

Solution Exam Programming Languages

Date: Friday, 03.06.2016.

Duration: 70 minutes

Material: You are NOT allowed to use any material (e.g., script, exercises including solutions, notes, electronic devices...)

Number of exercises: 6

Total points: 80

Firstname, lastname: _____

Matrikel: _____

Put your name on each extra page you deliver.

Consecutively number all pages. Total number of extra pages: _____

Exercise 1 (20 Points)

Answer the following questions (do not write more than 3 sentences):

1. What is a tail-recursive function and what is the advantage compared to a non-tail-recursive function?

Answer:

Tail-recursive means calling itself is the last thing the function does. The advantage is reusing the stack.

2. What is a higher-order function? Give an example.

Answer:

A higher-order function is a function that takes another function as an argument or returns a function. Example: the `map` function.

3. What is the difference between a static and a dynamic type? Give an example.

Answer:

The static type of a variable or expression is a type which can be determined by the type inference system solely based on the program code, thus at compile time. In contrast, the dynamic type of a variable cannot be determined in such a way because the variable may take on different values at run time.

Example:

`Object x = new Vector();`

the static type of `x` is `Object`, the dynamic type is `Vector`.

4. What are the operations one can perform in lambda calculus?

Answer:

Alpha conversion, beta reduction, eta reduction.

5. What is a fixed point of a function?

Answer:

A fixed point of a function f is a value p such that $f p = p$.

6. What is the difference between syntax and semantics?

Answer:

Syntax considers the arrangement of words and phrases to create well-formed sentences in a language.

Semantics considers the meaning of a word, phrase, sentence or text.

You can create well-formed sentences (according to the syntax) that don't have a meaning (according to semantics).

7. What is the Principle of Substitutability?

Answer:

Principle of Substitutability means that an instance of a subtype can always be used in any context in which an instance of a supertype was expected.

8. How does Java supports subtyping? How does it support specializations?

Answer:

Subtyping is supported by the usage of interfaces and inheritance.

Specialization is supported by inheritance.

9. Where do you in Javascript define properties that are shared between a group of objects (i.e., static members in Java)?

Answer:

Either using the same prototype and defining on the prototype side or in a global scope.

10. How would you define a logical negation operator `neg(X)` in Prolog?

Answer:

`neg(X) :- X, !, fail. neg(_).`

Exercise 2 (6 Points)

A very junior programmer wanted to write the “hello world” program in Postscript. Here is the result:

```
/Times-Roman findfont
18 scalefont
setfont
100 500 moveto

/myprint {
  exch
  /mystring exch def
  show mystring show
} def

/mystring (Hello) def
mystring
/mystring (World) def
mystring
myprint
showpage
```

1. Did the programmer succeed? If not explain what the output is and why. How can the program can be fixed to achieve the junior programmer goal?

Answer:

The result is WorldHello since /myprint swaps on the stack, redefines mystring as Hello (destroying it on the stack) and shows World then shows mystring.

It is better to write: (Hello World) show

Exercise 3 (18 Points)

A *triangular number* is the number of objects that can be arranged in a triangle as is shown in **Figure 1**. This is how bowling pins, pool balls, or snooker balls are arranged. The figure shows the first six triangular numbers: 1, 3, 6, 10, 15, 21.

The *tetrahedral number* represents the number of objects arranged in a pyramid (more precisely, a tetrahedron) built up from triangles as shown in the Figure.

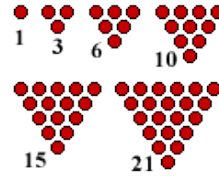


Figure 1: Triangular numbers.

The exercise:

1. Write a function to calculate the n-th triangular number in Haskell.
2. Write a function to calculate the n-th tetrahedral number in Haskell.
3. Infer the type of the following function and explain your steps. Is the function monomorphic or polymorphic?

```
myMap f [] = f
myMap f (x:xs) = myMap (x (f+1)) xs
```

Answer:

```
triangular 0          = 0
triangular n         = n + triangular (n-1)

tetrahedral 0        = 0
tetrahedral n       = (triangular n) + (tetrahedral (n-1))

myMap :: Num a => a -> [a -> a] -> a
```

Exercise 4 (12 Points)

1. Consider the following λ -expressions. Indicate which occurrences of variables are bound and which ones are free in the expressions.

(a) $(\lambda a b . c a b) a b (\lambda c d . d c) (\lambda e f . f)$

(b) $((\lambda u v . \lambda w . w (\lambda x . x(u)) (v)) (y)) (\lambda z . \lambda y . z(y))$

(c) $(\lambda y . \lambda x . z(x(\lambda x . y(z)))) (\lambda z . y(x(z)))$

2. Reduce the following λ -expression to its normal form if possible

$(\lambda x y . y x) (\lambda x y . y x) (\lambda x . x x) (\lambda y . y)$

Answer:

$(\lambda a b . c a b) a b (\lambda c d . d c) (\lambda e f . f)$

$(\lambda a b . f b b) f f (\lambda c d . b b) (\lambda e f . b)$

$((\lambda u v . \lambda w . w (\lambda x . x(u)) (v)) (y)) (\lambda z . \lambda y . z(y))$

$((\lambda u v . \lambda w . b (\lambda x . b(b)) (b)) (f)) (\lambda z . \lambda y . b(b))$

$(\lambda y . \lambda x . z(x(\lambda x . y(z)))) (\lambda z . y(x(z)))$

$(\lambda y . \lambda x . f(b(\lambda x . b(f)))) (\lambda z . f(f(b)))$

$(\lambda x y . y x) (\lambda x y . y x) (\lambda x . x x) (\lambda y . y)$

$(\lambda x . x x) (\lambda x y . y x) (\lambda y . y)$

$(\lambda x y . y x) (\lambda x y . y x) (\lambda y . y)$

$(\lambda y . y) (\lambda x y . y x)$

$(\lambda x y . y x)$

Exercise 5 (12 Points)

Suppose you have a small JavaScript program with a database of people:

```
var alice = Object.create(person);  
alice.name = "Alice";  
alice.age = 22;
```

```
var bob = Object.create(person);  
bob.name = "Bob";  
bob.age = 29;
```

```
var cyril = Object.create(person);  
cyril.name = "Bob";  
cyril.age = 45;
```

1. What is the prototype of Alice, Bob and Cyril?

Answer:

Person

2. Lets say Cyril is a manager. A manager has to be responsible. How would make Cyril (only Cyril, not Alice and Bob) respond to the message `isResponsible`?

Answer:

```
manager.isResponsible = function() {  
    alert("I am very responsible");  
}
```

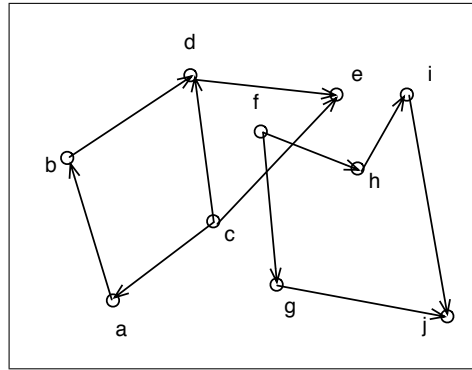
3. Bob wants to be manager as well, so he tries to be responsible as well. How would you make Bob to become responsible?

Answer:

```
bob.isResponsible = manager.isResponsible.
```

Exercise 6 (12 Points)

Consider the following directed graph:



Write a Prolog database consisting of the following predicates:

- `line(p1, p2)` that is true iff there is a direct connection from `p1` to `p2`.
- `triangle(p1, p2, p3)` that is true iff `p1`, `p2`, and `p3` form a triangle (independent of the connection directions).
- `quadrangle(p1, p2, p3, p4)` that is true iff `p1`, `p2`, `p3`, and `p4` form a quadrangle (independent of the connection directions).
- `reachable(p1, p2)` that is true iff there is a directed path from `p1` to `p2` (i.e. iff `p2` is reachable from `p1` respecting the connection directions).

Answer:

```
connection(A,B) :- line(A,B); line(B,A).  
in(X, [X|_]).  
in(X, [_|L]) :- in(X,L).
```

```
line(a,b).  
line(b,d).  
line(c,a).  
line(c,d).  
line(c,e).  
line(d,e).  
line(f,g).  
line(f,h).  
line(g,j).  
line(h,i).  
line(i,j).
```



```
triangle(A,B,C) :- connection(A,B), connection(B,C), connection(C,A).
```

```
quadrangle(A,B,C,D) :- connection(A,B), connection(B,C),  
                        connection(C,D), connection(D,A),  
                        not(in(D,[A,B,C])).
```

```
reachable(X,Y) :- line(X,Y).
```

```
reachable(X,Y) :- line(X,Z), reachable(Z,Y).
```

Points

Exercise 1

Task	Points	Score
1	2	
2	2	
3	2	
4	2	
5	2	
6	2	
7	2	
8	2	
9	2	
10	2	
Total	20	

Exercise 2

Task	Points	Score
1	6	
Total	6	

Exercise 3

Task	Points	Score
1	6	
2	6	
2	6	
Total	18	

Exercise 4

Task	Points	Score
1(a)	2	
1(b)	2	
1(c)	2	
2	6	
Total	12	

Exercise 5

Task	Points	Score
1	3	
2	3	
3	3	
4	3	
Total	12	

Exercise 6

Task	Points	Score
a	3	
b	3	
c	3	
d	3	
Total	12	

TOTAL

Exercise	Points	Score
1	20	
2	6	
3	18	
4	12	
5	12	
6	12	
Total	80	