

Name _____

Student number _____

SE 2A04 Fall 2002

Midterm Test 1 Answer Key

Instructor: William M. Farmer

Revised: 29 September 2002

- (1) [5 pts.] The Oberon-2 type **REAL** contains $\sqrt{2}$. Is this statement true or false?
- (a) True.
- (b) ☒ False. $\sqrt{2}$ is an irrational number and **REAL** contains only rational numbers.
- (2) [5 pts.] A stack is an example of an abstract data type. Is this statement true or false?
- (a) True.
- (b) ☒ False. A stack is an abstract data structure. An abstract data type is a structured set of abstract data structures.
- (3) [5 pts.] Oberon-2 programs are executed in the obc system via
- (a) Compilation to machine code.
- (b) Interpretation.
- (c) Compilation to byte code and then compilation to machine code.
- (d) ☒ Compilation to byte code and then interpretation.
- (4) [5 pts.] Let the point (x, y) represent a two-dimensional vector whose x-coordinate is x and y-coordinate is y . Which of the following pairs of points represents vectors that are orthogonal?
- (a) $(-1, 5)$ and $(-36, -6)$.
- (b) $(-0.5, -0.2)$ and $(5, -2)$.
- (c) ☒ $(-4, 40)$ and $(5, 0.5)$.
- (d) $(4, 40)$ and $(-1, -10)$.
- (5) [8 pts.] Suppose f is defined as $(\lambda x . x + y)$. What is the value of $f(x + y)$?

Answer: $f(x + y) = (\lambda x . x + y)(x + y) = (x + y) + y = x + 2 * y$.

- (6) [8 pts.] What set of expressions is represented by the metavariable (nonterminal) $\langle a \rangle$ in the following BNF?

```
 $\langle a \rangle ::= -0.\langle b \rangle$   
 $\langle b \rangle ::= \langle c \rangle \mid \langle c \rangle \langle b \rangle$   
 $\langle c \rangle ::= 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7 \mid 8 \mid 9$ 
```

Answer: The metavariable $\langle a \rangle$ represents the set of numerals for the rational numbers in the set $\{x \in \mathbf{Q} \mid -1 < x < 0\}$.

- (7) [8 pts.] Write a fragment of Oberon-2 code that is equivalent to the following ASP fragment:

```
var x: INTEGER;  
case  
  (x < -1, RETURN x * x),  
  (x = -1, RETURN 2),  
  (x > -1, x := 3; RETURN 17)  
end
```

Answer:

```
VAR x: INTEGER;  
IF (x < -1) THEN  
  RETURN x * x  
ELSIF (x = -1) THEN  
  RETURN 2  
ELSE (* x > -1 *)  
  x := 3;  
  RETURN 17  
END;
```

- (8) [8 pts.] In one sentence, define the *principle of least privilege*.

Answer: The principle of least privilege says that someone or something doing a task should be granted no privileges other than the privileges that are needed to do the task.

- (9) [12 pts.] Suppose an Oberon-2 module contains the following declarations:

```
VAR x,y,z: INTEGER;

PROCEDURE Yellow(x:    INTEGER,
                 VAR y: INTEGER,
                 z:    INTEGER): INTEGER;
BEGIN
  x := y + 2;
  y := x + 2;
  RETURN x + y + z;
END Yellow;
```

Assume the values of the variables `x`, `y`, and `z` are 10, 20, and 30, respectively. Then what will the values of `x`, `y`, and `z` be after the statement

```
z := Yellow(x,y,5);
```

is executed?

Answer: `x = 10`, `y = 24`, and `z = 51`.

- (10) The following Oberon-2 module implements an abstract data structure:

```
(*

Title: Blue data structure

Interface:

INTERFACE Blue;
  Value(): REAL;
  Reset();
  Add(x: REAL);
END Blue.

*)

MODULE Blue;

VAR a: REAL;

PROCEDURE Value*(): REAL;
```

```

BEGIN
    RETURN a;
END Value;

PROCEDURE Reset*();
BEGIN
    a := -1;
END Reset;

PROCEDURE Add*(x: REAL);
BEGIN
    a := a + x;
END Add;

BEGIN
    Reset();
    Add(0.5);
END.

```

- (a) [8 pts.] What is the initial value of the Blue data structure?

Answer: -0.5.

- (b) [8 pts.] Which of the interface procedures are selectors for the Blue data structure?

Answer: Value.

- (c) [8 pts.] Which of the interface procedures are mutators for the Blue data structure?

Answer: Reset and Add.

- (d) [12 pts.] Write an Oberon-2 declaration for a procedure named **Set**, in another module named **Green**, that takes a **REAL** value x as input, changes the value of the Blue data structure to x as a side effect, and returns the original value of the Blue data structure as output.

Answer:

```

PROCEDURE Set(x: REAL): REAL;
    VAR a: REAL;
BEGIN
    a := Blue.Value();
    Blue.Add(x - a);
    RETURN a;
END Set;

```