# CompSci 94 Extra Sample Exam 2 Questions October 25, 2022

## Prof. Susan Rodger

# Practice writing code on paper

• Write the code on paper, like you will do on the exam

### Problem 1a Procedure (Rewritten Spring 18 Quest 11)

#### declare procedure mystery

· · · · · · · · · · · · · · · · · · ·
with parameters: (WholeNumber)=@num1 , (WholeNumber)=@num2 , (WholeNumber)=@num3
do in order
if $12num1 \le 121$ is true then
this say fnumber is 5 add detail
else
if <b>EITHER EITHER Enum I</b> > Enum <b>I OR Enum I</b> > Enum <b>I I</b> is true then
this say Inumber is 6 add detail
else
this say frumber is 8 add detail

What happens when this code runs?

this.panda▼ mystery num1: ∃3▼, num2: ∃2▼, num3: ∃1▼

### Problem 1b Procedure (Rewritten Spring 18 Quest 11)

#### declare procedure mystery

with parameters: (WholeNumber)=@num1, (WholeNumber)=@num2, (WholeNumber)=@num3
do in order
if $1 = 10^{10}$ is true then
else
else
if <b>EITHER Enumeration Enumeration Enumeration Enumeration I Enumeration Enumeration I Enumeration E</b>
this say frumber is 6" add detail
else
this say frumber is 8 add detail

What happens when this code runs?



### Problem 1c Procedure (Rewritten Spring 18 Quest 11)

#### declare procedure mystery

with parameters: (WholeNumber)=@num1, (WholeNumber)=@num2, (WholeNumber)=@num3
do in order
if $1 = 10^{10}$ is true then
else
else
if <b>EITHER Enumeration Enumeration Enumeration Enumeration I Enumeration Enumeration I Enumeration E</b>
this say frumber is 6" add detail
else
this say frumber is 8 add detail

What happens when this code runs?



### Problem 1d Procedure (Rewritten Spring 18 Quest 11)

#### declare procedure mystery

with parameters: (WholeNumber)=@num1, (WholeNumber)=@num2, (WholeNumber)=@num3
do in order
if $\sum [2] = 2 $ is true then
this say finumber is 5" add detail
else
if <b>EITHER</b> [Snum1 > Snum3] OR [Snum1 > Snum2]] is true then
this say Inumber is 6" add detail
else
Image: Chis T say Image: Chis T say Image: Chis T say

What happens when this code runs?

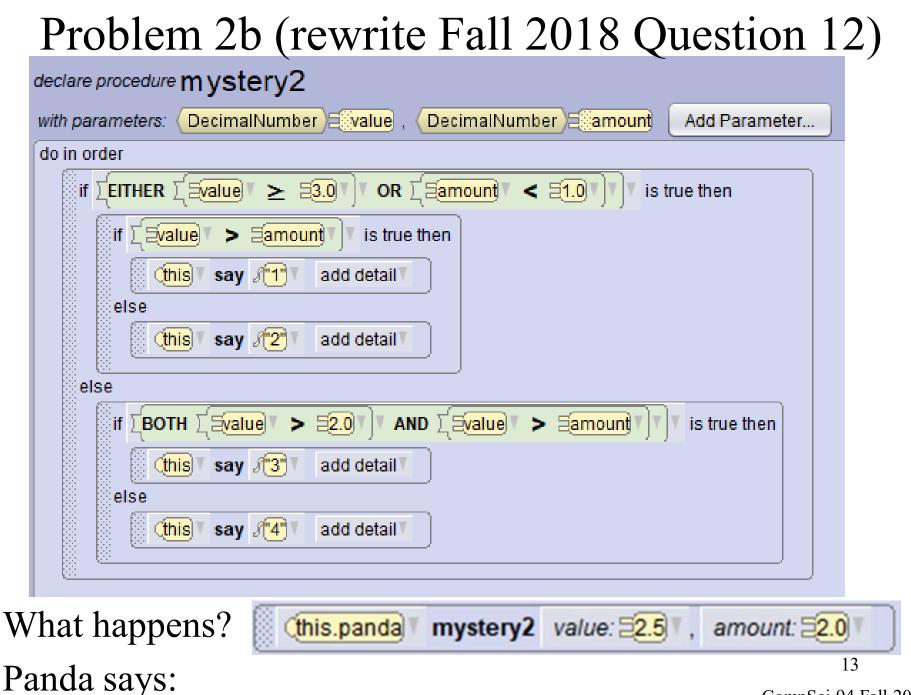




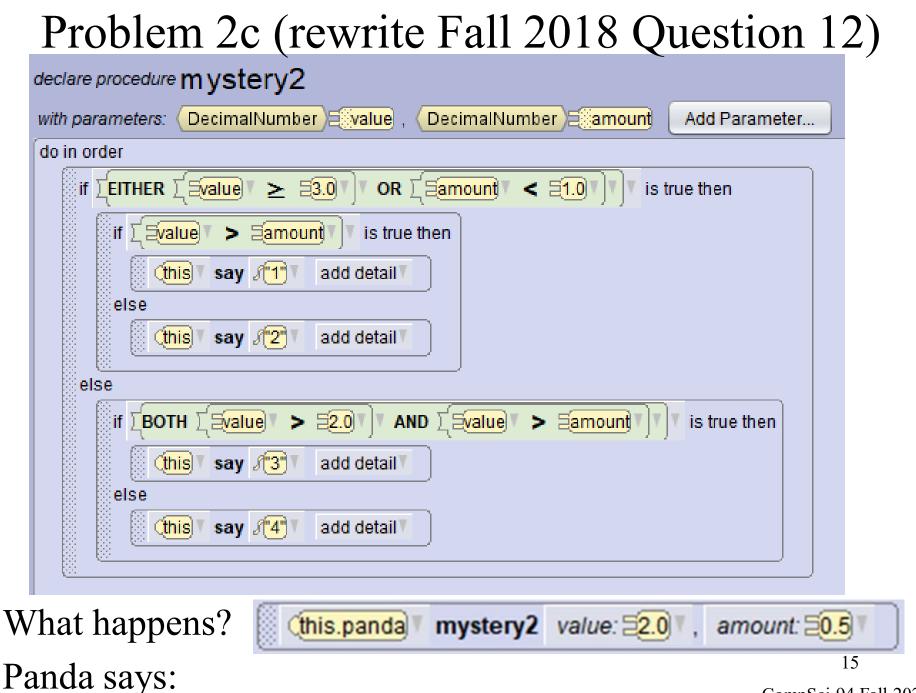
### Panda says:

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# Problem 3a:

# Write Tortoise Procedure paintFriend

- This procedure has **two parameters** 
  - One parameter of type **Biped** named **friend**
  - One parameter of type Paint named somePaint The tortoise and friend turn to face each other. Then the tortoise moves stopping about 0.5 units in front of the friend. Then if the tortoise is taller than the friend, the friend is painted red. Otherwise the friend is painted the color of somePaint.

# Write the procedure paintFriend

	myFirstMethod	Tortoise pai	ntFriend 🛿
declare procedure paintFriend with parameters:	Biped (friend ,	Paint)	Add Paramete

## 3B) Calling tortoise paintFriend procedure

• Give the call for when the tortoise and pig are to turn and face each other, the tortoise moves over to about half a unit in front of the pig, and then if the tortoise is taller than the pig, then the pig is painted red, otherwise the pig is painted purple.

# 3C) Calling tortoise paintFriend procedure

• Give the call for when the tortoise and bunny are to turn and face each other, the tortoise moves over to about a half a unit in front of the bunny, and then if the tortoise is taller than the bunny, then the bunny is painted red, otherwise the bunny is painted blue.