secret number and returns another function called direction. direction takes one argument called guess and compares the guess to the secret number. See the doctests for example behavior.

```python
def make_direction(secret):
    """Returns a function that compares the guess to the secret."

    >>> direction = make_direction(40)
    >>> direction(50)  # 40 is lower than 50
    -1
    >>> direction(13)  # 40 is higher than 13
    1
    >>> direction(40)  # 40 is equal to 40
    0
    """
```
(b) (3 pt) Caleb will first try a naive guessing method: his first guess will be the number in the middle of the range; depending on what Ava’s direction function says, Caleb will move one number at a time closer to the secret.

For example, suppose the range is 0 to 100 (inclusive). Caleb starts at 50. Ava’s direction function returns -1, indicating that the secret is lower than 50. Caleb then tries 49; Ava again responds with -1. This continues until Caleb reaches the secret number 40, at which point Ava responds with 0. During this process, Caleb makes 11 guesses (50, 49, 48, 47, 46, 45, 44, 43, 42, 41, 40).

Implement a function called naive_search that takes in a direction function (as returned by make_direction) and returns the number of guesses it takes for Caleb’s naive searching method to find the secret. naive_search should also print out the sequence of guesses.

```python
def naive_search(low, high, direction):
    """Guess the secret number, as specified by direction, in a naive way; returns the number of guesses made. Starts with an initial guess and moves up or down one number at a time."

    >>> count1 = naive_search(0, 100, make_direction(50))
    50
    >>> count1
    1

    >>> count2 = naive_search(0, 20, make_direction(14))
    10
    11
    12
    13
    14
    >>> count2
    5
    """

guess, count = (low + high) // 2, 1
print(guess)

sign = ________________
while ____________________:
    guess = ________________
    count = ________________
    sign = ________________

    ____________________

    ____________________

return count
```

(c) (1 pt) Let \( n = \text{high} - \text{low} \) (that is, \( n \) is the number of integers that could be the secret). Circle the order of growth that best describes the runtime of Caleb’s naive search method. Choose the tightest bound.

\[
O(1) \quad O(\log n) \quad O(n) \quad O(n^2) \quad O(2^n)
\]
(d) (4 pt) Ava suggests using a technique called binary search. Caleb’s first guess should still be the number in the middle of the range.

- If the secret is lower than the guess, Caleb performs binary search again on a new range from low to guess.
- If the secret is higher than the guess, Caleb performs binary search again on a new range from guess to high.

For example, suppose the range is 0 to 100 (inclusive). Caleb starts at 50. Ava responds with -1, indicating the secret is lower than 50. Caleb then performs binary search on the range 0 to 50 (inclusive); his next guess is 25. Ava now responds with 1, indicating the secret is higher than 25. Continuing with this process, Caleb makes 5 guesses in total (50, 25, 37, 43, 40).

Implement `binary_search`, which takes in a direction function (as returned by `make_direction`) and returns the number of guesses it takes for binary search to find the secret. `binary_search` should also print out the sequence of guesses.

```python
def binary_search(low, high, direction):
    """Guesses the secret number, as specified by direction, using binary search; returns the number of guesses made."

    >>> count1 = binary_search(0, 100, make_direction(50))
    50
    >>> count1
    1

    >>> count2 = binary_search(0, 100, make_direction(40))
    50
    25
    37
    43
    40
    >>> count2
    5
    ""
    guess = (low + high) // 2        # midpoint

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

    sign = _____________________________

    if _________________________________:
        return 1

    elif sign < 0:
        return _____________________________

    else:
        return _____________________________
```

(e) (1 pt) Again, let \( n = \text{high} - \text{low} \). Circle the order of growth that best describes the runtime of binary search. Choose the tightest bound.

\[
O(1) \quad O(\log n) \quad O(n) \quad O(n^2) \quad O(2^n)
\]
4. (12 points) “A highly intelligent animal.”

(a) (3 pt) Implement the \texttt{subset\_sum(target, lst)} function: given a target integer \texttt{target} and a list of integers \texttt{lst}, return True if it is possible to add together any of the integers in \texttt{lst} to get the \texttt{target}. For example, \texttt{subset\_sum(10, [-1, 5, 4, 6])} will return True (either $-1 + 5 + 6 = 10$ or $4 + 6 = 10$), while \texttt{subset\_sum(4, [5, -2, 12])} will return False.

Note: an integer may appear multiple times in \texttt{lst} (for example, \texttt{[2, 4, 2, 3]}). An integer in \texttt{lst} can only be used once (for example, \texttt{subset\_sum(4, [2, 3])} is False because we can only use the 2 once).

\begin{verbatim}
def subset_sum(target, lst):
    """Returns True if it is possible to add some of the integers in lst to get target."
    if target == 0:
        return True
    elif target < 0 or len(lst) == 0:
        return False
    else:
        a = subset_sum(target, lst[:-1])
        b = subset_sum(target - lst[-1], lst[:-1])
        return a or b

>>> subset_sum(10, [-1, 5, 4, 6])
True
>>> subset_sum(4, [5, -2, 12])
False
>>> subset_sum(-3, [5, -2, 2, -2, 1])
True
>>> subset_sum(0, [-1, -3, 15])  # Sum up no numbers to get 0
True
"""
\end{verbatim}
(b) (5 pt) Implement `intersection(lst_of_lsts)`, which takes a list of lists and returns a list of elements that appear in all the lists in `lst_of_lsts`. If no number appears in all of the lists, return the empty list. You may assume that `lst_of_lsts` contains at least one list.

*Hint:* recall that you can check if an element is in a list with the `in` operator:

```python
>>> x = [1, 2, 3, 4]
>>> 4 in x
True
>>> 5 in x
False
```

```python
def intersection(lst_of_lsts):
    """Returns a list of elements that appear in every list in
list_of_lists.
""
    elements = []
    for ____________________________:
        condition = _____________________
        for ____________________________:
            if ____________________________:
                condition = _____________________
            if condition:
                elements = __________________________
    return elements
```

```python
>>> lsts1 = [[1, 2, 3], [1, 3, 5]]
>>> intersection(lsts1)
[1, 3]
>>> lsts2 = [[1, 4, 2, 6], [7, 2, 4], [4, 4]]
>>> intersection(lsts2)
[4]
>>> lsts3 = [[1, 2, 3], [4, 5], [7, 8, 9, 10]]
>>> intersection(lsts3)        # No number appears in all lists
[]
""
```
(c) (4 pt) A number \( n \) contains a **sandwich** if a digit in \( n \) is surrounded by two identical digits. For example, the number 242 contains a sandwich because 4 is surrounded by 2 on both sides. 1242 also contains a sandwich, while 12532 does not contain a sandwich.

Implement the \texttt{sandwich(n)} function, which takes in a nonnegative integer \( n \). It returns \texttt{True} if \( n \) contains a sandwich and \texttt{False} otherwise. If \( n \) has fewer than three digits, it cannot contain a sandwich.

```python
def sandwich(n):
    """Return True if n contains a sandwich and False otherwise"
    >>> sandwich(416263)  # 626
    True
    >>> sandwich(5050)    # 505 or 050
    True
    >>> sandwich(4441)    # 444
    True
    >>> sandwich(1231)    #
    False
    >>> sandwich(55)      #
    False
    >>> sandwich(4456)    #
    False
    """
    tens, ones = _____________, _____________
    n = n // 100
    while ________________________________:
        if ________________________________:
            return True
        else:
            tens, ones = _____________, _____________
            n = _______________________________
    return False
```

5. (0 points) The real guessing game

In the box below, write a positive integer. The student who writes the lowest unique integer will receive one extra credit point. In other words, write the smallest positive integer that you think no one else will write.