6.001 Jeopardy

scheme expressions	data	evaluation	environment model	computing theory	terminology	not on the final
<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>
200	200	200	200	200	200	200
300	300	300	300	300	300	300
<u>400</u>	400	400	400	<u>400</u>	<u>400</u>	<u>400</u>
<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>

Final Jeopardy

Scheme Expressions: 100

These are the two methods which may be called on any object in the object-oriented programming system from Project 4.

Scheme Expressions: 100

These are the two methods which may be called on any object in the object-oriented programming system from Project 4.

* What are IS-A and TYPE?

back to contents

Scheme Expressions: 200

This is printed in response to the second expression:

```
(define f
  (lambda (/)
        (lambda (a b)
            (b / a))))
((f 6) 2 -)
```

Scheme Expressions: 200

This is printed in response to the second expression:

* What is 4?

Scheme Expressions: 300

The usual name for the built-in Scheme function computed by this procedure:

```
(define (what? p x)
  (fold-right
     (lambda (a b)
        (cons (p a) b))
     nil x))
```

Scheme Expressions: 300

The usual name for the built-in Scheme function computed by this procedure:

```
(define (what? p x)
  (fold-right
    (lambda (a b)
        (cons (p a) b))
    nil x))
```

* What is map?

back to contents

Scheme Expressions: 400

If double is a procedure that takes a procedure of one argument and returns a procedure that applies the original procedure twice, this is the value returned by:

```
(((double (double double)) inc) 5)
```

Scheme Expressions: 400

If double is a procedure that takes a procedure of one argument and returns a procedure that applies the original procedure twice, this is the value returned by:

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(((double (double double)) inc) 5)
```

* What is 21?

back to contents

Scheme Expressions: 500

This function of one argument, an infinite stream, produces as output an infinite stream whose values are the pair-wise averages of the input stream. e.g.

```
(smooth <stream 1 3 6 2 ... >)
-> <stream 2 4.5 4 ... >
```

Scheme Expressions: 500

* What is

Data: 100

The number of cons cells in the following data structure:

```
(list (cons (list 1 2) (list)) 3)
```

Data: 100

The number of cons cells in the following data structure:

```
(list (cons (list 1 2) (list)) 3)
```

* What is 5?

back to contents

Data: 200

A mathematical description for the stream:

Data: 200

A mathematical description for the stream:

* What are the powers of two?

back to contents

Data: 300

It is the printed value of the last expression:

```
(define x '(a b x))
(define y (list x x (list 'x x)))
(set-cdr! (cdr y) (list (quote x)))
y
```

Data: 300

It is the printed value of the last expression:

```
(define x `(a b x))
(define y (list x x (list `x x)))
(set-cdr! (cdr y) (list (quote x)))
y
```

* What is ((abx)(abx)x)?

Daily Double!

Data: 400

This scheme code (which doesn't use quotation) would print out as:

```
((1.2)3.4)
```

Data: 400

This scheme code (which doesn't use quotation) would print out as:

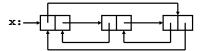
```
((1.2)3.4)
```

* What is (cons (cons 1 2) (cons 3 4))?

back to contents

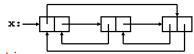
Data: 500

The scheme expression(s) needed to create this data structure:



Data: 500

The scheme expression(s) needed to create this data structure:



* What is

```
hat is
    (define x (list 1 2 3))
    (set-car! x (cddr x))
    (set-car! (cdr x) x)
    (set-car! (cddr x) (cdr x))
    (set-car! (cddr x) x) ?
    back to contents
```

Evaluation: 100

The value of the following expression:

Evaluation: 100

The value of the following expression:

* What is (4 3) ?

back to contents

Evaluation: 200

The number of times m-eval is invoked when the following expression is entered into the evaluator:

```
((lambda (x) (* x 2)) 3)
```

Evaluation: 200

The number of times m-eval is invoked when the following expression is entered into the evaluator:

```
((lambda (x) (* x 2)) 3)
```

* What is 7: combination, lambda, 3, (* x 2), *, x, 2 ?

back to contents

Evaluation: 300

Using this type of evaluation some constructs (such as *if*, and, & or) would not need to be special forms.

Evaluation: 300

Using this type of evaluation some constructs (such as *if*, and, & or) would not need to be special forms.

* What is normal order/lazy application?

back to contents

Evaluation: 400

The result of evaluating this expression:

Evaluation: 400

The result of evaluating this expression:

* What is an infinite loop?

back to contents

Evaluation: 500

The correct matching of the following three expressions:

- A: In applicative order...
- B: In normal order without memoization...
- C: In normal order with memoization...
- ...the arguments passed in to a combination...
 - 1: ... are evaluated at most once.
 - 2: ... are evaluated exactly once.
 - 3: ... may be evaluated many times or not at all.

Fyaluation: 500

The correct matching of the following three expressions:

* What is A-2, B-3, C-1?

back to contents

Environment Model: 100

If you program without these, the order of evaluation is not important and the substitution model is sufficient. Repeated evaluation of sub-expressions may affect performance, but not the resulting value.

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* What is a side effect?

back to contents

Environment Model: 200

The opposite of syntax, changing this may affect how the environment model is drawn.

Environment Model: 200

The opposite of syntax, changing this may affect how the environment model is drawn.

* What are the semantics of a language?

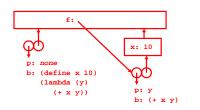
back to contents

Environment Model: 300

The environment diagram resulting from the evaluation of this expression:

Environment Model: 300

What is:



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Environment Model: 400

Under dynamic scoping, the value of the last expression below:

```
(define op square)
(define (foo op) (op a))
(define a 4)
(let ((a 9)
          (op (lambda (x) x)))
      (foo sqrt))
```

Environment Model: 400

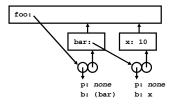
Under dynamic scoping, the value of the last expression below:

* What is 3?

back to contents

Environment Model: 500

This scheme expression results in the following environment diagram:



Environment Model: 500

* What is

back to contents

Computing Theory: 100

The classic example of a non-computable problem.

Computing Theory: 100

The classic example of a non-computable problem.

* What is the halting problem?

back to contents

Daily Double!

Computing Theory: 200

This data structure allows constant time expected query operations on large databases of information.

Computing Theory: 200

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* What is a hash table?

Computing Theory: 300

The order of growth in space and the order of growth in time of this function:

Computing Theory: 300

The order of growth in space and the order of growth in time of this function:

* What is O(n) space and O(n²) time?

back to contents

Computing Theory: 400

The type of this Scheme expression:

```
(define (swap-args f)
  (lambda (x y) (f y x)))
```

Computing Theory: 400

The type of this Scheme expression:

```
(define (swap-args f)
  (lambda (x y) (f y x)))
```

* What is swap-args: (a,b->c) -> (b,a->c)?

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Computing Theory: 500

The order of growth in time and the order of growth in space of this function:

Computing Theory: 500

The order of growth in time and the order of growth in space of this function:

* What is O(n) time and O(log n) space?

Terminology: 100

Any procedure that takes a procedure as an argument or returns a procedure as a value.

Terminology: 100

Any procedure that takes a procedure as an argument or returns a procedure as a value.

* What is a higher-order procedure?

back to contents

Terminology: 200

This type of recursion does not require use of the stack.

Terminology: 200

This type of recursion does not require use of the stack.

* What is tail recursion?

back to contents

Terminology: 300

Shorthand for "the contents of the address portion of the register".

Terminology: 300

Shorthand for "the contents of the address portion of the register".

* What is car?

Terminology: 400

This object-oriented programming technique is often the most concise way to extend the interfaces of several types, although it can be challenging to correctly specify the behavior when names overlap.

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This object-oriented programming technique is often the most concise way to extend the interfaces of several types, although it can be challenging to correctly specify the behavior when names overlap.

* What is multiple inheritance?

back to contents

Terminology: 500

The problem with the following fragment of code:

Terminology: 500

The problem with the following fragment of code:

* What is an abstraction violation?

back to contents

Not on the 6.001 Final: 100

The inner door combo to get into the 6.001 lab.

Not on the 6.001 Final: 100

The inner door combo to get into the 6.001 lab.

* What is 21634*?

Not on the 6.001 Final: 200

The hero of project 4 and his institution.

Not on the 6.001 Final: 200

The hero of project 4 and his institution.

* Who is Hairy Cdr from the Wizard's Institute of Technocracy?

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Not on the 6.001 Final: 300

These guys make origami and download music from Napster and claim it's research.

Not on the 6.001 Final: 300

These guys make origami and download music from Napster and claim it's research.

* Who are Professors Erik Demaine and Frans Kaashoek?

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Not on the 6.001 Final: 400

The architect for our crazy new computer science building.

Not on the 6.001 Final: 400

The architect for our crazy new computer science building.

* Who is Frank O. Gehry?





Not on the 6.001 Final: 500



* Who is Professor Eric Grimson, the 6.001 online lecturer? <u>back to contents</u>

Final Jeopardy

Category:

Capturing local state

Final Jeopardy

This function takes in one argument and returns #t if the argument has the same value as on the previous call to the function and #f otherwise. The first call to the function returns #f.

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Final Jeopardy

```
* What is
```