(1) (30 pts.)

The following "EBNF fragment" could be part of a grammar for Java, although it omits access modifiers (like "public"), throws clauses, arrays, and qualified (i.e., dotted) class-or-interface names (CINAMEs). Literal commas and parens and < > are quoted to distinguish them from grammar notation, while ; & ? are literal characters. The grammar defines a syntax for prototypes of possibly-generic methods appearing in interfaces.

```
IMETHOD ::= ["<" TP{,TP} "]" ] TYPE ID "(" [PARAM{"," PARAM}] ")" ;
TP ::= ID [extends CINAME{& CINAME}]
TA ::= CINAME | ? extends CINAME | ? super CINAME
CINAME ::= ID ["<" TA{,TA} "]" ] //real Java BNF allows dotted names
PARAM ::= [final] TYPE ID //real Java BNF allows arrays too
TYPE ::= PRIMTYPE | CINAME | void //and doesn't say "void" is a "type"
PRIMTYPE ::= int | long | short | float | double | char | byte | boolean
ID ::= ---any valid identifier---
```

(a) Taking IMETHOD as the start symbol, call the above grammar "G". For each of the following eight strings, say "yes" if it is derivable in G, and "no" if not. You need not show derivations or parse trees here—just the yes/no answer is enough—but scratchwork may help for partial credit if you’re wrong. (8 × 3 = 24 pts.)

(i) void foo(int x, ? extends Bar y);
(ii) void foo(int x, Bar<? extends Star> y);
(iii) Bar foo(Bar x, Bar<? extends Bar> y);
(iv) void foo(Bar<? extends int x, ? extends Star> y);
(v) void foo(int x, Bar<T, ? extends Star> y);
(vi) void foo(int x, Bar<T extends Star> y);
(vii) <T extends Star> Bar foo(int x, Bar y);
(viii) Bar<T extends Star> void foo(int x, Bar y);

(b) It is not really proper to call void a "type" in Java, and method parameters cannot be void. Fix the "bug" by removing the option TYPE ::= void, and adding option(s) for different variable(s) to produce a "correct" grammar. (6 pts.)
(2) \(6 + 9 + 3 = 21\) pts.

Consider the following expression in C/C++/Java. Note that these languages consider assignment to be an operator of lowest precedence and allow nested assignments.

\[ x = y + (z = x + y) - z; \]

(a) Write an expression tree for this expression. You must follow the rules of precedence and associativity in C/C++/Java, including those for = as a binary operator.

(b) Now write a parse tree in the tiered grammar below. It resembles the answer for HW2 problem (3) with assignment in place of rightshift, except that assignment is right-associative.

(c) If one removes the (…) around \((z = x + y)\), the code fails to compile. Why?

\[
\begin{align*}
A &::= \ E \mid \ E = A \\
E &::= \ T \mid \ E + T \mid E - T \\
T &::= \ F \mid \ T * F \mid T / F \mid T % F \\
F &::= \ -F \mid (A) \mid \text{any-constant-or-variable.}
\end{align*}
\]

(3) \(12 + 6 = 18\) pts.

Suppose we have the following code with nested declarations inside different referencing environments:

```java
class Bar {
    String x = "Bar.x";
    String y = "Bar.y";
    void foo1() {
        String x = "Foo1.x";
        y = x;
        foo2();
    }
    void foo2() {
        y = x;
    }
    ...
}
```

(a) For each occurrence of \(x\) and \(y\) in the two assignment statements \(y = x;\), say which of the three declarations it refers to. You should have 4 separate answers.

(b) If foo1() is called, what is the final value of \(y\)?
(4) \((3+6+6+3 = 18 \text{ pts.})\)

Consider the following OCaml code:

```ocaml
let rec slide(f, ell) = match ell with
  [] -> 0
| n::rest -> (f n) + slide(f, rest)
```

(a) What is the type of the list `ell`?

(b) What must the type of the passed-in function `f` be?

(c) What is the type of the whole higher-order function `slide`?

(d) What is the final value when `f` is the identity function (that is, `let f n = n`) and `ell` is the list `[3;4;5;6]`?

(5) \((4+9 = 13 \text{ pts.})\)

Consider the following OCaml code:

```ocaml
type element = Window | Door | Other

let build (x,room) =
  match x with
  | Window -> "window"::room
  | Door -> "door"::room
  | _ -> "other"::room

(a) What is the type of the function `build`? Your choices are:

- `element * string -> string`
- `string * string -> string list`
- `element -> string list -> string list`
- `element * string list -> string list`
- `element -> element list`
- `element -> string list -> element list`

(b) Now write a recursive function that given a pair \((m,n)\) builds a list with `m Window` objects and `n Door` objects. When `m = n = 0` it just returns an empty list. The order you build the list in does not matter.

End of Exam