

Question 1. [5 MARKS]

Read over the definition of this Python function:

```
def c(s):  
    """Docstring (almost) omitted."""  
    return sum([c(i) for i in s]) if isinstance(s, list) else 1
```

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

1. `c(5)`
1
2. `c([])`
0
3. `c(["one", 2, 3.5])`
3
4. `c(["one", [2, "three"], 4, [5, "six"]])`
6
5. `c(["one", [2, "three"], 4, [5, [5.5, 42], "six"]])`
8

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 EX(Exception):  
    pass  
  
class EXX(EX):  
    pass  
  
class EXXX(EXX):  
    pass  
  
def raiser(n: int) -> None:  
    """Raise exceptions based on divisibility of n"""  
    if n % 12 == 0:  
        raise EXXX  
    elif n % 6 == 0:  
        raise EXX  
    elif n % 3 == 0:
```

```

        raise EX
    else:
        b = 1 / n

def notice(n: int) -> str:
    """Return message appropriate to raiser(n).

    >>> notice(17)
    'fine'
    >>> notice("compute")
    'whatever!'
    >>> notice(12)
    'oops! oops! oops!'
    >>> notice(6)
    'oops! oops!'
    >>> notice(3)
    'oops!'
    """
    try:
        raiser(n)
    # Write some "except" blocks and perhaps an "else" block
    # below that make notice(...)
    # have the behaviour shown in the docstring above

    except EXXX:
        return 'oops! oops! oops!'
    except EXX:
        return 'oops! oops!'
    except EX:
        return 'oops!'
    except Exception:
        return 'whatever!'
    else:
        return 'fine'

```

Question 3. [5 MARKS]

Read over the declaration of the class `Tree` and the docstring of the function `initial_a_whether`. Then complete the implementation of `initial_a_whether` below. It may be helpful to know that the Python builtin function `any(L)` returns `True` if list `L` contains at least one `True` element, and `False` otherwise.

```

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

    def __init__(self: 'Tree',

```

```

        value: object =None, children: list =None):
    """Create a node with value and any number of children"""

    self.value = value
    if not children:
        self.children = []
    else:
        self.children = children[:] # quick-n-dirty copy of list

def initial_a_whether(t: Tree) -> bool:
    """Return whether at least one value of tree t begins with "a"

    precondition - t is a non-empty tree with non-empty string values

    >>> tn2 = Tree("one", [Tree("two"), Tree("three"),\
Tree("snapple"), Tree("five")])
    >>> tn3 = Tree("answer", [Tree("six"), Tree("seven")])
    >>> tn1 = Tree("eight", [tn2, tn3])
    >>> initial_a_whether(tn1)
    True
    >>> initial_a_whether(tn2)
    False
    """

    return t.value[0] == 'a' or any([initial_a_whether(c) for c in t.children])

```

Question 4. [5 MARKS]

Complete the implementation of `push` in the class `ContainingStack`, 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 in s2` is `True` if and only if `s1` is a substring of `s2`.

```

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 ContainingStack(Stack):
    """Stack of strings where each element contains its predecessor"""

```

```
def push(self: 'ContainingStack', s: str) -> None:
    """Place s on top of stack self provided it contains
    the string currently on top of self (if there is one).  Otherwise,
    raise an Exception and leave stack self as it was

    precondition - possibly empty self contains only strings

    >>> s = ContainingStack()
    >>> s.push("solve")
    >>> s.push("absolved")
    >>> # now s.push("abs") should raise Exception
    """

    if not self.is_empty():
        last = self.pop()
        Stack.push(self, last)
        if not last in s:
            raise Exception(
                '{} is not contained in {}'.format(s, last))
    Stack.push(self, s)
```