

University of Puerto Rico at Rio Piedras
Department of Mathematics
Qualifying Exam
MATE 6681: Higher Level Programming Languages
September-21, 2011

Your Name	Your Student ID

Instructions

Solve **exactly three** of the following five exercises. Please write clearly and show all your work to get credit. Good luck!

Exercise 1 (100 points)

The following is a C function that computes the number of (decimal) digits in an integer:

```
int numdigits(int x)
{
    int t = x;
    int n = 1;
    while (t >= 10 )
    {
        n++;
        t = t / 10;
    }
    return n;
}
```

- (a) (70 points) Rewrite this function in functional style (i.e. as a recursive function).
- (b) (30 points) Show how your function works on $x = 7640$

Exercise 2 (100 points)

The following C function computes the factorial of an integer:

```
int fact (int n)
{
    if( n <= 1)
        return 1;
    else
        return n * fact (n - 1);
}
```

Factorials grow extremely rapidly, and overflow is soon reached in function `fact(n)`.

- (a) (20 points) What happens during the execution of `fact(n)` when overflow occurs?.
- (b) (20 points) Propose a solution to correct the overflow problem in part (a).
- (c) (10 points) Show a C Implementation of your solution from part (b) into the given recursive function `fact(n)`.
- (d) (50 points) Rewrite the original `fact(n)` function into imperative style (i.e., using variables and eliminating recursion).

Exercise 3 (100 points)

Consider the following grammar:

```
expr → expr + term | term
term → term * factor | factor
factor → ( expr ) | number
number → number digit | digit
digit → 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
```

Draw (a) (60 points) the parse tree and (b) (40 points) the *abstract syntax tree* for the following arithmetic expression:

$$3 * (4 + 5) * (6 + 7)$$

Exercise 4 (100 points)

Write a BNF description of (a) (50 points) postfix arithmetic expressions and (b) (50 points) prefix arithmetic expressions.

Exercise 5 (100 points)

Given the following C program, (a) (40 points) draw box-and-circle diagrams of the variables after each of the two assignments to `**x` (lines 11 and 15). (b) (30 points) Which variables are aliases of each other at each of those points? (c) (30 points) What does the program print?

```
(1) #include <stdio.h>
(2) main()
(3) {   int **x;
(4)     int *y;
(5)     int z;
(6)     x = &y;
(7)     y = &z;
(8)     z = 1;
(9)     *y = 2;
(10)    *x = y;
(11)    **x = z;
(12)    printf("%d\n", *y);
(13)    z = 3;
(14)    printf("%d\n", *y);
(15)    **x = 4;
(16)    printf("%d\n", z);
(17)    return 0;
(18) }
```