

# NINTH QUIZ

You have 15 minutes from the start of class to complete this quiz. Read the questions with care; work with deliberate speed. Don't give us more than we ask for. The usual instructions apply. Good luck!

## Problem 1 (3 points)

On the Deus X machine, one machine word consists of 4 bytes, or 32 bits.

- (a) What's the largest number you can represent in one machine word on the Deus X, if you represent the number as ASCII characters?
- (b) What's the largest number you can represent in one machine word on the Deus X, if you represent the number using binary-coded decimal (BCD)?
- (c) What's the largest number you can represent in one machine word on the Deus X, if you represent the number as a binary number? To save you the time of doing the actual arithmetic, just circle (i), (ii), or (iii):  
(i) over 100,000,000; (ii) over 65,535 but under 100,000,000; (iii) 65,535.

## Problem 2 (6 points)

Suppose we define a four-element vector as follows:

```
(define V (vector "turkey" "cranberry" "pumpkin" "yam"))
```

|        |           |         |     |
|--------|-----------|---------|-----|
| turkey | cranberry | pumpkin | yam |
|--------|-----------|---------|-----|

- (a) (1 point) For each element in the table above, show its element number (i.e., its index or the subscript).

- (b) (2 points) What is the value of each of these expressions?

```
(vector-ref V 3)
```

```
(vector-ref V 0)
```

```
(vector-length V)
```

```
(vector? (vector-ref V 1))
```

- (c) (1 point) Change your drawing above to show what happens when Scheme evaluates this expression:

```
(vector-set! V 3 "sweet potato")
```

- (d) (2 points) What is the value of the following expression? Draw a box diagram as above.

```
(build-vector 6 (lambda (n) (* n n)))
```

**Problem 3** (11 points)

We have distributed a version of the restaurant program with this exam.

- (a) (1 point) What data structure does the program use to represent the collection of restaurants? (A couple of words is enough.)
- (b) (2 points) What algorithm does this program use to remove restaurants from the collection? (Just give the name of the algorithm—two words are enough.)
- (c) (2 points) Which of the following best characterizes how this removal algorithm works? (Circle the one best answer.)
- A. The number of copies of the deleted restaurant is reduced by one.
  - B. The structure you described in part (a) is rearranged so that the next node in order replaces the node to be deleted.
  - C. The deleted restaurant isn't actually deleted; the program still stores it, but marks it as gone.
  - D. It is not possible to remove a restaurant; the "r" command is ignored.
- (d) (2 points) What happens in this program when the user adds a restaurant whose name is the same as a restaurant that's already in the collection? (It's possible to answer this in just a couple of words.)
- (e) Two of the collection functions do a full traversal of the collection, processing every item.
- (e.1) (2 points) What are the names of those two functions?
- (e.2) (2 points) One of them does an inorder traversal and one does a preorder traversal. Which is which?