Spring, 1992 Name: ____________________

CS 342 — Principles of Programming Languages

LISP Test (Terms, Version 1)

The usual instructions apply.

Don't feel obligated to fill up all the space on the page. Conversely, don't feel limited by the space on the page, since you can use the back if you explicitly tell us on the front when you do so.

1 Terms

1. (3 points) Briefly define the term list, and give an example list.

2. (3 points) What is the 0-1-infinity principle? Give an example of how LISP satisfies or fails to satisfy it.

3. (4 points) What is a side-effect in real LISP? Give an example.

4. (4 points) Briefly define the term association list, and give an example.

5. (4 points) What is the difference between a style (or paradigm) of programming and a programming language?