Assignment 7 (Due date: Thursday, 4/16/2009, in class)

Your name:	Grade:

The following questions are taken from the textbook Chapter 8 (p. 272-277). Important notice on how to submit and grade this assignment:

- Write your solutions on **different papers** from the question papers; otherwise, they will NOT be graded.
- You do NOT have to write the question text. You must write the question number for each question.
- Put your solutions in the **same order** as the questions appear on the assignment; otherwise, missed/misplaced solutions will NOT be graded.
- For questions 1 through 29, using A, B, C, D, E, or F as your answers for each of these questions (you may write text solutions alongside these A, B, ...F). 50% will be deducted if your solutions are NOT one of these A, B, ...F (even though your texts give the correct answers).
- An extra 10% will be given to those who turned in TYPEWRITTEN submissions).

For Exercises 1–14, match the question with \mathbf{A} , \mathbf{B} , \mathbf{C} , or \mathbf{D} (the appropriate translation or execution system).

- A. Interpreter
- B. Assembler
- C. Compiler
- D. Machine code
- 1. What translates a high-level language into machine code?
- 2. What translates a Java program into Bytecode?
- 3. What executes Bytecode?
- 4. What translates an assembly-language program?
- 5. What is the output of an assembler?
- 6. What takes input in a high-level language and directs the computer to perform the actions specified in each statement?
- 8. What is used to translate a program in ALGOL?
- 9. What is used to translate a program in APL?

- 10. What is used to translate a program in COBOL?
- 11. What is used to translate a program in FORTRAN?
- 12. What is used to translate a program in Lisp?
- 13. What is used to translate a program in SNOBOL4?
- 14. Which translator runs the slowest?

For Exercises 15–36, match the language paradigm and the language or the language description.

- A. Imperative or procedural
- B. Functional
- C. Logic
- D. Object oriented
- E. Procedural language with some object-oriented features
- F. Object-oriented language with some procedural features
- 15. Which paradigm most accurately describes FORTRAN?
- 16. Which paradigm most accurately describes C++?
- 17. Which paradigm most accurately describes PASCAL?
- 18. Which paradigm most accurately describes Java?
- 19. Which paradigm most accurately describes Lisp?
- 20. Which paradigm most accurately describes BASIC?
- 21. Which paradigm most accurately describes PROLOG?
- 22. Which paradigm most accurately describes SIMULA?
- 23. Which paradigm most accurately describes ALGOL?
- 24. Which paradigm most accurately describes ML?
- 25. Which paradigm most accurately describes Scheme?
- 26. Which paradigm most accurately describes Ada?
- 27. Which paradigm most accurately describes C?
- 28. Which paradigm most accurately describes Smalltalk?

- 29. The dominant languages used in industry throughout the history of computing software come from which paradigm?
- 38. Distinguish between an assembler and a compiler.
- 39. Distinguish between a compiler and an interpreter.
- 40. Compare and contrast an assembler, a compiler, and an interpreter.
- 41. Describe the portability provided by a compiler.
- 42. Describe the portability provided by the use of Bytecode.
- 43. Describe the process of compiling and running a Java program.
- 46. What are the characteristics of the imperative paradigm?
- 47. What are the characteristics of the functional paradigm?
- 48. What are the characteristics of the logic paradigm?
- 49. How does the view of an object-oriented program differ from the view of an imperative program?
- 57. What is a data type? Provide four data types that are common in programming languages.
- 83 (not from the textbook). What is declarative programming language (check http://en.wikipedia.org/wiki/Declarative_programming)?
- 84 (not from the textbook). What is a variable?
- 85 (not from the textbook). What is a constant?
- 86 (not from the textbook). Give examples (outside of computer science) of each of the following structures: list, stack, queue, and tree.
- 87 (not from the textbook). Summarize the distinction between lists, stacks, and queues .
- 88 (not from the textbook). Suppose the letter A is pushed onto an empty stack, followed by the letters B and C, in that order. Then suppose that a letter is popped off the stack and the letters D and E are pushed on. List the letters that would be on the stack in the order they would appear from top to bottom. If a letter is popped off the stack, which letter will be retrieved?
- 89 (not from the textbook). Suppose the letter A is placed in an empty queue, followed the letters B and C, in that order. Then suppose that a letter is removed from the queue and the letters D and E are inserted. List the letters that would be in the queue in the order they would appear from head to tail. If a letter is now removed from the queue, which letter will it be?
- 90 (not from the textbook). Suppose a tree has four nodes A, B, C, and D. if A and C are siblings and D's parent is A, which nodes are leaf nodes? Which node is the root?