

**INSTRUCTIONS**

- You have 2 hours to complete the exam. **Do NOT open the exam until you are instructed to do so!**
- The exam is closed book, closed notes, closed computer, closed calculator, except one hand-written 8.5" × 11" crib sheet of your own creation and the official CS 88 midterm 1 study guide.
- Mark your answers **on the exam itself**. We will *not* grade answers written on scratch paper.

Full Name	
Student ID Number	
Official Berkeley Email (@berkeley.edu)	
TA	
Name of the person to your left	
Name of the person to your right	
<i>By my signature, I certify that all the work on this exam is my own, and I will not discuss it with anyone until exam session is over. (please sign)</i>	

**POLICIES & CLARIFICATIONS**

- If you need to use the restroom, bring your phone and exam to the front of the room.
- You may use built-in Python functions that do not require import, such as `min`, `max`, `pow`, `len`, and `abs`.
- You **may not** use example functions defined on your study guide unless a problem clearly states you can.
- For fill-in-the-blank coding problems, we will only grade work written in the provided blanks. You may only write one Python statement per blank line, and it must be indented to the level that the blank is indented.
- Unless otherwise specified, you are allowed to reference functions defined in previous parts of the same question.

### 1. (12 points) Evaluators Gotta Evaluate...

For each of the expressions in the table below, write the output displayed by the interactive Python interpreter when the expression is evaluated. The output may have multiple lines. If an error occurs, write “Error”, but include all output displayed before the error. If evaluation would run forever, write “Forever”. To display a function value, write “Function”. The first two rows have been provided as examples.

The interactive interpreter displays the value of a successfully evaluated expression, unless it is `None`.

Assume that you have first started `python3` and executed the statements on the left.

```
def example():
    print('Do Nothing')
    return None
```

```
x = 8
y = 88
z = 'python'
```

```
def w(d):
    x = 0
    while x > 0:
        return None
    return d + 1
```

```
def fun(f, x, y):
    f = min
    return f(x,y)
```

	Expression	Interactive Output
	<code>x * y</code>	704
	<code>example()</code>	Do Nothing None
(2 pt)	<code>x or y</code>	
(2 pt)	<code>(x and y) * (x/y)</code>	
(2 pt)	<code>x * (x &gt; y)</code>	
(2 pt)	<code>'Py' + z</code>	
(2 pt)	<code>fun(max, 61, 88)</code>	
(2 pt)	<code>lam = lambda x: lambda y: w(x)</code> <code>lam(2)(3)</code>	

**2. (8 points) Save the Environment!**

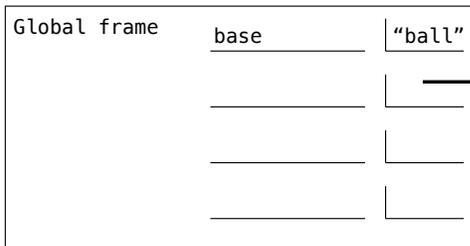
Fill in the environment diagram that results from executing the code on the right until the entire program is finished, an error occurs, or all frames are filled. We have started the environment diagram for you.

A complete answer will:

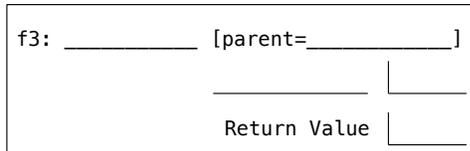
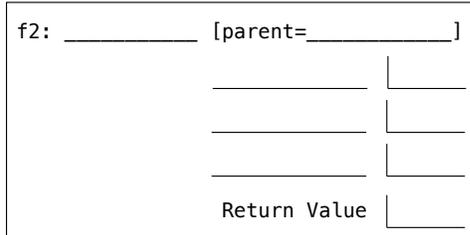
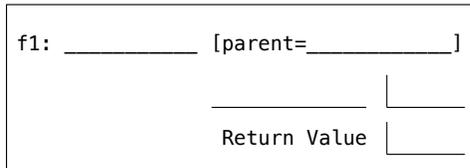
- Add all missing names and parent annotations to all local frames.
- Add all missing values created or referenced during execution.
- Show the return value for each local frame.

```

1 base = "ball"
2 baddr = lambda base : lambda ball: base + ball
3 mailer = baddr("mailto:")
4 def ball(baddr, edu):
5     addr = baddr + "@" + edu
6     print(baddr + " got mail")
7     return mailer(addr)
8 ball(base, "berkeley.edu")
    
```



func  $\lambda$ (base) <line 2> [parent=Global]









Use your `isCompleteMeal` function to fill in `numCompleteMeals`. You can get full points for this part even if your previous function isn't perfect. However, in order to get full credit, your solution must fit in one line of Python.

If you can't figure out a one line solution, but have a correct solution, you'll still get some points! Oh, and if you write big, don't worry about that. "One line" means one return statement.

```
def numCompleteMeals(app, main, des, food):
    """
    Given a list of 3 element lists containing food items,
    return the number of lists that make a complete meal,
    meaning that the list has one item from each category of
    appetizer, main, and dessert.

    >>> appetizer = ["salad", "bread", "soup"]
    >>> main = ["pasta", "noodles", "steak"]
    >>> dessert = ["cake", "pie", "ice cream"]
    >>> food = [
        ["bread", "salad", "ice cream"],
        ["pasta", "pie", "salad"],
        ["steak", "soup", "cake"], ["cake", "pie", "ice cream"]
    ]
    >>> numCompleteMeals(appetizer, main, dessert, food)
    2
    """
```

```
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```

## 6. (8 points) Time To Get Your Game On!

Long before NBA 2K came out, there was a much more primitive version of the video game, called NBA 1K. They stored NBA players' information in lists, and people who played the game would draft a team of these players. A team's score would be the sum of all individual player scores, and a player score would be the sum of points, rebounds, and assists multiplied by the `team_skill`® factor of the team they play for.

Fill in the functions below to calculate a team's score. Most of these functions can be written in 1 line. You will get credit for using a function correctly even if your implementation is not complete.

```
# Use the following code as a guide in your functions.
# You will not use any of these variables directly.
teams = [ [team1_name, team1_skill], [team2_name, team2_skill], ]
teams = [ ['Golden State', 2.0], ['Los Angeles Lakers', 1.5] ]

player = [name, team_name, points, rebounds, assists]
players = [
    ['Stephen Curry', 'Golden State', 40, 10, 20],
    ['LeBron James', 'Los Angeles Lakers', 20, 10, 5]
]

def NBA1k_score(team_name, teams):
    def get_team_skill(team_name):
        """
        >>> teams = [['Golden State', 2.0], ['Los Angeles Lakers', 1.5]]
        >>> get_team_skill('Golden State')
        2.0
        """
        return -----

    def calculate_player_score(player):
        """
        >>> calculate_player_score(['Stephen Curry', 'Golden State', 40, 10, 20])
        140
        """
        return -----

    return calculate_player_score

def calculate_teams_score(teams, players):
    """
    >>> players = [['Stephen Curry', 'Golden State', 40, 10, 20],
                  ['LeBron James', 'Los Angeles Lakers', 20, 10, 10]]
    >>> teams = [['Golden State', 2.0], ['Los Angeles Lakers', 1.5]]
    >>> calculate_teams_score(teams, players)
    200
    # Steph gets (40 + 10 + 20) * 2 points and
    # LeBron gets (20 + 10 + 10) * 1.5 points = 140 + 60 = 200
    """
    player_score_calculator = -----

    return -----
```

7. (8 points) Lists, and Lists, and Lists, Oh My!

Given a list of lists of variable length that contains numbers, have `flatten_list` return a list of just those numbers maintaining the same order that they were in. Fill in your solution below. You may not need all lines.

```
def flatten_list(lst):  
    """  
    >>> flatten_list([[1, 2, 3], [4, 5], [6, 7, 8], [9]])  
    [1, 2, 3, 4, 5, 6, 7, 8, 9]  
    """
```

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-----  
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**Extra Credit (2 points):** Our function so far only works with 2-Dimensional lists (one level of nesting). Describe in two sentences (or so) how you would adapt this to handle an infinite level of nesting. *This is extra credit; come back to this only if you have time!*

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