

Quiz 0

out of 85 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.

Unless otherwise specified, just a few sentences suffice when asked to explain.

Circle your teaching fellow's name.

Abby Lyons	Emily Houlihan	Larry Guo	Pulak Goyal
Alex Goldberg	Eric Ouyang	Larry Zhang	Rob Bowden
Alex Pong	Eric Twark	Leila Hofer	Robbie Gibson
Ali Monfre	Ezra Zigmond	Linda Song	Robert Krabek
Anita Xu	Filip Bujaroski	Marcus Powers	Ross Rheingans-Yoo
Annaleah Ernst	George Zhang	Maria Zlatkova	Sam Cheng
Arianna Benson	Hannah Blumberg	Mark Grozen-Smith	Samuel Green
Brian Arroyo	Henrique Vaz	Michael Ge	Thomas Lively
Camille Rekhson	Isaac Xia	Michael Patterson	Tim Tamm
Carlos Mendizabal	Jessica Zhu	MJ Richardson	Travis Yeh
Chris Lim	Jon Kim	Neel Mehta	Victor Domene Ribeiro dos Santos
Collin Styring	Jordan Canedy	Nicholas Larus-Stone	Walter Martin
Daven Farnham	Jordan Hayashi	Nick Joseph	Winnie Wu
David Armenta	Karl Otness	Patrick Pan	Zack Chauvin
David Hughes	Kevin Dong	Peter Chang	
Doug Lloyd	Kyle Kwong	Peter Jin	

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final score out of 85

Short sorts.

Suppose that the goal at hand is to sort, from left to right, smallest to largest, the array of integers below with some algorithm:

2	5	4	1	6	3
---	---	---	---	---	---

0. (2 points.) Suppose that bubble sort is used to sort the array. Exactly what does the array look like after just one iteration of bubble sort's outer loop?

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1. (2 points.) Suppose that selection sort is used to sort the (original) array. Exactly what does the array look like after just one iteration of selection sort's outer loop?

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2. (2 points.) Suppose that insertion sort is used to sort the (original) array. Exactly what does the array look like after just one iteration of insertion sort's outer loop?

--	--	--	--	--	--

Small problem.

3. (2 points.) Consider the program below.

```
#include <cs50.h>
#include <stdio.h>

int main(void)
{
    string s = "cs50";
    int size = sizeof(s);
    printf("%i", size);
}
```

Suppose that this program, when executed, outputs 8, even though "cs50" has only four characters. Why, then, is 8 outputted?

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Role reversal.

4. (4 points.) Consider the email below from Rob.

From: Rob Bowden
Date: Wed, 14 Oct 2015 04:00:00 -0400
Subject: segfault

okay so i wrote this program that segfaults every time i try to run it with a command-line argument:

```
#include <stdio.h>

int main(int argc, char* argv[])
{
    // print out all command-line arguments except program's name
    for (int i = 1; i != 0; i++)
    {
        printf("%s\n", argv[i]);
    }
}
```

any ideas as to why? lol it's late. thx
r0bz

Write back to Rob, explaining why his code is segfaulting and how he can fix it.

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5. (4 points.) Consider the email below from Jason.

From: Jason Hirschhorn
Date: Wed, 14 Oct 2015 12:59:59 -0400
Subject: Sorting

Hey, so I know you mentioned that the pseudocode I wrote for bubble sort is inefficient, but I don't see what the problem is. $_ _ (\Psi) _ / _$ Mind letting me know what about my implementation makes it less efficient than it could be? I do want to stick with bubble sort, though. I just want to make it a bit better.

```
for i = 0 to i = n-2
  for j = 0 to j = n-2
    if array[j] > array[j+1]
      swap array[j] with array[j+1]
```

Thanks! <3

Write back to Jason, explaining why his implementation of bubble sort isn't as efficient as it could be and how he could improve it (without switching to some other algorithm altogether).

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Dollar store.

Consider the program below, which is intended to print \$0.00 through \$0.99, line by line.

```
#include <stdio.h>

int main(void)
{
    for (float f = 0.00; f != 1.00; f += 0.01)
    {
        printf("$%.2f\n", f);
    }
}
```

6. (2 points.) Unfortunately, when executed, this program loops infinitely, printing not only \$0.00 through \$0.99 but also \$1.00, \$1.01, and beyond, line by line. Explain why it does not, in fact, stop after \$0.99.

7. (2 points.) In the space below, complete the re-implementation of the function in such a way that it does, in fact, print only \$0.00 through \$0.99, line by line.

```
#include <stdio.h>

int main(void)
{
```

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CS50 Library 2.0.

8. (6 points.) Suppose that we'd like to add to the CS50 Library a function that copies a string. Complete the implementation of `CopyString`, below, in such a way that the function returns a character-for-character copy of `s`, with the copy's characters in their own block of dynamically allocated memory, terminated with `'\0'`. Return the copy (i.e., the address of the copy's first byte) unless some error occurs, in which case return `NULL`. Assume that `s` will not be `NULL`.

```
char* CopyString(char* s)
{
```

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9. (4 points.) Suppose that we'd like to add to the CS50 Library a function that gets two integers from a user. Even though a function in C can return no more than one value, a function can take multiple arguments. If those arguments are pointers, a function can effectively return multiple values by changing the values to which those pointers point!

Complete the implementation of `GetInts` below in such a way that the function gets two integers from a user, storing the first at the address in `a` and the second at the address in `b`. Assume that neither `a` nor `b` will be `NULL`. And you are welcome to call `GetInt`.

```
#include <cs50.h>
#include <stdio.h>

void GetInts(int* a, int* b);

int main(void)
{
    int x, y;
    GetInts(&x, &y);
    printf("x is %i, y is %i\n", x, y);
}

void GetInts(int* a, int* b)
{
```

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Wtf.

Consider the program below.

```
#include <cs50.h>
#include <ctype.h>
#include <stdio.h>

char f(char c)
{
    if (isalpha(c))
    {
        return c & 0xdf;
    }
    else
    {
        return c;
    }
}

int main(void)
{
    printf("%c\n", f(GetChar()));
}
```

10. (2 points.) Suppose that a user inputs `a` followed by Enter when prompted by `GetChar`. What would this program print? Recall that the ASCII value of `a` is 97 in decimal.

11. (2 points.) Suppose that a user inputs `A` followed by Enter when prompted by `GetChar`. What would this program print? Recall that the ASCII value of `A` is 65 in decimal.

12. (1 point.) What would be a more appropriate, descriptive name for `f` that makes clear its behavior? Note that `'a' - 'A'` is 32, as is `'z' - 'Z'`.

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Cost-benefit analysis.

13. (9 points.) For each of the design decisions below, **X** instead of **Y**, cite one benefit and one cost of using **X** instead of **Y**.

	benefit	cost
linked list instead of array		
merge sort instead of insertion sort		
binary search instead of linear search		

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Searching and sorted.

14. (7 points.) Consider the incomplete implementation of `search`, below, to which line numbers have been added for the sake of discussion. Complete the implementation by filling the blanks in lines 2, 14 and 18.

```
1  /**
2   * Searches sorted array of given length for value in O(_____)
3   * time.
4   */
5  bool search(int value, int* array, int length)
6  {
7      if (length == 0)
8      {
9          return false;
10     }
11     int middle = length / 2;
12     if (value < array[middle])
13     {
14         return search(_____, _____, _____);
15     }
16     else if (array[middle] < value)
17     {
18         return search(_____, _____, _____);
19     }
20     else
21     {
22         return true;
23     }
24 }
```

15. (4 points.) Complete the implementation of `sorted`, below, in such a way that the function returns `true` if an array of some length is already sorted from smallest to largest, else it returns `false`. Consider an empty array to be sorted. Assume that `length` will not be negative.

```
bool sorted(int array[], int length)
{
```

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Jack is back.

16. (2 points.) Recall that Jack wears the same clothes every day. When he removes his clothes, including his socks, he immediately washes them and then puts them away in a box. Come the next morning, up he does hop. He goes to the box and gets his clothes off the top. Suffice it to say Jack keeps his clothes in a stack! Explain why Jack's friend, Lou, instead recommends a queue.

17. (4 points.) Suppose that a stack for integers is defined per the below, wherein `numbers` is an array for the stack's integers, `CAPACITY` (a constant) is the stack's capacity (i.e., maximal size), and `size` is the stack's current size.

```
typedef struct
{
    int numbers[CAPACITY];
    int size;
}
stack;
```

Complete the implementation of `push` below in such a way that it pushes `n` onto a stack, `s`, if `s` isn't already full. Assume that `s` has been declared globally. Consider `s` full only if its `size` equals `CAPACITY`. No need to return a value, even if `s` is full. Your implementation should operate in constant time.

```
void push(int n)
{
```

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18. (4 points.) Suppose that a queue for integers is defined per the below, wherein `numbers` is an array for the queue's integers, `CAPACITY` (a constant) is the queue's capacity (i.e., maximal size), `size` is the queue's current size, and `front` is the index of the integer at the front of the queue.

```
typedef struct
{
    int front;
    int numbers[CAPACITY];
    int size;
}
queue;
```

Complete the implementation of `enqueue` below in such a way that it inserts `n` into a queue, `q`, if `q` isn't already full. Assume that `q` has been declared globally. Consider `q` full only if its `size` equals `CAPACITY`. No need to return a value, even if `q` is full. Your implementation should operate in constant time.

```
void enqueue(int n)
{
```

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(Re)curses.

19. (2 points.) Consider the program below. Recall that an `unsigned int` is just a non-negative integer.

```
#include <stdio.h>

void f(unsigned int i)
{
    if (i / 10 != 0)
    {
        f(i / 10);
    }
    printf("%i", i % 10);
}

int main(void)
{
    f(123);
}
```

Exactly what does this program print when executed?

Bold claims. (2 points each.)

For each of the claims below, explain why it is true or not true.

20. "An algorithm that runs in $O(\log n)$ time is always faster than an algorithm that runs in $O(n^2)$ time."
21. "Linear search is in $\Omega(1)$."
22. "Selection sort is in $\Omega(n^2)$."

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initials

OIC.

23. (4 points.) You may have noticed that products in stores tend to have Universal Product Codes (UPCs), numbers (represented with barcodes) that uniquely identify them and allow cashiers to scan them at checkout. Consider, for instance, the below UPC from a 5-pound bag of Smarties (i.e., America's Favorite Candy Roll). Ignore the gaps between the UPC's numbers; the barcode represents 011206005003.



It turns out that if the UPC for some package of Smarties starts with 011206, then the candy was manufactured in a facility that's gluten-free. Complete the implementation of `gf` below in such a way that the function returns `true` if and only if `code`, inputted by a cashier as a `string` (e.g., "011206005003"), starts with 011206. Assume that `code` will be entirely numeric and of length 12.

```
#include <cs50.h>
#include <stdio.h>
#include <string.h>

bool gf(string code);

int main(void)
{
    if (gf(GetString()))
    {
        printf("gluten-free\n");
    }
    else
    {
        printf("not gluten-free\n");
    }
}

bool gf(string code)
{
```

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Similar but different. (2 points each.)

For each of the pairs below, *X* versus *Y*, distinguish *X* from *Y*, making clear the meaning of each.

24. local variable versus global variable

25. `NULL` versus `'\0'`

26. stack versus heap

27. `#include <cs50.h>` versus `-lcs50`

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initials

