

COMP 333 Final Practice Exam

The final exam is cumulative. This practice exam, **in addition to** the prior practice exams, assignments, and in-class handouts, is intended to be a comprehensive guide for studying. This practice exam only focuses on material since the last exam.

Language Terminology

1.) In regards to memory management, Swift and Python (specifically `cpython`) both use reference counting, whereas Java and JavaScript both use garbage collection.

1.a.) In 1-3 sentences, in your own words, explain how garbage collection reclaims memory. Your description doesn't have to be detailed enough to implement a garbage collector, only detailed enough to get the gist of when memory would be reclaimed.

1.b.) In 1-3 sentences, in your own words, explain how reference counting reclaims memory. Your description doesn't have to be detailed enough to implement reference counting, only detailed enough to get the gist of when memory would be reclaimed.

1.c.) Name one advantage of reference counting over garbage collection.

1.d.) Name one advantage of garbage collection over reference counting.

2.) In 1-3 sentences, explain the difference between compilation and interpretation. Your answer does not need to be detailed enough to implement a compiler or interpreter.

3.) The Java Virtual Machine (JVM) is implemented as an interpreter over Java bytecode. Similarly, most JavaScript implementations are implemented as interpreters. However, most Java and JavaScript implementations support just-in-time (JIT) compilation.

3.a.) In 1-3 sentences, explain what JIT compilation does, in the context of an interpreter. Your answer doesn't need to be detailed enough to implement a JIT compiler.

3.b.) JIT compilers can sometimes generate faster code than traditional compilers. Why?

4.) Swift, Scala, and Haskell all support type inference. In 1-3 sentences, explain what type inference is, and how it relates to statically-typed and dynamically-typed languages. You don't have to provide enough detail to implement a type inferencer.

5.) C only has support for first-order functions, whereas JavaScript and Swift both have support for higher-order functions.

5.a.) In 1-3 sentences, explain what higher-order functions are. You don't have to provide enough detail to explain how to use them.

5.b.) Unlike first-order functions, higher-order functions may require memory to be dynamically allocated at runtime. Why?

5.c.) Write a JavaScript code snippet that uses higher-order functions and would require memory to be dynamically allocated at runtime.

6.) Consider the following code snippet, which is written in some unknown programming language:

```
DefineFunction foo(x, y):  
  DefineVariable temp = x dividedBy y  
  return temp  
  
foo(3, 4)           // first call to foo  
foo("alpha", "beta") // second call to foo
```

6.a.) Assume this language is statically-typed. Does this language probably have type inference? Why or why not?

6.b.) Assume this language is statically-typed. Does this code probably compile? Why or why not?

6.c.) Assume this language is dynamically-typed. Does this code probably compile? Why or why not?

Swift Protocols and Extensions

7.a.) Define a protocol named `Equals` which defines an `equals` method. `equals` returns `true` if two values equal each other. Example calls are below, assuming `Int` implements the `Equals` protocol:

```
1.equals(1) // returns true
2.equals(3) // returns false
```

7.b.) Implement the `Equals` protocol for `Int`, using `extension`. As a hint, `==` can be used to test if two integers are identical, as with `1 == 2`.

7.c.) Consider the following enum definition:

```
enum Thing<A> {  
  case thing1  
  case thing2(A)  
}
```

Implement the `Equals` protocol for `Thing`, using `extension`. As a hint, you'll need to tell the compiler that `A` needs to implement the `Equals` protocol, and you can use a `where` clause for this purpose. Two `thing1` values should equal each other, and a `thing2` value should equal another `thing2` value if both `thing2` values contain the same value of type `A`.

8.) The following code does not compile. Why not?

```
protocol Foo {  
  func fooMethod() -> Bool  
}  
extension Int : Foo {  
  func fooMethod() -> Bool {  
    return true  
  }  
}  
true.fooMethod()
```

Prolog

Basic Procedures

9.) Define a procedure named `isFish` which encompasses the following idea: `goldfish`, `bass`, and `carp` are all fish. `isFish` should be defined as a series of facts.

10.) Assume the presence of a procedure named `isInstrument`, which lists various musical instruments. Define a procedure named `musicalFish`, which succeeds if the input is both a fish (according to `isFish`) and an instrument (according to `isInstrument`; `bass` are both).

11.) Consider the following procedure:

```
foo(0).  
foo(1) :-  
    X = 1.  
foo(2) :-  
    X = Y,  
    X = 1,  
    Y = 2.  
foo(3).
```

What are the solutions to the following query?

```
?- foo(X).
```

12.) Consider the following procedure showed in class, which computes Fibonacci numbers:

```
fib(0, 0).  
fib(1, 1).  
fib(N, Result) :-  
    N > 1,  
    MinOne is N - 1,  
    MinTwo is N - 2,  
    fib(MinOne, Temp1),  
    fib(MinTwo, Temp2),  
    Result is Temp1 + Temp2.
```

12.a.) Why is the $N > 1$ clause necessary in the recursive case?

12.b.) Consider the following rewritten version of this code, which is intended to be more concise:

```
fib(0, 0).  
fib(1, 1).  
fib(N, Result) :-  
    N > 1,  
    fib(N - 1, Temp1),  
    fib(N - 2, Temp2),  
    Result = Temp1 + Temp2.
```

This code doesn't work properly. Why not?