Name		

CSCI 150 Exam 2 April 24, 2015

The exam has 7 questions worth 14 points each. You get 2 points for free. Sign the Honors Pledge on the back of the last page when you are done. If you have taken this outside of class write your starting and stopping times with the Honor Pledge.

1. Here are definitions of two classes. Give a main() function that creates 3 persons: Hagrid, who is a Person, and Harry and Hermione, who are both Students at Hogwarts school. Make Harry and Hermione be friends.

```
class Person:
        def __init__(self, name):
                self.name = name
                self.friends = []
        def makeFriends(self, other):
                self.friends.append(other)
                other.friends.append(self)
        def __str__(self):
                s = self.name+" is friends with "
                for x in self.friends:
                        s = s + x.name + ""
                return s
class Student(Person):
        def __init__(self, name, school):
                Person.__init__(self, name)
                self.school = school
```

2. What will this program print?

```
class Top:
        def __init__(self, value):
                # value should be a string
                self.value = value
        def __str__(self):
                 return self.value
class A(Top):
        def __init__(self, value):
                Top.__init__(self, value)
        def __str__(self):
                return self.value+self.value
class B(Top):
        def __init__(self,value):
                Top.__init__(self, value)
        def Print(self):
                print( "My value is " + self.value )
def main():
        t = Top("bob")
        a = A("bob")
        b = B("bob")
        print(t, a, b)
main()
```

3. Here is a program with a recursive function. What will this program print?

```
\begin{array}{c} \text{def blah(x):} \\ \text{if } x == 0: \\ \text{return 0} \\ \text{elif x \% 2 == 0:} \\ \text{return 1 + blah(x//2)} \\ \text{else:} \\ \text{return blah(x-1)} \\ \\ \text{def main():} \\ \text{for x in range(0, 9):} \\ \text{print(x, blah(x))} \\ \\ \\ \text{main()} \end{array}
```

4. When I run the following program I get an error on the line print(f)
It says that f isn't defined. **Explain in English what is wrong with this program.**

```
class Foo:
          def __init__(self, f):
     self.value = f
          def Print(self):
                   print(f)
def main():
          F = Foo(23)
          F.Print()
main()
```

5. Here is another bad class definition:

```
class Bar:
                    def __init__(self, x):
                            self.x = x
                    def addOne( ):
                             self.x = self.x + 1
                    def Print( ):
                            print(self.x)
            def main():
                    b = Bar(13)
                    b.addOne()
                    b.Print()
            main()
When I try to run this program I get an error message on the second line in main():
            b.addOne()
The error message says
           TypeError: addOne() takes 0 positional arguments but 1 was given
```

Explain in English what is wrong. What is the one argment in $b.addOne(\)$??

6. Write a recursive function digits(x) that returns the number of digits integer x has. For example, digits(9635) returns 4. You can assume that x is never negative, so if x is less than 10 digits(x) should return 1; if x is between 10 and 99 it should return 2; if x is between 100 and 999 it should return 3, and so forth. Note that len(str(x)) gives the right answer but that isn't what I am looking for. This should be a recursive function that works on the value of x.

7. A game has 8 players; we'll call them "A", "B", "C", "D", "E", "F", "G", and "H". During the game they get points; we will model this with input statements. Write a program with a loop that repeatedly asks for a player's name, then, if the name is not blank, ask for the number of points that player won. These points are added onto the player's total. When the game is over an empty string is entered for the player's name, and at that point the program prints the name of the player with the most points. You don't need to worry about bad input; every player's name will be a letter in the range from "A" to "H", points will be non-negative integers. Here is a sample run:

player: B
points: 10
player: E
points: 12
player: H
points: 9
player: B
points: 3
player: <Return>

player B wins!

