Question 1. [5 MARKS]

Read over the definition of this Python function:

```
def c(n):
    """Docstring (almost) omitted."""
    return max([len(n)] + [c(i) for i in n]) if isinstance(n, list) else 0
```

Work out what each function call produces, and write it in the space provided.

```
1. c(5)
0
2. c([])
0
3. c([1, 3, 5])
3
4. c([0, [1, 3, 5], 7])
3
5. c([0, [1, 3, 5, [7, [9]]], 11])
```

Question 2. [5 MARKS]

Read over the declarations of the three Exception classes, the definition of raiser, and the supplied code for notice below. Then complete the code for notice, using only except blocks, and perhaps an else block.

```
class E1(Exception):
    pass

class E2(E1):
    pass

class E3(E2):
    pass

def raiser(n: int) -> None:
    """Raise exceptions based magnitude of n"""
    if n < 2:
        raise E3
    elif n < 4:
        raise E2
    elif n < 6:</pre>
```

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```
raise E1
   else:
        b = 1 / n
def notice(n: int) -> str:
    """Return messages appropriate to raiser(n).
   >>> notice(15)
    ok'
   >>> notice("CSC148")
    'purple alert!'
   >>> notice (1)
    'red alert!'
   >>> notice(3)
    'orange alert!'
   >>> notice(5)
    'yellow alert!'
    11 11 11
    try:
        raiser(n)
    # Write some "except" blocks and perhaps an "else" block
    # below that make notice(...)
    # have the behaviour shown the the docstring above
    except E3:
        return 'red alert!'
    except E2:
        return 'orange alert!'
    except E1:
        return 'yellow alert!'
    except Exception:
        return 'purple alert!'
    else:
        return 'ok'
```

Question 3. [5 MARKS]

Read over the declaration of the class Tree and the docstring of the function initial_a_count. Then complete the implementation of initial_a_count. You may find the builtin Python function sum(L) useful, which returns the sum of the numbers in list L, or 0 if L is empty.

```
class Tree:
    """Bare-bones Tree ADT"""

    def __init__(self: 'Tree',
```

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```
value: object =None, children: list =None):
        """Create a node with value and any number of children"""
        self.value = value
        if not children:
            self.children = []
            self.children = children[:] # quick-n-dirty copy of list
def initial_a_count(t: Tree) -> int:
    """Return number of values in t that begin with "a"
   precondition - t is a non-empty tree with non-empty string values
    >>> tn2 = Tree("one", [Tree("two"), Tree("three"),\
Tree("apple"), Tree("five")])
   >>> tn3 = Tree("answer", [Tree("six"), Tree("seven")])
    >>> tn1 = Tree("eight", [tn2, tn3])
   >>> initial_a_count(tn1)
   >>> initial_a_count(tn2)
    11 11 11
   return (sum([initial_a_count(c) for c in t.children]) +
            (1 if t.value[0] == 'a' else 0))
```

Question 4. [5 MARKS]

Complete the implementation of push in the class PrefixStack, a subclass of Stack. Notice that you may use push, pop, and is_empty, the public operations of Stack, but you may not assume anything about Stack's underlying implementation. You may find it useful to know that if s1 and s2 are strings, then s1.startswith(s2) returns True if s2 is a prefix of s1, and False otherwise.

```
from csc148stack import Stack
"""

Stack operations:
   pop(): remove and return top item
   push(item): store item on top of stack
   is_empty(): return whether stack is empty.
"""

class PrefixStack(Stack):
```

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```
"""Stack of strings where each is a prefix of its predecessor"""
def push(self: 'PrefixStack', s: str) -> None:
    """Place s on top of stack self, provided s is a prefix of
    its predecessor. Otherwise raise an Exception and leave
    stack self as it was
   precondition - possibly empty self contains only strings
   >>> s = PrefixStack()
   >>> s.push("asterisk")
   >>> s.push("aster")
   >>> # now s.push("asteri") should raise Exception
    if not self.is_empty():
        last = self.pop()
        Stack.push(self, last)
        if not last.startswith(s):
            raise Exception('{} not a prefix of {}'.format(s, last))
   Stack.push(self, s)
```