

Question 1. [5 MARKS]

Read over the definition of this Python function:

```
def d(n):  
    """Docstring (almost) omitted."""  
    return 1 + max([d(i) for i in n] + [0]) if isinstance(n, list) else 0
```

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

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

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 `two_all`. Then complete the implementation of `two_all` below. It may be helpful to know that the Python builtin function `all(L)` returns True if and only if the list `L` contains only True elements, 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 two_all(t: Tree) -> bool:
    """Return whether every value in tree t is 2

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

    >>> tn2 = Tree(2, [Tree(4), Tree(4.5), Tree(2), Tree(5.75)])
    >>> tn3 = Tree(2, [Tree(2), Tree(2)])
    >>> tn1 = Tree(1, [tn2, tn3])
    >>> two_all(tn1)
    False
    >>> two_all(tn3)
    True
    """

    return t.value == 2 and all([two_all(c) for c in t.children])

```

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 **s2.startswith(s1)** is **True** if and only if **s1** is a prefix 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 PrefixStack(Stack):
    """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
the current top element (if there is one). 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)
```