# Introduction to Computer Science I Fall 2014 MID-TERM EXAM — SOLUTIONS

1. QUESTION: Consider the following module of Python code...

```
def red_fish (x):
    y = 0
    if x == 1:
        y = x
        x = 2
    if x == 2:
        y = -x
        x = 3
    else:
        y = x
    print('x = ' + str(x))
    print('y = ' + str(y))
def blue_fish (m, c):
    i = 0
   new_m = ""
    while i < len(m):
        if m[i] == c:
            new_m = new_m + 'X'
        else:
            new_m = new_m + m[i]
        i = i + 1
    return new_m
def main ():
    x = 1
    s = "She sells sea shells by the seashore."
    red_fish(x)
    red_fish(x)
    t = blue_fish(s, 's')
    print(s)
    print(t)
main()
```

# What output is printed when this module is run?

ANSWER: The output produced is...

- 2. QUESTIONS: Provide short answers (no more than a few sentences) to each of the following questions:
  - (a) What is the difference between a problem that is *intractable* and one that is *incomputable*? Given an example of each type of computation.
  - (b) Why don't we use floating-point numbers for every computation? Why have an *int* type of data at all?
  - (c) Recall the rules for determining a *leap year*: if the year is divisible by 4, but not if it is divisible by 100, unless it is divisible by 400.<sup>1</sup> Write a single expression that, given a variable y that holds a year number, evaluates to True if the year is a leapyear, and evaluates to False otherwise. Critically, note that you must write only an expression, not a statement. That is, no *if-then* statements or loops.

#### Answers:

- (a) A problem that is *incomputable* does not have, and cannot have, an algorithmic solution (e.g., *The Halting Problem*). An *intractable* problem is one for which there is an algorithmic solution, but that solution would require an unreasonable amount of time or memory to compute (e.g., ordering via random permutation).
- (b) Floating point numbers can suffer from *rounding errors*, where small fractions of the calculation results are inexact. This problem makes comparisons between the results of computations difficult. Integer math is always exact, making comparison straightforward.
- (c) (y % 400 == 0) or ((y % 4 == 0) and (y % 100 != 0))

<sup>&</sup>lt;sup>1</sup>By *divisible* I mean that the result of calculating division would leave no remainder.

3. QUESTION: Consider the *factorial function*, which, for a non-negative integer n, is defined as:

$$n! = \begin{cases} 1 & \text{if } n = 0\\ n * fact(n-1) & \text{if } n \ge 1 \end{cases}$$

Write two functions to implement this definition:

- (a) One version that is **iterative** (uses loops).
- (b) Another version that is **recursive** (calls itself).

## ANSWER:

```
(a) Iterative:
    def fact_iterative (n):
        result = 1
        i = 1
        while i <= n:
            result = result * i
            i = i + 1
        return result
(b) Recursive:
    def fact_recursive (n):
        if n == 0:
            return 1
        else:
            return n * fact_recursive(n - 1)
```

4. QUESTION: Consider two strings, s and t. If we assume that  $len(s) \ge len(t)$ , then it is possible that, in a particular sense, s contains t. That is, somewhere within s, starting at some position k, exists the continguous entirety of t. If s does contain t, we say that t is a substring of s.

For example, if s = 'I am the very model of a modern major general', then t = 'very' is contained in s starting at position 9. In contrast, another string, say q = 'moam' is not contained by s, even though that sequence of letters does appear in s in that order, but not contiguously.

Write a function named findSubstring that accepts s and t as parameters. If s contains t, then findSubstring must return the position within s at which the substring t begins. If t not a substring of s, then findSubstring should return the special value -1.

### ANSWER:

```
def findSubstring (s, t):
    i = 0
    while i < len(s):
        shortened_s = s[i : i + len(t)]
        if shortened_s == t:
            return i
        i = i + 1
        return -1
```