

Quiz 1

out of 109 points

Print your name on the line below.

Do not turn this page over until told by the staff to do so.

This quiz is "closed-book." However, you may utilize during the quiz one two-sided page (8.5" × 11") of notes, typed or written, and a pen or pencil, nothing else.

Scrap paper is included at this document's end.

Unless otherwise noted, you may call any functions we've encountered this term in code that you write.

You needn't comment code that you write, but comments may help in cases of partial credit.

If running short on time, you may resort to pseudocode for potential partial credit.

Circle your teaching fellow's name.

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final score out of 109

Stack Attack.

Consider the (global) declaration and initialization of a stack for integers, below, wherein `CAPACITY` is some constant.

```
struct
{
    int data[CAPACITY];
    int size;
}
stack;
stack.size = 0;
```

Note the absence of `typedef`. With the above, we're simply declaring one global `struct` called `stack`, whose `size` is initially 0.

0. (4 points.) Complete the implementation of `push`, below, in such a way that the function pushes `datum` on top of `stack` if not already at capacity. Upon success, the function should return `true`. Upon failure (e.g., `stack` is at capacity), the function should return `false`.

```
bool push(int datum)
{
```

1. (4 points.) Complete the implementation of `pop`, below, in such a way that the function pops off the topmost integer from `stack`. Upon success, the function should store that integer at the address in `location` and then return `true`. Upon failure, the function should return `false`, without changing the value at the address in `location`. You may assume that `location` will be a valid non-NULL pointer.

```
bool pop(int* location)
{
```

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initials

Hash this out.

Consider the (global) definition below of a hash table for English words, each of whose characters is a letter of the English alphabet. Assume that each of the pointers in `table` will be initialized to `NULL`.

```
typedef struct node
{
    char* word;
    struct node* next;
}
node;

node* table[26];
```

2. (2 points.) Consider the hash function below, which assumes that `word` is a string of non-zero length, each of whose characters is a letter of the English alphabet.

```
int hash(const char* word)
{
    return (toupper(word[0]) - 'A');
```

While simple (and thus fast to compute), this hash function isn't necessarily the best. Critique this hash function, identifying and explaining a downside.

3. (4 points.) Suppose that `table` has been implemented without any sort of counter (i.e., variable) for keeping track of the number of words that have been inserted into `table`. And so the only way to determine the size of (i.e., number of words in) `table` is to traverse the whole structure. Complete the implementation of `size`, below, in such a way that the function determines and returns the number of words in `table`.

```
unsigned int size(void)
{
```

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initials

Trie this.

4. (4 points.) Consider the (global) definition below of a case-insensitive trie for English words, each of which is entirely alphabetical.

```
typedef struct node
{
    bool word;
    struct node* children[26];
}
node;

node* trie = NULL;
```

Suppose that `trie` has been implemented without any sort of counter (i.e., variable) for keeping track of the number of words in `trie`. And so the only way to determine the size of (i.e., number of words in) `trie` is to traverse the whole structure. Complete the implementation of `size`, below, in such a way that, when passed `trie`, the function returns the number of words in `trie`.

```
unsigned int size(node* n)
{
```

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initials

Grammatically Correct.

Recall that HTTP messages adhere to a "grammar," which is to say that they're formatted according to a set of rules, patterns that web servers and web browsers can parse. Consider the (simplified) grammar below, wherein any underlined symbol is further defined by some other rule. Know that `CRLF` represents `\r\n`, that `SP` represents a single white space, that `*` means "zero or more" (of whatever's in parentheses), that `/` means "or" and that square brackets mean something's optional.

```
HTTP-message    = start-line
                  *( header-field CRLF )
                  CRLF
                  [ message-body ]

start-line       = request-line / status-line

request-line     = method SP request-target SP HTTP-version CRLF

request-target   = absolute-path [ "?" query ]

status-line      = HTTP-version SP status-code SP reason-phrase CRLF

header-field     = field-name ":" field-value
```

5. (5 points.) Consider the HTTP message below.

```
GET /register.php?name=David&dorm=Matthews+Hall HTTP/1.1
Host: localhost
```

Parse the message by completing the table below, writing to the right of each symbol the substring to which it corresponds. We've parsed `start-line` for you.

<code>start-line</code>	GET /register.php?name=David&dorm=Matthews+Hall HTTP/1.1
<code>request-line</code>	
<code>method</code>	
<code>request-target</code>	
<code>HTTP-version</code>	
<code>absolute-path</code>	
<code>query</code>	
<code>header-field</code>	
<code>field-name</code>	
<code>field-value</code>	

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initials

6. (4 points.) Consider the HTTP message below.

```
HTTP/1.1 200 OK
Content-Type: application/json

{"symbol":"FREE","name":"FreeSeas Inc.","price":0.15}
```

Parse the message by completing the table below, writing to the right of each symbol the substring to which it corresponds. We've parsed `start-line` for you.

start-line	HTTP/1.1 200 OK
status-line	
HTTP-version	
status-code	
reason-phrase	
header-field	
field-name	
field-value	
message-body	

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initials

Better GET permission. (2 points each.)

Consider the hierarchical listing of directories and files below, between whose square brackets are the directories' and files' permissions.

```
[drwxr-xr-x] /
|-- [drwxr-xr-x] home
|   |-- [drwx--x--x] jharvard
|       |-- [drwx--x--x] vhosts
|           |-- [drwx--x--x] localhost
|               |-- [drwx--x--x] public
|                   |-- [drwx-----] img
|                       |-- [-rw-r--r--] ajax-loader.gif
|                           |-- [-rw-r--r--] index.html
|                               |-- [-rw-----] quote.php
```

For each of the HTTP request lines below, state what the status code in the server's response would be and why it would be so. Assume that the web server's root is `/home/jharvard/vhosts/localhost/public`.

7. GET / HTTP/1.1

8. GET /index.html HTTP/1.1

9. GET /quote.html HTTP/1.1

10. GET /img/ajax-loader.gif HTTP/1.1

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initials

Delete cookies?!

Recall that a web server might respond to an HTTP request with lines like the below.

```
HTTP/1.1 200 OK
Set-Cookie: PHPSESSID=3vt2ut4vtr9mh2e3il83fcsln6; path=/
Content-Type: text/html
```

11. (2 points.) Exactly what is a cookie?
12. (2 points.) Explain the relationship between `PHPSESSID` and `$_SESSION`.
13. (2 points.) In the earliest days of online advertising, to "pixel" a site meant embedding a 1-pixel image (that's effectively invisible) from an advertiser's server (e.g., `example.com`) in each of a site's pages in order to keep track of the pages a user has visited. For instance, an advertiser might include on each page an HTML tag like the below.

```

```

Using your knowledge of HTTP, explain how such a tag might indeed enable an advertiser to track a user not only across one site's pages but across multiple sites that an advertiser has been allowed to pixel.

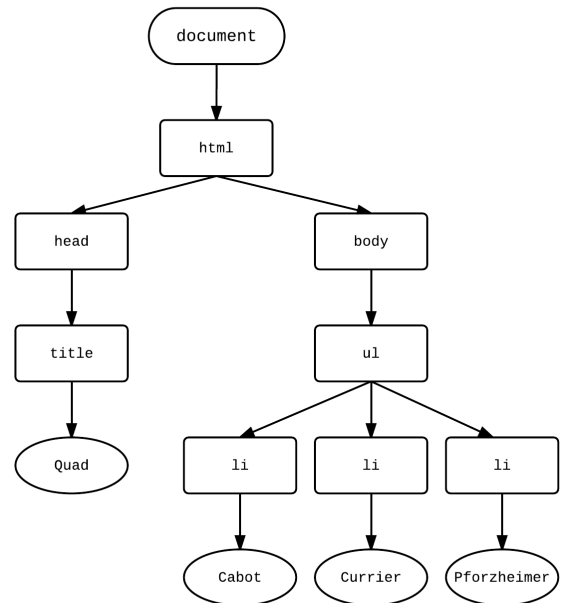
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initials

DOM, DOM DOM DOM.

14. (6 points.) Recall that an HTML document can be represented in memory with a DOM tree whose nodes represent the document's elements and text (and more). For instance, the HTML below at left can be represented with the DOM tree below at right, wherein rectangles represent elements (i.e., tags) and ovals represent text.

```
<!DOCTYPE html>

<html>
  <head>
    <title>Quad</title>
  </head>
  <body>
    <ul>
      <li>Cabot</li>
      <li>Currier</li>
      <li>Pforzheimer</li>
    </ul>
  </body>
</html>
```



Assume that, when implemented as a `struct` called `node` in C, a DOM node for elements has these fields: `childNodes`, via which the `node`'s children can be accessed; `nextSibling`, via which a `node`'s next sibling can be accessed; and `nodeName`, which is the name of a `node` (e.g., "title"). Complete the implementation of `node`, below, by specifying types for each of these fields. (You may add additional fields as well if needed.) Explain in comments why you have chosen the types that you have for each of your fields.

```
typedef struct node
{
```

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initials

Frosh IMs.

Consider the HTML below.

```
<!DOCTYPE html>

<html>
  <head>
    <script src="http://code.jquery.com/jquery-latest.min.js"></script>
    <script src="/scripts.js"></script>
    <title>Frosh IMs</title>
  </head>
  <body>
    <form action="/register.php" id="registration" method="get">
      <input id="name" name="name" placeholder="Name" type="text"/>
      <br/>
      <select id="dorm" name="dorm" size="1">
        <option value="">Dorm</option>
        <option value="Matthews Hall">Matthews Hall</option>
        <option value="Other">Other</option>
      </select>
      <br/>
      <input type="submit" value="Register"/>
    </form>
  </body>
</html>
```

15. (2 points.) Suppose that David from Matthews Hall submits this form. Complete the request line, below, of the HTTP request that the form's submission will generate.

GET

16. (4 points.) Complete the implementation of `scripts.js`, below, in such a way that it prevents the form's submission if a user fails to input a name or select a dorm.

```
$(function() {
```

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initials

Having said that...

Consider the remarks below, each of which sounds like an advantage but is not without an underlying disadvantage too. Complete each of the remarks, making clear the price paid (i.e., tradeoff) for the advantage.

17. (2 points.) Client-side validation of users' input into forms is generally faster than server-side validation, since you don't need to wait for a server's response. Having said that...

18. (2 points.) It often takes less time to implement a program in PHP than in C. Having said that...

19. (2 points.) A sorted array supports binary search whereas a sorted linked list does not. Having said that...

Why bother?

20. (2 points.) Why bother with hash tables with separate chaining? They're more complicated to implement than linked lists, and lookups are still in $O(n)$.

21. (2 points.) Why bother with external CSS files (e.g., `styles.css`) when you can just add a `style` attribute to HTML elements?

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World Wide Wait.

22. (8 points.) Suppose that a user types `https://bankofamerica.com/` into his or her browser's address bar for the first time ever and then hits Enter. Explain, in a short paragraph, the process by which Bank of America's home page is retrieved, using each of the eight (8) terms below at least once in your explanation in such a way that your understanding of each is clear. Underline every instance of each term in your paragraph.

DNS · HTML · HTTP · HTTPS · IP address · port · router · TCP

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initials

Design Decisions.

For each pair below, x versus y , argue in no more than two sentences when you should use x rather than y (or, if you prefer, y rather than x).

23. (2 points.) `CHAR` versus `VARCHAR`

24. (2 points.) `DECIMAL` versus `FLOAT`

25. (2 points.) `GET` versus `POST`

26. (2 points.) `NULL` versus `'\0'`

27. (2 points.) CSV file versus SQL table

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Hi, SQL.

28. (8 points.) Suppose that every student in Harvard's SQL database has a unique id, a unique email address, a name, and a house (i.e., dorm). Complete the schema below by providing a type, a length (if applicable), and an index (if appropriate) for each of the fields. Assume that this table shall be the only table in the database.

Name	Type	Length	Index
<input type="text" value="id"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="email"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="name"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="house"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

29. (4 points.) Suppose that President Skroob (whose id in a database is 6) wants to add one (1) share of FreeSeas Inc. (whose symbol is FREE) to his portfolio. Consider the code for this transaction below, where `query` behaves as it did in Problem Set 7 and Problem Set 8.

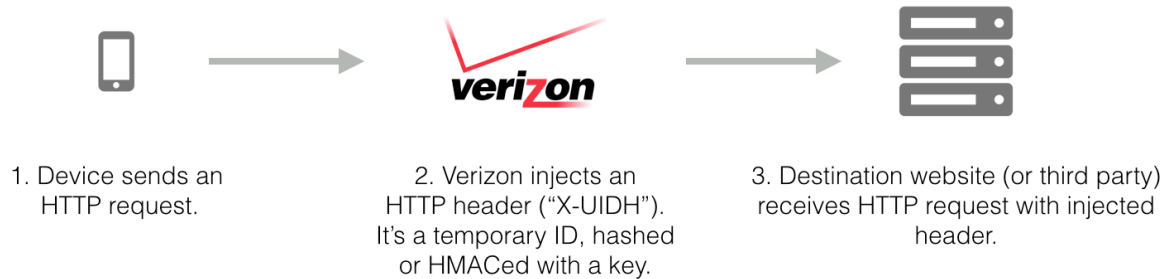
```
$rows = query("SELECT shares FROM portfolios WHERE id = 6 AND symbol = 'FREE'");
if (count($rows) == 0)
{
    query("INSERT INTO portfolios (id, symbol, shares) VALUES(6, 'FREE', 1)");
}
else
{
    query("UPDATE portfolios SET shares = shares + 1 WHERE id = 6 AND symbol = 'FREE'");
}
```

Unfortunately, this code is vulnerable to a "race condition," much like a refrigerator that's run out of milk! Explain the bug in this code and propose how to fix.

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Supercookie!

Consider the (simplified) depiction below of how Verizon's "supercookies" appear to work (courtesy of Jonathan Mayer at Stanford).



30. (2 points.) Even though Verizon isn't injecting a `Set-Cookie` or `Cookie` header into devices' HTTP requests, in what way is Verizon's `X-UIDH` header nonetheless similar to a cookie?

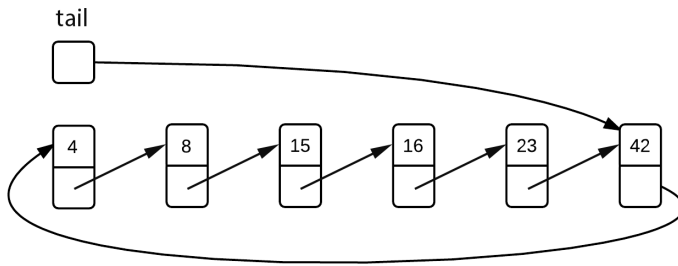
31. (2 points.) In what sense is Verizon's `X-UIDH` header a "supercookie," different from a typical cookie?

32. (2 points.) Is Verizon able to inject its `X-UIDH` header into HTTPS requests? Why or why not?

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Full Circle.

Suppose that a queue for integers is implemented with a circular singly-linked list, whose tail is linked to its head, as per the example below, wherein 4 is at the front (i.e., head) of the queue and 42 is at the end (i.e., tail) of the queue. An upside of this representation is that only one global pointer (to the queue's tail), herein called `tail`, is required to maintain the structure efficiently.



Suppose that a node in this queue is defined per the below.

```
typedef struct node
{
    int datum;
    struct node* next;
}
node;
```

And suppose that the global pointer to the queue's tail is declared per the below.

```
node* tail = NULL;
```

33. (4 points.) Consider the buggy implementation of `dequeue`, below, that's supposed to dequeue (i.e., remove) the `datum` at the beginning (i.e., head) of the queue. Upon success, the function is supposed to store the dequeued `datum` at the address in `location` and then return `true`. Upon any error, the function is supposed to return `false`, without changing the value at the address in `location`.

This implementation tends to work fine for a while but eventually segfaults, even when `location` is a valid pointer. Identify the source of the bug and propose via code or comments how to fix.

```
bool dequeue(int* location)
{
    if (location == NULL)
    {
        return false;
    }
    if (tail == NULL)
    {
        return false;
    }
    node* head = tail->next;
    *location = head->datum;
    tail->next = head->next;
    free(head);
    return true;
}
```

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initials

34. (6 points.) Complete the implementation of `enqueue`, below, in such a way that it adds `datum` to the end (i.e., tail) of the queue in $O(1)$ time. Upon success, the function should return `true`. Upon any error, the function should return `false`, without changing the queue.

```
bool enqueue(int datum)
{
```

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points off
initials

