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Preface

This book is aimed at students reviewing for the AP Computer Science exam. It would normally be used at the completion of an AP course. However, it contains a complete summary of all topics for both Level A and AB exams, and it can be used for self-study if accompanied by a suitable textbook.

The book provides a review of object-oriented programming, algorithm analysis, and data structures. It can therefore be used as a supplement to first-year college courses where Java is the programming language, and as a resource for teachers of high school and introductory college courses.

This fourth edition includes some new features of Java 5.0 that were first tested on the May 2007 exam: generic collection classes and the enhanced for loop. Static imports and auto-boxing and -unboxing are also discussed in the book, but these topics will not be tested on the AP exam. The material on object-oriented programming and design has been expanded to reflect the changing emphasis of the AP exam. Similar small changes and improvements have been made throughout the book.

Each review chapter is followed by AP exam-style multiple-choice questions with detailed explanations of the answers.

There is a similarly thorough review of the GridWorld Case Study.

There are four complete practice exams, two Level A and two Level AB. These exams have been revised to be more in keeping with the evolution of the actual exams. The exams follow the format of the AP exam, with multiple-choice and free-response sections. Two are presented after the introduction to the book for possible use as diagnostic tests. Diagnostic charts accompany these tests. Detailed solutions with explanations are provided for all exams. Two additional exams are provided on the optional CD-ROM. This edition contains several new questions. There is no overlap of questions between the exams.

ACKNOWLEDGMENTS

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I am grateful to Steven Andrianoff and David Levine of St. Bonaventure University, New York, for their outstanding workshops over the years that gave me a leg up in computer science. Many ideas from their Java workshop found their way into this book.
A big thank-you goes to my AP computer science students who helped in the de-bugging of problems. Special thanks to Ben Zax and Ian Lenz for contributing their hours and expertise, and to Johnathon Schultz and Daniel Birman for sharing a couple of clever algorithms.

There is a special place in my heart for Rachel Zax who did an amazing job of checking the practice exams, the GridWorld case study chapter, and the CD-ROM. Her advice and brilliant suggestions are dotted throughout.

Thank-you to Nicole Bohannon of Northern High School in Maryland, for spotting a flaw in a difficult question, and taking the trouble to contact me about it.

Thank you to all of the computer science teachers throughout the country who took time to write to me with suggestions for this new edition.

My husband, Saul, continues to be my partner in this project—typesetting the manuscript, producing the figures, and giving advice and moral support every step of the way. This book is dedicated to him.

Roselyn Teukolsky
Ithaca, NY
March 2007
Introduction

Computer Science: The boring art of coping with a large number of trivialities.

GENERAL INFORMATION ABOUT THE EXAM

The AP Computer Science exam is a three-hour written exam. No books, calculators, or computers are allowed! The exam consists of two parts that have equal weight:

- Section I: 40 multiple-choice questions in 1 hour and 15 minutes.
- Section II: 4 free-response questions in 1 hour and 45 minutes.

Section I is scored by machine—you will bubble your answers with a pencil on a mark-sense sheet. Each question correctly answered is worth 1 point, while incorrect answers get \( \frac{1}{4} \) of a point deducted; a question left blank is ignored.

Section II is scored by human readers—you will write your answers in a booklet provided. Free-response questions typically involve writing methods in Java to solve a given problem. Sometimes there are questions analyzing algorithms or designing and modifying data structures. You may be asked to write or design an entire class. To ensure consistency in the grading, each grader follows the same rubric, and each of your four answers may be examined by more than one reader. Each question is worth 9 points, with partial credit awarded where applicable. Your name and school are hidden from the readers.

Your raw score for both sections is converted to an integer score from 1 to 5, where 1 represents “Not at all qualified” and 5 represents “Extremely well qualified.” Be aware that the awarding of AP credit varies enormously from college to college.

The exam can be taken at two levels: Level A covers roughly a one-semester introductory college course, while Level AB covers roughly a two-semester course, including data structures. In terms of getting credit at colleges, it makes more sense to get a 4 or 5 on the Level A exam than a 2 or 3 on the Level AB exam.

The language of the AP exam is Java. Only a subset of the Java language will be tested on the exam. In writing your solutions to the free-response questions, however, you may use any Java features, including those that are not in the AP subset. For a complete description of this subset, see the College Board website at http://www.collegeboard.com/student/testing/ap/subjects.html. Every language topic in this review book is part of the AP Java subset unless explicitly stated otherwise. Note that the entire subset is covered in the book, including some new features of Java 5.0 that will be tested on the AP exam, starting in May 2007.

At least one free-response and five multiple-choice questions will be based on the GridWorld Case Study. The full text of the case study can be found at the College Board website.
At the exam, you will be given

- A copy of the testable case study code.
- A quick reference to the interfaces and “black box” classes of the case study, with lists of their required methods.
- A quick reference to the standard Java interfaces and classes with lists of their required methods.
- (Level AB only) A copy of the ListNode and TreeNode classes.

**HINTS FOR TAKING THE EXAM**

**The Multiple-Choice Section**

- Since \( \frac{1}{4} \) of a point is deducted for each wrong answer, don’t guess unless you can eliminate at least one choice.
- You have a little less than two minutes per question, so don’t waste time on any given question. You can always come back to it if you have time at the end.
- Seemingly complicated array questions can often be solved by hand tracing the code with a small array, two or three elements. The same is true for other data structures such as matrices, stacks, queues, or linked lists.
- Many questions ask you to compare two pieces of code that supposedly implement the same algorithm. Often one program segment will fail because it doesn’t handle endpoint conditions properly (e.g., `num == 0` or `list == null`). Be aware of endpoint conditions throughout the exam.
- Since the mark-sense sheet is scanned by machine, make sure that you erase completely if you change an answer.

**The Free-Response Section**

- Each free-response question is worth 9 points. Take a minute to read through the whole exam so that you can start with a question that you feel confident about. It gives you a psychological leg up to have a solid question in the bag.
- Don’t omit a question just because you can’t come up with a complete solution. Remember, partial credit is awarded. Also, if you can’t do part (a) of a question, don’t omit part (b)—they are graded independently.
- In writing solutions to a question, you must use the public methods of classes provided in that question wherever possible. If you write a significant chunk of code that can be replaced by a call to one of these methods, you will probably not receive full credit for the question.
- If an algorithm is suggested to solve a problem, just follow it. Don’t reinvent the wheel.
- Don’t waste time writing comments: the graders generally ignore them. The occasional brief comment that clarifies a segment of code is OK.
- Points are not deducted for inefficient code unless efficiency is an issue in the question.
Most of the standard Java library methods are not included in the AP subset. They are accepted on the exam if you use them correctly. However, there is always an alternative solution that uses the AP subset and you should try to find it.

Don’t cross out an answer until you have written a replacement. Graders are instructed not to read anything crossed out, even if it would have gotten credit.

Have some awareness that this section is graded by humans. It is in your interest to have the graders understand your solutions. With this in mind,

- Use a sharp pencil, write legibly, space your answers, and indent correctly.
- Use self-documenting names for variables, methods, and so on.
- Use the identifiers that are given in a question. You will lose a usage point if you persist in using the wrong names.
- Write clear readable code. This is your goal. Don’t write one obscure convoluted statement when you can write two short clear statements. The APCS exam is not the place to demonstrate that you’re a genius.

HOW TO USE THIS BOOK

Each chapter in the book contains a comprehensive review of a topic, multiple-choice questions that focus on the topic, and detailed explanations of answers. These focus questions help you to review parts of the Java subset that you should know. A few questions are not typical AP exam questions—for example, questions that test low-level details of syntax. Most of the focus questions, however, and all the multiple-choice questions in the practice exams are representative of actual exam questions.

You should also note that several groups of focus questions are preceded by a single piece of code to which the questions refer. Be aware that the AP exam will usually restrict the number of questions per code example to two.

In both the text and questions/explanations, a special code font is used for parts of the text that are Java code.

//This is an example of code font

A different font is used for pseudo-code.

<Here is pseudo-code font.>

Sections in the text and multiple-choice questions that are directed at Level AB only are clearly marked as such. Unmarked text and questions are suitable for both Levels A and AB. Chapters 8–11 are for Level AB only. This is stated on the first page of each of these chapters.

Six complete practice exams are provided, three each for Level A and level AB. Two of the exams are at the start of the book and may be used as diagnostic tests. They are accompanied by diagnostic charts that refer you to related topics in the review book. Two of the exams are on the optional CD-ROM provided with the book. The final two exams follow the review chapters near the end of the book.

Each of the six exams has an answer key, complete solutions and explanations for the free-response questions, and detailed explanations for the multiple-choice questions. There is no overlap in the questions, so Level AB students can use the Level A exams
for additional practice. Some questions in the Level AB exams are also fair game for Level A students. These are clearly marked as such in the non-CD-ROM exams.

Each practice exam contains at least five multiple-choice questions and one free-response question on the GridWorld Case Study.

An answer sheet is provided for the Section I questions of each exam. When you have completed an entire exam, and have checked your answers, you may wish to calculate your approximate AP score. Use the scoring worksheet provided on the back of the answer sheet.

There are two appendices at the end of the book. Appendix A is a glossary of computer terms that occasionally crop up on the exam. Appendix B contains supplementary material that is not required for the exam.

A final hint about the book: Try the questions before you peek at the answers. Good luck!
The exam that follows has the same format as that used on the actual AP exam. There are two ways you may use it:

1. As a diagnostic test before you start reviewing. Following the answer key is a diagnostic chart that relates each question to sections that you should review. In addition, complete explanations are provided for each solution.
2. As a practice exam when you have completed your review. Complete solutions with explanations are provided for the free-response questions.
Answer Sheet: Practice Exam One

1. A B C D E  
2. A B C D E  
3. A B C D E  
4. A B C D E  
5. A B C D E  
6. A B C D E  
7. A B C D E  
8. A B C D E  
9. A B C D E  
10. A B C D E  
11. A B C D E  
12. A B C D E  
13. A B C D E  
14. A B C D E  
15. A B C D E  
16. A B C D E  
17. A B C D E  
18. A B C D E  
19. A B C D E  
20. A B C D E  
21. A B C D E  
22. A B C D E  
23. A B C D E  
24. A B C D E  
25. A B C D E  
26. A B C D E  
27. A B C D E  
28. A B C D E  
29. A B C D E  
30. A B C D E  
31. A B C D E  
32. A B C D E  
33. A B C D E  
34. A B C D E  
35. A B C D E  
36. A B C D E  
37. A B C D E  
38. A B C D E  
39. A B C D E  
40. A B C D E
How to Calculate Your (Approximate) AP Score — AP Computer Science Level A

Multiple Choice

Number correct (out of 40) = 

\[ \frac{1}{4} \times \text{number wrong} = \]

Raw score = line 1 \(-\) line 2 = 

\[ \text{Multiple-Choice Score} \]

(Do not round. If less than zero, enter zero.)

Free Response

Question 1 

(out of 9)

Question 2 

(out of 9)

Question 3 

(out of 9)

Question 4 

(out of 9)

Total 

\[ \times \ 1.11 = \]

\[ \text{Free-Response Score} \]

(Do not round.)

Final Score

\[ \text{Multiple-Choice Score} + \text{Free-Response Score} = \text{Final Score} \]

(Round to nearest whole number.)

Chart to Convert to AP Grade

Computer Science A

<table>
<thead>
<tr>
<th>Score Range</th>
<th>AP Grade$^a$</th>
</tr>
</thead>
<tbody>
<tr>
<td>60–80</td>
<td>5</td>
</tr>
<tr>
<td>45–59</td>
<td>4</td>
</tr>
<tr>
<td>33–44</td>
<td>3</td>
</tr>
<tr>
<td>25–32</td>
<td>2</td>
</tr>
<tr>
<td>0–24</td>
<td>1</td>
</tr>
</tbody>
</table>

$^a$The score range corresponding to each grade varies from exam to exam and is approximate.
Practice Exam One

COMPUTER SCIENCE A

SECTION I

Time—1 hour and 15 minutes
Number of questions—40
Percent of total grade—50

Directions: Determine the answer to each of the following questions or incomplete statements, using the available space for any necessary scratchwork. Then decide which is the best of the choices given and fill in the corresponding oval on the answer sheet. Do not spend too much time on any one problem.

Notes:
- Assume that the classes in the Quick Reference have been imported where needed.
- Assume that variables and methods are declared within the context of an enclosing class.
- Assume that method calls that have no object or class name prefixed, and that are not shown within a complete class definition, appear within the context of an enclosing class.
- Assume that parameters in method calls are not null unless otherwise stated.
1. Consider this inheritance hierarchy, in which Novel and Textbook are subclasses of Book.

Which of the following is a false statement about the classes shown?
(A) The Textbook class can have private instance variables that are neither in Book nor Novel.
(B) Each of the classes—Book, Novel, and Textbook—can have a method computeShelfLife, whose code in Book and Novel is identical, but different from the code in Textbook.
(C) If the Book class has private instance variables myTitle and myAuthor, then Novel and Textbook inherit them but cannot directly access them.
(D) Both Novel and Textbook inherit the constructors in Book.
(E) If the Book class has a private method called readFile, this method may not be accessed in either the Novel or Textbook classes.

GO ON TO THE NEXT PAGE.
2. A programmer is designing a program to catalog all books in a library. He plans to have a Book class that stores features of each book: author, title, isOnShelf, and so on, with operations like getAuthor, getTitle, getShelfInfo, and setShelfInfo. Another class, LibraryList, will store an array of Book objects. The LibraryList class will include operations such as listAllBooks, addBook, removeBook, and searchForBook. The programmer plans to implement and test the Book class first, before implementing the LibraryList class. The programmer’s plan to write the Book class first is an example of
(A) top-down development.
(B) bottom-up development.
(C) procedural abstraction.
(D) information hiding.
(E) a driver program.
Questions 3–5 refer to the Card and Deck classes shown below.

```java
public class Card {
    private String mySuit;
    private int myValue; // 0 to 12

    public Card(String suit, int value) {
        // implementation */
    }

    public String getSuit() {
        return mySuit;
    }

    public int getValue() {
        return myValue;
    }

    public String toString() {
        String faceValue = "";
        if (myValue == 11) 
            faceValue = "J";
        else if (myValue == 12)
            faceValue = "Q";
        else if (myValue == 0)
            faceValue = "K";
        else if (myValue == 1)
            faceValue = "A";
        if (myValue >= 2 && myValue <= 10)
            return myValue + " of " + mySuit;
        else
            return faceValue + " of " + mySuit;
    }
}

public class Deck {
    private Card[] myDeck;
    public final static int NUMCARDS = 52;

    public Deck() {
        ...
    }

    // Simulate shuffling the deck.
    public void shuffle() {
        ...
    }

    // other methods not shown ...
}
```
3. Which of the following represents correct /* implementation */ code for the constructor in the Card class?

(A) mySuit = suit;
   myValue = value;

(B) suit = mySuit;
   value = myValue;

(C) Card = new Card(mySuit, myValue);

(D) Card = new Card(suit, value);

(E) mySuit = getSuit();
   myValue = getValue();

4. Consider this description of the Deck constructor:
A Deck object will be constructed as follows:
myDeck[0]...myDeck[12] will contain the spade suit
myDeck[13]...myDeck[25] will contain the heart suit
myDeck[26]...myDeck[38] will contain the diamond suit
myDeck[39]...myDeck[51] will contain the club suit
In each suit the card values range from 0 to 12. (These are converted to actual card values in the toString method of the Card class.) Here is the constructor for the Deck class:

```java
public Deck()
{
   <declaration of the myDeck array>
   for (int i = 0; i < NUMCARDS; i++)
   {
      /* code to insert the spade cards into myDeck */
      /* code to insert the heart cards into myDeck */
      /* code to insert the diamond cards into myDeck */
      /* code to insert the club cards into myDeck */
   }
}
```

Which of the following is a correct replacement for /* code to insert the heart cards into myDeck */, so that the specification for the myDeck array is satisfied?

(A) if (i / 13 == 1)
   myDeck[i / 13] = new Card("hearts", i % 13);

(B) if (i >= 13 && i <= 25)
   myDeck[i % 13] = new Card("hearts", i % 13);

(C) if (i / 13 == 1)
   myDeck[i] = new Card("hearts", i % 13);

(D) if (i >= 13 && i <= 25)
   myDeck[i] = new Card("hearts", i / 13);

(E) if (i / 13 == 1)
   myDeck[i % 13] = new Card("hearts", i % 13);
5. Consider the implementation of a `writeDeck` method that is added to the `Deck` class.

```java
//Write the cards in myDeck, one per line.
public void writeDeck()
{
    /* implementation code */
}
```

Which of the following is correct /* implementation code */?

I System.out.println(myDeck);

II for (Card card : myDeck)
    System.out.println(card);

III for (Card card : myDeck)
    System.out.println((String) card);

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) II and III only
Refer to the following class for Questions 6 and 7.

```java
public class Tester {
    private int[] testArray = {3, 4, 5};

    // Add 1 to n.
    public void increment (int n) {
        n++; }

    public void firstTestMethod () {
        for (int i = 0; i < testArray.length; i++) {
            increment(testArray[i]);
            System.out.print(testArray[i] + " ");
        }
    }

    public void secondTestMethod () {
        for (int element : testArray) {
            increment(element);
            System.out.print(element + " ");
        }
    }
}
```

6. What output will be produced by invoking `firstTestMethod` for a `Tester` object?
(A) 3 4 5  
(B) 4 5 6  
(C) 5 6 7  
(D) 0 0 0  
(E) No output will be produced. An `ArrayIndexOutOfBoundsException` will be thrown.

7. What output will be produced by invoking `secondTestMethod` for a `Tester` object, assuming that `testArray` contains 3, 4, 5?
(A) 3 4 5  
(B) 4 5 6  
(C) 5 6 7  
(D) 0 0 0  
(E) No output will be produced. An `ArrayIndexOutOfBoundsException` will be thrown.
8. Consider the following loop, where \( n \) is some positive integer.

```java
for (int i = 0; i < n; i += 2)
{
    if (/* test */) /* perform some action */
}
```

In terms of \( n \), which Java expression represents the maximum number of times that /* perform some action */ could be executed?

(A) \( n / 2 \)
(B) \( (n + 1) / 2 \)
(C) \( n \)
(D) \( n - 1 \)
(E) \( (n - 1) / 2 \)

9. A method is to be written to search an array for a value that is larger than a given item and return its index. The problem specification does not indicate what should be returned if there are several such values in the array. Which of the following actions would be best?

(A) The method should be written on the assumption that there is only one value in the array that is larger than the given item.
(B) The method should be written so as to return the index of every occurrence of a larger value.
(C) The specification should be modified to indicate what should be done if there is more than one index of larger values.
(D) The method should be written to output a message if more than one larger value is found.
(E) The method should be written to delete all subsequent larger items after a suitable index is returned.
10. When will method `whatIsIt` cause a stack overflow (i.e., cause computer memory to be exhausted)?

    public static int whatIsIt(int x, int y)
    {
        if (x > y)
            return x * y;
        else
            return whatIsIt(x - 1, y);
    }

(A) Only when \( x < y \)
(B) Only when \( x \leq y \)
(C) Only when \( x > y \)
(D) For all values of \( x \) and \( y \)
(E) The method will never cause a stack overflow.

11. The boolean expression \( a[i] == \text{max} \ || \ !!(\text{max} != a[i]) \) can be simplified to

(A) \( a[i] == \text{max} \)
(B) \( a[i] != \text{max} \)
(C) \( a[i] < \text{max} \ || \ a[i] > \text{max} \)
(D) true
(E) false

12. Suppose the characters 0,1,...,8,9,A,B,C,D,E,F are used to represent a hexadecimal (base-16) number. Here A = 10, B = 11,...,F = 15. What is the largest base-10 integer that can be represented with a two-digit hexadecimal number, such as 14 or 3A?

(A) 32
(B) 225
(C) 255
(D) 256
(E) 272

13. Consider a `Clown` class that has a default constructor. Suppose a list `ArrayList<Clown>` `list` is initialized. Which of the following will not cause an `IndexOutOfBoundsException` to be thrown?

(A) for (int i = 0; i <= list.size(); i++)
    list.set(i, new Clown());

(B) list.add(list.size(), new Clown());

(C) Clown c = list.get(list.size());

(D) Clown c = list.remove(list.size());

(E) list.add(-1, new Clown());
Questions 14–16 refer to the Point, Quadrilateral, and Rectangle classes below:

```java
public class Point
{
    private int xCoord;
    private int yCoord;

    //constructor
    public Point(int x, int y)
    {
        ...
    }

    //accessors
    public int get_x()
    {
        ...
    }

    public int get_y()
    {
        ...
    }

    //other methods not shown ...
}

public abstract class Quadrilateral
{
    private String myLabels; // e.g., "ABCD"

    //constructor
    public Quadrilateral(String labels)
    {
        myLabels = labels;
    }

    public String getLabels()
    {
        return myLabels;
    }

    public abstract int perimeter();
    public abstract int area();
}
```

GO ON TO THE NEXT PAGE.
public class Rectangle extends Quadrilateral
{
    private Point myTopLeft;  // coords of top left corner
    private Point myBotRight;  // coords of bottom right corner

    // constructor
    public Rectangle(String labels, Point topLeft, Point botRight)
    { /* implementation code */ }

    public int perimeter()
    { /* implementation not shown */ }

    public int area()
    { /* implementation not shown */ }

    // other methods not shown ...
}

14. Which statement about the Quadrilateral class is false?
(A) The perimeter and area methods are abstract because there's no suitable
default code for them.
(B) The getLabels method is not abstract because any subclasses of
    Quadrilateral will have the same code for this method.
(C) If the Quadrilateral class is used in a program, it must be used as a super-
class for at least one other class.
(D) No instances of a Quadrilateral object can be created in a program.
(E) Any subclasses of the Quadrilateral class must provide implementation
code for the perimeter and area methods.

15. Which represents correct /* implementation code */ for the Rectangle construc-
tor?

I super(labels);

II super(labels, topLeft, botRight);

III super(labels);
    myTopLeft = topLeft;
    myBotRight = botRight;

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) II and III only
16. Refer to the Parallelogram and Square classes below.

```java
public class Parallelogram extends Quadrilateral {
    //private instance variables and constructor not shown ...

    public int perimeter() {
        /* implementation not shown */
    }

    public int area() {
        /* implementation not shown */
    }
}

public class Square extends Rectangle {
    //private instance variables and constructor not shown ...

    public int perimeter() {
        /* implementation not shown */
    }

    public int area() {
        /* implementation not shown */
    }
}
```

Consider an ArrayList<Quadrilateral> quadList whose elements are of type Rectangle, Parallelogram, or Square.

Refer to the following method, writeAreas:

```java
/* Precondition: quadList contains Rectangle, Parallelogram, or Square objects in an unspecified order. */
public static void writeAreas(ArrayList quadList) {
    for (Quadrilateral quad : quadList)
        System.out.println("Area of " + quad.getLabels() + " is " + quad.area());
}
```

What is the effect of executing this method?
(A) The area of each Quadrilateral in quadList will be printed.
(B) A compile-time error will occur, stating that there is no area method in abstract class Quadrilateral.
(C) A compile-time error will occur, stating that there is no getLabels method in classes Rectangle, Parallelogram, or Square.
(D) A NullPointerException will be thrown.
(E) A ClassCastException will be thrown.
17. Refer to the doSomething method:

```java
// postcondition
public static void doSomething(ArrayList<SomeType> list, int i, int j)
{
    SomeType temp = list.get(i);
    list.set(i, list.get(j));
    list.set(j, temp);
}
```

Which best describes the postcondition for doSomething?
(A) Removes from list the objects indexed at i and j.
(B) Replaces in list the object indexed at i with the object indexed at j.
(C) Replaces in list the object indexed at j with the object indexed at i.
(D) Replaces in list the objects indexed at i and j with temp.
(E) Interchanges in list the objects indexed at i and j.

18. Consider the NegativeReal class below, which defines a negative real number object.

```java
public class NegativeReal
{
    private Double myNegReal;

    // constructor. Creates a NegativeReal object whose value is num.
    // Precondition: num < 0.
    public NegativeReal(double num)
    { /* implementation not shown */ }

    // Postcondition: Returns the value of this NegativeReal.
    public double getValue()
    { /* implementation not shown */ }

    // Postcondition: Returns this NegativeReal rounded to the nearest integer.
    public int getRounded()
    { /* implementation */ }
}
```

Here are some rounding examples:

<table>
<thead>
<tr>
<th>Negative real number</th>
<th>Rounded to nearest integer</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3.5</td>
<td>-4</td>
</tr>
<tr>
<td>-8.97</td>
<td>-9</td>
</tr>
<tr>
<td>-5.0</td>
<td>-5</td>
</tr>
<tr>
<td>-2.487</td>
<td>-2</td>
</tr>
<tr>
<td>-0.2</td>
<td>0</td>
</tr>
</tbody>
</table>

Which /* implementation */ of getRounded produces the desired postcondition?
(A) return (int) (getValue() - 0.5);
(B) return (int) (getValue() + 0.5);
(C) return (int) getValue();
(D) return (double) (getValue() - 0.5);
(E) return (double) getValue();
19. Consider the following method.

```java
class Exams {
    public static void whatsIt(int n) {
        if (n > 10)
            whatsIt(n / 10);
        System.out.print(n % 10);
    }
}
```

What will be output as a result of the method call `whatsIt(347)`?

(A) 74
(B) 47
(C) 734
(D) 743
(E) 347

20. A large list of numbers is to be sorted into ascending order. Assuming that a “data movement” is a swap or reassignment of an element, which of the following is a true statement?

(A) If the array is initially sorted in descending order, then insertion sort will be more efficient than selection sort.
(B) The number of comparisons for selection sort is independent of the initial arrangement of elements.
(C) The number of comparisons for insertion sort is independent of the initial arrangement of elements.
(D) The number of data movements in selection sort depends on the initial arrangement of elements.
(E) The number of data movements in insertion sort is independent of the initial arrangement of elements.
21. Refer to the definitions of ClassOne and ClassTwo below.

```java
public class ClassOne {
    public void methodOne() {
        ...
    }

    // other methods not shown
}

public class ClassTwo extends ClassOne {
    public void methodTwo() {
        ...
    }

    // other methods not shown
}
```

Consider the following declarations in a client class. You may assume that ClassOne and ClassTwo have default constructors.

```java
ClassOne c1 = new ClassOne();
ClassOne c2 = new ClassTwo();
```

Which of the following method calls will cause an error?

I  c1.methodTwo();
II c2.methodTwo();
III c2.methodOne();

(A) None
(B) I only
(C) II only
(D) III only
(E) I and II only
22. Consider the code segment

```java
if (n == 1)
    k++; 
else if (n == 4)
    k += 4;
```

Suppose that the given segment is rewritten in the form

```java
if (/* condition */) /* assignment statement */;
```

Given that \( n \) and \( k \) are integers and that the rewritten code performs the same task as the original code, which of the following could be used as 
(1) /* condition */ and (2) /* assignment statement */?

(A) (1) \( n == 1 \) \&\& \( n == 4 \) (2) \( k += n \)
(B) (1) \( n == 1 \) \&\& \( n == 4 \) (2) \( k += 4 \)
(C) (1) \( n == 1 \) \|\| \( n == 4 \) (2) \( k += 4 \)
(D) (1) \( n == 1 \) \|\| \( n == 4 \) (2) \( k += n \)
(E) (1) \( n == 1 \) \|\| \( n == 4 \) (2) \( k = n - k \)

23. Which of the following will execute without throwing an exception?

I String \( s = \) null;
    String \( t = \) "";
    if (s.equals(t))
        System.out.println("empty strings?");

II String \( s = \) "holy";
    String \( t = \) "moly";
    if (s.equals(t))
        System.out.println("holy moly");

III String \( s = \) "holy";
    String \( t = s.substring(4) \);
    System.out.println(s + t);

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) II and III only
24. Three numbers \(a\), \(b\), and \(c\) are said to be a Pythagorean Triple if and only if the sum of the squares of two of the numbers equals the square of the third. A programmer writes a method \texttt{isPythTriple} to test if its three parameters form a Pythagorean Triple:

```java
// Returns true if \(a \times a + b \times b == c \times c\); otherwise returns false.
public static boolean isPythTriple(double a, double b, double c)
{
    double d = Math.sqrt(a * a + b * b);
    return d == c;
}
```

When the method was tested with known Pythagorean Triples, \texttt{isPythTriple} sometimes erroneously returned \texttt{false}. What was the most likely cause of the error?

(A) Round-off error was caused by calculations with floating-point numbers.
(B) Type \texttt{boolean} was not recognized by an obsolete version of Java.
(C) An overflow error was caused by entering numbers that were too large.
(D) \(c\) and \(d\) should have been cast to integers before testing for equality.
(E) Bad test data were selected.

25. Refer to the following class, containing the \texttt{mystery} method.

```java
public class SomeClass
{
    private int[] arr;

    // Constructor. Initializes arr to contain nonnegative
    // integers \(k\) such that \(0 \leq k \leq 9\).
    public SomeClass()
    { /* implementation not shown */ }

    public int mystery()
    {
        int value = arr[0];
        for (int i = 1; i < arr.length; i++)
            value = value * 10 + arr[i];
        return value;
    }
}
```

Which best describes what the \texttt{mystery} method does?

(A) It sums the elements of \(arr\).
(B) It sums the products \(10 \times arr[0] + 10 \times arr[1] + \cdots + 10 \times arr[\text{arr.length}-1]\).
(C) It builds an integer of the form \(d_1d_2d_3\ldots d_n\), where \(d_1 = arr[0]\), \(d_2 = arr[1]\), \ldots, \(d_n = arr[\text{arr.length}-1]\).
(D) It builds an integer of the form \(d_1d_2d_3\ldots d_n\), where \(d_1 = arr[\text{arr.length}-1], d_2 = arr[\text{arr.length}-2], \ldots, d_n = arr[0]\).
(E) It converts the elements of \(arr\) to base-10.
Questions 26 and 27 refer to the search method in the Searcher class below.

```java
public class Searcher {
    private int[] arr;

    // Constructor. Initializes arr with integers.
    public Searcher() /* implementation not shown */
    {
    }

    /* Precondition: arr[first]...arr[last] sorted in ascending order.
     * Postcondition: Returns index of key in arr. If key not in arr,
     * returns -1. */
    public int search(int first, int last, int key)
    {
        int mid;
        while (first <= last)
        {
            mid = (first + last) / 2;
            if (arr[mid] == key) // found key, exit search
                return mid;
            else if (arr[mid] < key) // key to right of arr[mid]
                first = mid + 1;
            else // key to left of arr[mid]
                last = mid - 1;
        }
        return -1; // key not in list
    }
}
```

26. Which assertion is true just before each execution of the while loop?
   (A) \(arr[first] < key < arr[last]\)
   (B) \(arr[first] \leq key \leq arr[last]\)
   (C) \(arr[first] < key < arr[last]\) or key is not in arr
   (D) \(arr[first] \leq key \leq arr[last]\) or key is not in arr
   (E) \(key \leq arr[first]\) or \(key \geq arr[last]\) or key is not in arr

27. Consider the array \(a\) with values as shown:

\[
4, 7, 19, 25, 36, 37, 50, 100, 101, 205, 220, 271, 306, 321
\]

where 4 is \(a[0]\) and 321 is \(a[13]\). Suppose that the search method is called with \(first = 0\) and \(last = 13\) to locate the key 205. How many iterations of the while loop must be made in order to locate it?
   (A) 3
   (B) 4
   (C) 5
   (D) 10
   (E) 13
28. Consider the following RandomList class.

```java
public class RandomList {
    private int[] myList;

    //constructor
    public RandomList() {
        myList = getList();
    }

    /* Read random Integers from 0 to 100 inclusive into array list. */
    public int[] getList() {
        System.out.println("How many integers? ");
        int listLength = IO.readInt(); //read user input
        int[] list = int[listLength];
        for (int i = 0; i < listLength; i++) {
            /* code to add integer to list */
        }
        return list;
    }

    /* Print all elements of this list. */
    public void printList() {
        ...
    }
}
```

Which represents correct /* code to add integer to list */?

(A) `list[i] = (int) (Math.random() * 101);`
(B) `list.add((int) (Math.random() * 101));`
(C) `list[i] = (int) (Math.random() * 100);`
(D) `list.add(new Integer(Math.random() * 100))`
(E) `list[i] = (int) (Math.random() * 100) + 1;`
Questions 29 and 30 refer to method \texttt{insert} described here. The \texttt{insert} method has two string parameters and one integer parameter. The method returns the string obtained by inserting the second string into the first starting at the position indicated by the integer parameter. For example, if \texttt{str1} contains \texttt{xy} and \texttt{str2} contains \texttt{cat}, then

\begin{verbatim}
insert(str1, str2, 0)  returns  catxy
insert(str1, str2, 1)  returns  xcaty
insert(str1, str2, 2)  returns  xycat
\end{verbatim}

Here is the header for method \texttt{insert}.

\begin{verbatim}
    //Precondition: 0 \leq pos \leq str1.length().
    //Postcondition: Returns /* somestring */.
    public static String insert(String str1, String str2, int pos);
\end{verbatim}

29. If \texttt{str1} = \texttt{a}\texttt{0}\texttt{a}\texttt{1}\ldots\texttt{a}\texttt{n-1} and \texttt{str2} = \texttt{b}\texttt{0}\texttt{b}\texttt{1}\ldots\texttt{b}\texttt{m-1}, which of the following is a correct replacement for /* somestring */?

(A) \texttt{a}\texttt{0}\texttt{a}\texttt{1}\ldots\texttt{a}\texttt{pos}\texttt{b}\texttt{0}\texttt{b}\texttt{1}\ldots\texttt{b}\texttt{m-1a}\texttt{pos+1a}\texttt{pos+2}\ldots\texttt{a}\texttt{n-1}

(B) \texttt{a}\texttt{0}\texttt{a}\texttt{1}\ldots\texttt{a}\texttt{pos+1b}\texttt{0}\texttt{b}\texttt{1}\ldots\texttt{b}\texttt{m-1a}\texttt{pos+2}\texttt{a}\texttt{pos+3}\ldots\texttt{a}\texttt{n-1}

(C) \texttt{a}\texttt{0}\texttt{a}\texttt{1}\ldots\texttt{a}\texttt{pos-1b}\texttt{0}\texttt{b}\texttt{1}\ldots\texttt{b}\texttt{m-1a}\texttt{pos}\texttt{a}\texttt{pos+1}\ldots\texttt{a}\texttt{n-1}

(D) \texttt{a}\texttt{0}\texttt{a}\texttt{1}\ldots\texttt{a}\texttt{n-1b}\texttt{0}\texttt{b}\texttt{1}\ldots\texttt{b}\texttt{m-1}

(E) \texttt{a}\texttt{0}\texttt{a}\texttt{1}\ldots\texttt{a}\texttt{pos-1b}\texttt{0}\texttt{b}\texttt{1}\ldots\texttt{b}\texttt{pos}\texttt{a}\texttt{pos}\texttt{a}\texttt{pos+1}\ldots\texttt{a}\texttt{n-1}

30. Method \texttt{insert} follows:

\begin{verbatim}
    //Postcondition: Returns /* somestring */.
    public static String insert(String str1, String str2, int pos)
    {
        String first, last;
        /* more code */
        return first + str2 + last;
    }
\end{verbatim}

Which of the following is a correct replacement for /* more code */?

(A) \texttt{first} = \texttt{str1.substring(0, pos)};
\texttt{last} = \texttt{str1.substring(pos)};

(B) \texttt{first} = \texttt{str1.substring(0, pos - 1)};
\texttt{last} = \texttt{str1.substring(pos)};

(C) \texttt{first} = \texttt{str1.substring(0, pos + 1)};
\texttt{last} = \texttt{str1.substring(pos + 1)};

(D) \texttt{first} = \texttt{str1.substring(0, pos)};
\texttt{last} = \texttt{str1.substring(pos + 1, str1.length())};

(E) \texttt{first} = \texttt{str1.substring(0, pos)};
\texttt{last} = \texttt{str1.substring(pos, str1.length() + 1)};
Use the following program description for Questions 31–33.

A programmer plans to write a program that simulates a small bingo game (no more than six players). Each player will have a bingo card with 20 numbers from 0 to 90 (no duplicates). Someone will call out numbers one at a time, and each player will cross out a number on his card as it is called. The first player with all the numbers crossed out is the winner. In the simulation, as the game is in progress, each player’s card is displayed on the screen.

The programmer envisions a short driver class whose `main` method has just two statements:

```java
BingoGame b = new BingoGame();
b.playBingo();
```

The `BingoGame` class will have several objects: a `Display`, a `Caller`, and a `PlayerGroup`. The `PlayerGroup` will have a list of `Players`, and each `Player` will have a `BingoCard`.

31. The relationship between the `PlayerGroup` and `Player` classes is an example of
   (A) an interface.
   (B) encapsulation.
   (C) composition.
   (D) inheritance.
   (E) independent classes.

32. Which is a reasonable data structure for a `BingoCard` object? Recall that a BingoCard has 20 integers from 0 to 90, with no duplicates. There should also be mechanisms for crossing off numbers that are called, and for detecting a winning card (i.e., one where all the numbers have been crossed off).

   I int[] myBingoCard; //will contain 20 integers
   //myBingoCard[k] is crossed off by setting it to -1.
   int numCrossedOff; //player wins when numCrossedOff reaches 20.

   II boolean[] myBingoCard; //will contain 91 boolean values, of which
   //20 are true. All the other values are false.
   //Thus, if myBingoCard[k] is true, then k is
   //on the card, 0 <= k <= 90. A number k is
   //crossed off by changing the value of
   //myBingoCard[k] to false.
   int numCrossedOff; //player wins when numCrossedOff reaches 20.

   III ArrayList<Integer> myBingoCard; //will contain 20 integers.
   //A number is crossed off by removing it from the ArrayList.
   //Player wins when myBingoCard.size() == 0.

   (A) I only
   (B) II only
   (C) III only
   (D) I and II only
   (E) I, II, and III

GO ON TO THE NEXT PAGE.
33. The programmer decides to use an `ArrayList<Integer>` to store the numbers to be called by the `Caller`:

```java
public class Caller {
    private ArrayList<Integer> myNumbers;

    // constructor
    public Caller() {
        myNumbers = getList();
        shuffleNumbers();
    }

    // Return the numbers 0...90 in order.
    private ArrayList<Integer> getList() {
        /* implementation not shown */
    }

    // Shuffle the numbers.
    private void shuffleNumbers() {
        /* implementation not shown */
    }
}
```

When the programmer tests the constructor of the `Caller` class she gets a `NullPointerException`. Which could be the cause of this error?

(A) The `Caller` object in the driver class was not created with `new`.
(B) The programmer forgot the return statement in `getList` that returns the list of `Integer`s.
(C) The declaration of `myNumbers` is incorrect. It needed to be
    ```java
    private ArrayList<Integer> myNumbers = null;
    ```
(D) In the `getList` method, an attempt was made to add an `Integer` to an `ArrayList` that had not been created with `new`.
(E) The `shuffleNumbers` algorithm went out of range, causing a null `Integer` to be shuffled into the `ArrayList`.

GO ON TO THE NEXT PAGE.
Questions 34–40 involve reasoning about the code from the GridWorld Case Study. A Quick Reference to the case study is provided as part of this exam. The actors in GridWorld are represented in this book with the pictures shown below. Each actor is shown facing north. These pictures almost certainly will be different from those used on the AP exam!

34. Which is a false statement about Bug movement?
   (A) A Bug can move on a diagonal line across the grid.
   (B) If a Flower is directly in front of a Bug, the Bug will replace the Flower in the Flower’s location.
   (C) If a Rock is directly in front of a Bug, the Bug will not change its location.
   (D) If a Bug is at the edge of the grid, the Bug will change its direction to Location.RIGHT + its current direction.
   (E) It is possible for a Bug to turn through a complete circle without changing its location.

35. Consider an actor whose current direction is Location.NORTHWEST. The following method call is made for this actor:

   ```java
   setDirection(getDirection() + Location.HALF_LEFT);
   ```

   What is the int value of the actor’s resulting direction?
   (A) 0
   (B) 45
   (C) 90
   (D) 225
   (E) 270

36. Suppose Bug and BoxBug behavior will be modified to allow bugs and box bugs to move onto Rocks in the same way that they move onto Flowers. Which classes will need to be modified to effect this change?
   (I) Actor
   (II) Bug
   (III) BoxBug
   (A) I only
   (B) II only
   (C) III only
   (D) II and III only
   (E) I, II, and III

Go on to the next page.
37. Consider the small bounded grid in the diagram.

It shows a red Bug facing north at (0, 2); a black Rock at (1, 0); and a blue ChameleonCritter facing south at (1, 1). After one step of the simulation, the bug is facing northeast at location (0, 2), and the rock is still at location (1, 0).

Which represents a legitimate state for the ChameleonCritter?
(A) Color is blue, location is (2, 1), and direction is south.
(B) Color is black, location is (1, 1), and direction is east.
(C) Color is red, location is (1, 2), and direction is northeast.
(D) Color is red, location is (0, 0), and direction is northwest.
(E) Color is black, location is (2, 0), and direction is south.

38. The moveTo method of the Actor class would not be suitable for which of the following operations? You may assume that each scenario below is contained in the context of a two-dimensional grid.
(A) Capturing a piece in Chess (namely, removing that piece from the board and taking its place on the board).
(B) Moving a piece on a Checkers board into an empty location.
(C) Rearranging the furniture in a room that has a rectangular floor plan.
(D) Changing a reserved seat to another location in a theater that has a rectangular arrangement of seats.
(E) Placing two monkeys in the same cage at a zoo, where the zoo has a rectangular arrangement of cages.
39. Consider the bounded grid shown, and the Actor in location (1, 1).

![Grid Image]

If it is the Actor’s turn to act, which are valid possibilities for a new location, if the Actor is a
(1) Critter
(2) ChameleonCritter

(A) (1) (0, 0), (2, 0), (2, 1), (2, 2), (1, 2), (0, 2)
    (2) (2, 1), (2, 2), (0, 2)
(B) (1) (0, 0), (2, 0), (1, 2)
    (2) (3, 0), (3, 1), (2, 1), (2, 2), (3, 3), (2, 3), (1, 3), (0, 2), (0, 3)
(C) (1) (0, 0), (0, 1), (0, 2), (1, 0), (1, 2), (2, 2), (0, 2)
    (2) (2, 1), (2, 2), (0, 2)
(D) (1) (0, 0), (0, 1), (1, 1), (1, 2), (2, 0), (3, 2)
    (2) (3, 0), (3, 1), (2, 1), (2, 2), (3, 3), (2, 3), (1, 3), (0, 2), (0, 3)
(E) (1) (0, 0), (0, 1), (0, 2), (1, 2), (2, 0), (2, 1), (2, 2)
    (2) (0, 2), (2, 0), (2, 1), (2, 2)

40. Suppose the program is changed so that a Critter is allowed to age. A Critter will start out at age 1, and have its age incremented by 1 each time it acts. To make this change, a private instance variable age is added to the Critter class, as well as an accessor method, getAge. A constructor is provided that initializes age to 1. What other changes must be made?

I The act method of the Actor class must be modified.

II The act method of the Critter class must be modified.

III The act method of the ChameleonCritter class must be overridden.

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III

END OF SECTION I
1. Consider the problem of designing a `StockItem` class to model items in stock on the shelf of a store. Each stock item includes the following:
   - A description of the item.
   - An identity number that is a positive integer.
   - A price in dollars, rounded to the nearest cent (two decimal places).
   - The number of this particular item on the shelf.

When a new stock item is created, it must be assigned a description, an identity number, a price, and the number on the shelf. Operations on a stock item include the following:
   - Retrieve the description of the item.
   - Retrieve the identity number of the item.
   - Retrieve the price of the item.
   - Retrieve the number of this item on the shelf.
   - Set a new price for the item.
   - Remove some quantity of this item from the shelf (if an attempt is made to remove more than the number on the shelf, all are removed).
   - Add some quantity of this item to the shelf.
(a) Write the class declaration for the StockItem class. In writing this class you must
- Choose appropriate method names.
- Provide the functionality specified above.
- Provide a data representation consistent with the specification above.

Do not write implementation code for the methods or constructor(s) of the StockItem class. Write \{implementation\} under the header. For example, suppose you have a method changeDescription. You would indicate it like this:

```java
public void changeDescription(String newDescription) { /* implementation */ }
```

(b) Consider the class Store, which represents a list of all the StockItem objects in the store. The Store class is partially specified below:

```java
public class Store {
    private ArrayList<StockItem> myStockList; // all stock items
    // in this store
    // constructors and other methods not shown
    ...

    // Precondition: myStockList contains StockItem with
    // identity number idNum.
    // Postcondition: All instances of StockItem with identity
    // number idNum have been completely removed
    // from the shelf. This StockItem, however,
    // is still in myStockList.
    public void removeAll(int idNum) { /* to be implemented in this part */ }
}
```

Write the Store method removeAll, which searches for the StockItem in myStockList whose identity number matches idNum and removes all instances of that item from the shelf. You may assume that myStockList does contain the StockItem with identity number idNum.

In writing removeAll, you may use any of the methods of the StockItem class that you specified in part (a).

Complete method removeAll below:

```java
// Precondition: myStockList contains StockItem with
// identity number idNum.
// Postcondition: All instances of StockItem with identity
// number idNum have been completely removed
// from the shelf. This StockItem, however,
// is still in myStockList.
public void removeAll(int idNum) {
```

GO ON TO THE NEXT PAGE.
2. A WordSet, shown in the class declaration below, stores a set of String objects in no particular order and contains no duplicates. Each word is a sequence of capital letters only.

```java
public class WordSet {
    //private data members not shown
    ...
    //Constructor initializes set to empty.
    public WordSet() {
        /* implementation not shown */
    }
    //Returns number of words in set.
    public int size() {
        /* implementation not shown */
    }
    //Adds word to set (no duplicates).
    public void insert(String word) {
        /* implementation not shown */
    }
    //Removes word from set if present, else does nothing.
    public void remove(String word) {
        /* implementation not shown */
    }
    //Returns kth word in alphabetical order, where 1 <= k <= size().
    public String findkth(int k) {
        /* implementation not shown */
    }
    //Returns true if set contains word, false otherwise.
    public boolean contains(String word) {
        /* implementation not shown */
    }
}
```

The findkth method returns the kth word in alphabetical order in the set, even though the implementation of WordSet may not be sorted. The number k ranges from 1 (corresponding to first in alphabetical order) to N, where N is the number of words in the set. For example, if WordSet s stores the words {"GRAPE", "PEAR", "FIG", "APPLE"}, here are the values when s.findkth(k) is called.

<table>
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<tr>
<th>k</th>
<th>values of s.findkth(k)</th>
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<tr>
<td>1</td>
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<tr>
<td>2</td>
<td>FIG</td>
</tr>
<tr>
<td>3</td>
<td>GRAPE</td>
</tr>
<tr>
<td>4</td>
<td>PEAR</td>
</tr>
</tbody>
</table>

GO ON TO THE NEXT PAGE.
(a) Write a client method countA that returns the number of words in WordSet s that begin with the letter “A.” In writing countA, you may call any of the methods of the WordSet class. Assume that the methods work as specified.

Complete method countA below.

```java
//Postcondition: Returns the number of words in s that begin with "A."
public static int countA(WordSet s)
```

(b) Write a client method removeA that removes all words that begin with “A.” If there are no such words in s, then removeA does nothing. In writing removeA, you may call method countA specified in part (a). Assume that countA works as specified, regardless of what you wrote in part (a).

Complete method removeA below:

```java
//Postcondition: WordSet s contains no words that begin with "A", but is otherwise unchanged.
public static void removeA(WordSet s)
```

(c) Write a client method commonElements that returns the WordSet containing just those elements occurring in both of its WordSet parameters.

For example, if s1 is {"BE", "NOT", "AFRAID"} and s2 is {"TO", "BE", "OR", "NOT"}, then commonElements(s1, s2) should return the WordSet {"BE", "NOT"}. (If you are familiar with mathematical set theory, commonElements returns the intersection of s1 and s2.)

Complete method commonElements below.

```java
//Postcondition: Returns the set containing only the elements that occur in both s1 and s2.
public static WordSet commonElements(WordSet s1, WordSet s2)
```
3. This question refers to the Sentence class below. Note: A word is a string of consecutive nonblank (and nonwhitespace) characters. For example, the sentence “Hello there!” she said.

   consists of the four words
   "Hello there!" she said.

public class Sentence
{
    private String mySentence;
    private int myNumWords;

    // Constructor. Creates sentence from String str.
    // Finds the number of words in sentence.
    // Precondition: Words in str separated by exactly one blank.
    public Sentence(String str)
    { /* to be implemented in part (a) */ }

    public int getNumWords()
    { return myNumWords; }

    public String getSentence()
    { return mySentence; }

    // Returns copy of String s with all blanks removed.
    // Postcondition: Returned string contains just one word.
    private static String removeBlanks(String s)
    { /* implementation not shown */ }

    // Returns copy of String s with all letters in lowercase.
    // Postcondition: Number of words in returned string equals
    // number of words in s.
    private static String lowerCase(String s)
    { /* implementation not shown */ }

    // Returns copy of String s with all punctuation removed.
    // Postcondition: Number of words in returned string equals
    // number of words in s.
    private static String removePunctuation(String s)
    { /* implementation not shown */ }
}

(a) Complete the Sentence constructor as started below. The constructor assigns str to mySentence. You should write the subsequent code that assigns a value to myNumWords, the number of words in mySentence.

Complete the constructor below:

    // Constructor. Creates sentence from String str.
    // Finds the number of words in sentence.
    // Precondition: Words in str separated by exactly one blank.
    public Sentence(String str)
    {
        mySentence = str;
    }
(b) Consider the problem of testing whether a string is a palindrome. A palindrome reads the same from left to right and right to left, ignoring spaces, punctuation, and capitalization. For example,

A Santa lived as a devil at NASA.
Flo, gin is a sin! I golf.
Eva, can I stab bats in a cave?

A public method isPalindrome is added to the Sentence class. Here is the method and its implementation:

//Returns true if mySentence is a palindrome, false otherwise.
public boolean isPalindrome()
{
    String temp = removeBlanks(mySentence);
    temp = removePunctuation(temp);
    temp = lowerCase(temp);
    return isPalindrome(temp, 0, temp.length() - 1);
}

The overloaded isPalindrome method contained in the code is a private recursive helper method, also added to the Sentence class. You are to write the implementation of this method. It takes a “purified” string as a parameter, namely one that has been stripped of blanks and punctuation and is all lowercase letters. It also takes as parameters the first and last index of the string. It returns true if this “purified” string is a palindrome, false otherwise.

A recursive algorithm for testing if a string is a palindrome is as follows:

- If the string has length 0 or 1, it’s a palindrome.
- Remove the first and last letters.
- If those two letters are the same, and the remaining string is a palindrome, then the original string is a palindrome. Otherwise it’s not.

Complete the isPalindrome method below:

/* Private recursive helper method that tests whether a substring * of string s is a palindrome. */
/* start is the index of the first character of the substring. */
/* end is the index of the last character of the substring. */
/* Precondition: s contains no spaces, punctuation, or capitals. */
/* Postcondition: Returns true if the substring is a palindrome, */
/* false otherwise. */
private static boolean isPalindrome(String s, int start, int end)
4. This question involves reasoning about the code from the GridWorld Case Study. A Quick Reference to the case study is provided as part of this exam.

Consider defining a new kind of ChameleonCritter, a HungryChameleon, that attempts to eat a Bug when it acts. If it succeeds in eating a bug, a HungryChameleon does not change color. If it fails to eat, then it changes color in the same way a ChameleonCritter does. After eating or changing color, a HungryChameleon moves like a ChameleonCritter. Here is a partial definition of the class HungryChameleon.

```java
/**
 * A HungryChameleon eats neighboring bugs if there are any;
 * otherwise it takes on the color of neighboring actors as it
 * moves through the grid.
 */
public class HungryChameleon extends ChameleonCritter {
    /**
     * Gets a list of adjacent bugs.
     * @param actors the list of all adjacent neighbors
     * @return a list of adjacent bugs
     */
    private ArrayList<Bug> getBugs(ArrayList<Actor> actors)
    { /* to be implemented in part (a) */ }

    /**
     * Randomly "eats" one of the bugs in the list of bugs.
     * Precondition: bugs.size() > 0.
     * @param bugs the list of adjacent bugs
     */
    private void eatBug(ArrayList<Bug> bugs)
    { /* to be implemented in part (b) */ }

    /**
     * Gets a list of adjacent neighboring bugs and eats one.
     * If there are no bugs to eat, the HungryChameleon takes
     * on the color of a neighboring actor.
     * @param actors the list of all adjacent neighbors
     */
    public void processActors(ArrayList<Actor> actors)
    { /* to be implemented in part (c) */ }
}
```

(a) Write the private HungryChameleon method `getBugs`. This method should return a list of adjacent neighboring actors that are bugs.

Complete method `getBugs` below.

```java
/**
 * Gets a list of adjacent bugs.
 * @param actors the list of all adjacent neighbors
 * @return a list of adjacent bugs
 */
private ArrayList<Bug> getBugs(ArrayList<Actor> actors)
```
(b) Write the private HungryChameleon method eatBug. Method eatBug randomly selects a Bug from its bugs parameter and “eats” (i.e. removes) it. Complete method eatBug below.

```java
/**
 * Randomly "eats" one of the bugs in the list of bugs.
 * Precondition: bugs.size() > 0.
 * @param bugs the list of adjacent bugs
 */
private void eatBug(ArrayList<Bug> bugs)
```

(c) Override the processActors method of the ChameleonCritter superclass. A HungryChameleon processes actors by getting a list of neighboring bugs and randomly selecting one to eat. If there are no bugs to eat, the HungryChameleon takes on the color of one of its neighbors, behaving just like a ChameleonCritter. Complete method processActors below.

```java
/**
 * Gets a list of adjacent neighboring bugs and eats one.
 * If there are no bugs to eat, the HungryChameleon takes
 * on the color of a neighboring actor.
 * @param actors the list of all adjacent neighbors
 */
public void processActors(ArrayList<Actor> actors)
```

END OF EXAMINATION
### ANSWER KEY (Section I)

1. D  
2. B  
3. A  
4. C  
5. B  
6. A  
7. A  
8. B  
9. C  
10. B  
11. A  
12. C  
13. B  
14. E  
15. C  
16. A  
17. E  
18. A  
19. E  
20. B  
21. E  
22. D  
23. E  
24. A  
25. C  
26. D  
27. B  
28. A  
29. C  
30. A  
31. C  
32. E  
33. D  
34. D  
35. E  
36. B  
37. D  
38. E  
39. A  
40. B

### DIAGNOSTIC CHART FOR LEVEL A EXAM

Each multiple-choice question has a complete explanation (p. 40).

The following table relates each question to sections that you should review. For any given question, the topic(s) in the chart represent the concept(s) tested in the question. These topics are explained on the corresponding page(s) in the chart and should provide further insight into answering that question.
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ANSWERS EXPLAINED (Section I)

1. (D) Constructors are never inherited. If a subclass has no constructor, the default constructor for the superclass is generated. If the superclass does not have a default constructor, a compile-time error will occur.

2. (B) The programmer is using an object-oriented approach to writing the program and plans to test the simplest classes first. This is bottom-up development. In top-down development (choice A), high-level classes are broken down into subsidiary classes. Procedural abstraction (choice C) is the use of helper methods in a class. Information hiding (choice D) is restriction of access to private data and methods in a class. Choice E is wrong because a driver program is one whose sole purpose is to test a given method or class. Implementing the simplest classes first may involve driver programs that test the various methods, but the overall plan is not an example of a driver program.

3. (A) In the constructor, the private instance variables mySuit and myValue must be initialized to the appropriate parameter values. Choice A is the only choice that does this.

4. (C) Spades are represented by myDeck[0]...myDeck[12]. Hearts are represented by myDeck[13]...myDeck[25]. Therefore the correct test for hearts is if(i/13 == 1) and the correct assignment is myDeck[i] = .... The expression on the right-hand side must use the Card constructor. The correct Card value (second parameter) is an int from 0 to 12. This is correctly obtained with i % 13.

5. (B) Implementation II invokes the toString method of the Card class. Implementation I fails because there is no default toString method for arrays. Implementation III will cause a ClassCastException: You cannot cast a Card to a String.

6. (A) The array will not be changed by the increment method. Here are the memory slots:

   Before the first call, increment(3):
   - testArray
     - Before the first call: 3 4 5
     - Just after the first call:
       - testArray
       - Just before exiting increment(3):
         - testArray
         - Just after exiting increment(3):

   The same analysis applies to the method calls increment(4) and increment(5).

7. (A) As in the previous question, the array will not be changed by the increment method. Nor will the local variable element! What will be changed by increment is the copy of the parameter during each pass through the loop.
8. (B) The maximum number will be achieved if /* test */ is true in each pass through the loop. So the question boils down to: How many times is the loop executed? Try one odd and one even value of $n$:

If $n = 7$, $i = 0, 2, 4, 6$ Ans = 4
If $n = 8$, $i = 0, 2, 4, 6$ Ans = 4

Notice that choice B is the only expression that works for both $n = 7$ and $n = 8$.

9. (C) Here is one of the golden rules of programming: Don’t start planning the program until every aspect of the specification is crystal clear. A programmer should never make unilateral decisions about ambiguities in a specification.

10. (B) When $x \leq y$, a recursive call is made to whatIsIt($x - 1, y$). If $x$ decreases at every recursive call, there is no way to reach a successful base case. Thus, the method never terminates and eventually exhausts all available memory.

11. (A) The expression $!(\text{max} \neq a[i])$ is equivalent to $\text{max} == a[i]$, so the given expression is equivalent to $a[i] == \text{max} || \text{max} == a[i]$, which is equivalent to $a[i] == \text{max}$.

12. (C) A base-$b$ number can be represented with $b$ characters. Thus, base-2 uses 0,1 for example, and base-10 uses 0,1,...,8,9. A hexadecimal (base-16) number is represented with 16 characters: 0,1,...,8,9,A,B,C,D,E,F, where A = 10, B = 11,...,F = 15. The largest two-place base-2 integer is

$$11 = 1 \times 2^0 + 1 \times 2^1 = 3$$

The largest two-place base-10 integer is

$$99 = 9 \times 10^0 + 9 \times 10^1$$

The largest two-place base-16 integer is

$$\text{FF} = F \times 16^0 + F \times 16^1$$

The character F represents 15, so

$$\text{FF} = 15 \times 16^0 + 15 \times 16^1 = 255$$

Here’s another way to think about this problem: Each hex digit is 4 binary digits (bits), since $16 = 2^4$. Therefore a two-digit hex number is 8 bits. The largest base-10 number that can be represented with 8 bits is $2^8 - 1 = 255$.

13. (B) The index range for ArrayList is $0 \leq \text{index} \leq \text{size()} - 1$. Thus, for methods get, remove, and set, the last in-bounds index is size() - 1. The one exception is the add method—to add an element to the end of the list takes an index parameter list.size().

14. (E) Subclasses of Quadrilateral may also be abstract, in which case they will inherit perimeter and/or area as abstract methods.

15. (C) Segment I starts correctly but fails to initialize the additional private variables of the Rectangle class. Segment II is wrong because by using super with topLeft and botRight, it implies that these values are used in the Quadrilateral superclass. This is false—there isn’t even a constructor with three arguments in the superclass.
16. (A) During execution the appropriate area method for each quad in quadList will be determined (polymorphism or dynamic binding).

17. (E) The algorithm has three steps:
   
   1. Store the object at \( i \) in \( \text{temp} \).
   2. Place at location \( i \) the object at \( j \).
   3. Place \( \text{temp} \) at location \( j \).

   This has the effect of swapping the objects at \( i \) and \( j \). Notice that choices B and C, while incomplete, are not incorrect. The question, however, asks for the best description of the postcondition, which is found in choice E.

18. (A) Subtracting 0.5 from a negative real number and then truncating it produces the number correctly rounded to the nearest integer. Note that casting to an int truncates a real number. The expression in choice B is correct for rounding a positive real number. Choice C won’t round correctly. For example, \(-3.7\) will be rounded to \(-3\) instead of \(-4\). Choices D and E don’t make sense. Why cast to \text{double} if you’re rounding to the nearest integer?

19. (E) The method call \( \text{whatsIt}(347) \) puts on the stack \( \text{System.out.print(7)} \).
    
    The method call \( \text{whatsIt}(34) \) puts on the stack \( \text{System.out.print(4)} \).
    
    The method call \( \text{whatsIt}(3) \) is a base case and writes out 3.
    
    Now the stack is popped from the top, and the 3 that was printed is followed by 4, then 7. The result is 347.

20. (B) Recall that insertion sort takes each element in turn and (a) finds its insertion point and (b) moves elements to insert that element in its correct place. Thus, if the array is in reverse sorted order, the insertion point will always be at the front of the array, leading to the maximum number of comparisons and data moves—very inefficient. Therefore choices A, C, and E are false.
    
    Selection sort finds the smallest element in the array and swaps it with \( a[0] \) and then finds the smallest element in the rest of the array and swaps it with \( a[1] \), and so on. Thus, the same number of comparisons and moves will occur, irrespective of the original arrangement of elements in the array. So choice B is true, and choice D is false.

21. (E) Method call I fails because \( \text{ClassOne} \) does not have access to the methods of its subclass. Method call II fails because \( c2 \) needs to be cast to \( \text{ClassTwo} \) to be able to access \text{methodTwo}. Thus, the following would be OK:

   \[
   ((\text{ClassTwo}) \ c2).\text{methodTwo}();
   \]

   Method call III works because \( \text{ClassTwo} \) inherits \text{methodOne} from its superclass, \( \text{ClassOne} \).

22. (D) Notice that in the original code, if \( n = 1 \), \( k \) is incremented by 1, and if \( n = 4 \), \( k \) is incremented by 4. This is equivalent to saying “if \( n = 1 \) or \( 4 \), \( k \) is incremented by \( n \)”.

23. (E) Segment I will throw a \text{NullPointerException} when \( \text{s.equals...} \) is invoked, because \( s \) is a null reference. Segment III looks suspect, but when the startIndex parameter of the substring method equals \( \text{s.length()} \), the value returned is the empty string. If, however, \( \text{startIndex > s.length()} \), a \text{StringIndexOutOfBoundsException} is thrown.
24. (A) Since results of calculations with floating-point numbers are not always represented exactly (round-off error), direct tests for equality are not reliable. Instead of the boolean expression \( d == c \), a test should be done to check whether the difference of \( d \) and \( c \) is within some acceptable tolerance interval (see the Box on comparing floating-point numbers, p. 122).

25. (C) If \( arr \) has elements 2, 3, 5, the values of value are

\[
\begin{align*}
\text{2} & \quad \text{// after initialization} \\
2 \times 10 + 3 & = 23 \quad \text{// when } i = 1 \\
23 \times 10 + 5 & = 235 \quad \text{// when } i = 2
\end{align*}
\]

26. (D) The point of the binary search algorithm is that the interval containing key is repeatedly narrowed down by splitting it in half. For each iteration of the while loop, if key is in the list, \( arr[\text{first}] \leq \text{key} \leq arr[\text{last}] \). Note that (i) the endpoints of the interval must be included, and (ii) key is not necessarily in the list.

27. (B)

<table>
<thead>
<tr>
<th>first</th>
<th>last</th>
<th>mid</th>
<th>a[mid]</th>
</tr>
</thead>
<tbody>
<tr>
<td>After first iteration</td>
<td>0</td>
<td>13</td>
<td>6</td>
</tr>
<tr>
<td>After second iteration</td>
<td>7</td>
<td>13</td>
<td>10</td>
</tr>
<tr>
<td>After third iteration</td>
<td>7</td>
<td>9</td>
<td>8</td>
</tr>
<tr>
<td>After fourth iteration</td>
<td>9</td>
<td>9</td>
<td>9</td>
</tr>
</tbody>
</table>

28. (A) The data structure is an array, not an ArrayList, so you cannot use the add method for inserting elements into the list. This eliminates choices B and D. The expression to return a random integer from 0 to \( k-1 \) inclusive is

\[(\text{int})(\text{Math.random()} \times k)\]

Thus, to get integers from 0 to 100 requires \( k \) to be 101, which eliminates choice C. Choice E fails because it gets integers from 1 to 100.

29. (C) Suppose, for example, \( \text{str1} \) is strawberry and \( \text{str2} \) is cat. Then \( \text{insert(str1, str2, 5)} \) will return the following pieces, concatenated:

\[
\text{straw} + \text{cat} + \text{berry}
= a_0a_1a_2a_3a_4 + b_3b_1b_2 + a_5a_6a_7a_8a_9
= a_0a_1a_2a_3a_4b_0b_1b_2a_3a_4a_5a_6a_7a_8a_9
\]

30. (A) Recall that \( s.\text{substring}(k, m) \) (a method of String) returns a substring of \( s \) starting at position \( k \) and ending at position \( m-1 \). Again consider the example in which \( \text{str1} \) is strawberry, \( \text{str2} \) is cat, and the method call is \( \text{insert(str1, str2, 5)} \). String \( \text{str1} \) must be split into two parts, \( \text{first} \) and \( \text{last} \). Then \( \text{str2} \) will be inserted between them. Since \( \text{str2} \) is inserted starting at position 5 (the "b"), \( \text{first} = \text{straw} \), namely \( \text{str1.substring(0, pos)} \). (Start at 0 and take all the characters up to and including location \( \text{pos-1} \), namely 4.) Notice that \( \text{last} \), the second substring of \( \text{str1} \), must start at the index for "b", which is \( \text{pos} \), the index at which \( \text{str2} \) was inserted. The expression \( \text{str1.substring(pos)} \) returns the substring of \( \text{str1} \) that starts at \( \text{pos} \) and continues to the end of the string, which was required. Note that you don’t need any “special case” tests. In the cases where \( \text{str2} \) is inserted at the front of \( \text{str1} \) (i.e., \( \text{pos} = 0 \)) or the back of \( \text{str1} \) (i.e., \( \text{pos} \) is \( \text{str1.length()} \)), the code for the general case works.
31. (C) Composition is the has-a relationship. A PlayerGroup has-a Player (several of them, in fact). Inheritance, (choice D) is the is-a relationship, which doesn’t apply here. None of the choices A, B, or E apply in this example: An interface is a single class composed of only abstract methods (see p. 198); encapsulation is the bundling together of data fields and operations into a single unit, a class (see p. 263); and PlayerGroup and Player are clearly dependent on each other since PlayerGroup contains several Player objects (see p. 265).

32. (E) All of these data structures are reasonable. They all represent 20 bingo numbers in a convenient way and provide easy mechanisms for crossing off numbers and recognizing a winning card. Notice that data structure II provides a very quick way of searching for a number on the card. For example, if 48 is called, myBingoCard[48] is inspected. If it is true, then it was one of the 20 original numbers on the card and gets crossed out. If false, 48 was not on that player’s card. Data structures I and II require a linear search to find any given number that is called. (Note: There is no assumption that the array is sorted, which would allow a more efficient binary search.)

33. (D) A NullPointerException is thrown whenever an attempt is made to invoke a method with an object that hasn’t been created with new. Choice A doesn’t make sense: To test the Caller constructor requires a statement of the form

   Caller c = new Caller();

Choice B is wrong: A missing return statement in a method triggers a compile-time error. Choice C doesn’t make sense: In the declaration of myNumbers, its default initialization is to null. Choice E is bizarre. Hopefully you eliminated it immediately!

34. (D) Location.RIGHT is 90. A Bug that doesn’t move, however, turns right through 45°, or Location.HALF_RIGHT. Choice A could happen if the Bug is facing northeast, for example, at its turn to move. If there are no obstacles in its path, the Bug will keep moving in that direction, on a diagonal path. For choice B, refer to the bug’s canMove method, and notice that the Bug can move either into an empty location or onto a Flower. It may not, however, move onto a Rock, so choice C is true. Choice E will happen whenever a Bug is blocked in all adjacent locations, either by an actor other than a Flower or an edge of the grid. The Bug can’t move, so it keeps on turning right.

35. (E) getDirection() = Location.NORTHWEST

   = 315

   Location.HALF_LEFT = −45

Answer: 315 − 45 = 270

36. (B) The canMove method in the Bug class is the only code that needs to be changed. Here is the change:

   return (neighbor == null) || (neighbor instanceof Flower)
   || (neighbor instanceof Rock);

Note that the BoxBug class does not need to be changed. In the act method, the inherited canMove method will now return true if the location in front of the BoxBug is empty, or contains a flower, or contains a rock. The Actor class too
does not need to be changed. The `moveTo` method specifies that if there is another `Actor` at the new location, that actor will be removed.

37. (D) The `ChameleonCritter` randomly picks either the rock or the bug, and changes its color to match that of the selected actor. Eliminate choice A—the `ChameleonCritter` cannot remain blue. Next, the `ChameleonCritter` moves to an empty neighboring location, changing its direction to match the direction in which it moved. Eliminate choice B, since (1, 1) is not an empty neighboring location. Choices C and E both change color correctly and move to a valid location. The `ChameleonCritter`, however, ends up facing the wrong direction. The direction from (1, 1) to (1, 2) is east, not northeast. The direction from (1, 1) to (2, 0) is southwest, not south.

38. (E) The specification for `moveTo` states that

- the actor will be moved to a new location.
- if there’s already another actor in this location, it will be removed.

The key here is that two actors may not occupy the same location simultaneously. Therefore, you cannot use `moveTo` to place two `Monkey` objects in the same location at a zoo.

39. (A) The `Critter` will eat the bugs in (0, 0) and (1, 2) and the flower in (2, 0), leaving those locations empty and available. Also available are the other empty locations: (2, 1), (2, 2), and (0, 2). The `ChameleonCritter` doesn’t eat its neighbors, so the only available locations are the ones that were empty to begin with: (2, 1), (2, 2), and (0, 2).

40. (B) The `act` method of the `Critter` class must be changed so that the `age` variable is increased by 1 each time `act` is called. Statement I is wrong because not all actors age. Statement III is wrong because a `ChameleonCritter` inherits the `Critter`’s `act` method.
Section II

1. (a) public class StockItem
   {
       private String myDescription;
       private int myIdNum;
       private double myPrice;
       private int myNumOnShelf;

       public StockItem(String description, int id,
                          double price, int numOnShelf)
       { implementation }

       public String getDescription()
       { implementation }

       public int getIdNum()
       { implementation }

       public double getPrice()
       { implementation }

       public int getNumOnShelf()
       { implementation }

       public void setPrice(double newPrice)
       { implementation }

       public void remove(int quantity)
       { implementation }

       public void add(int quantity)
       { implementation }
   }

(b) public void removeAll(int idNum)
   {
       int i = 0;
       while (myStockList.get(i).getIdNum() != idNum)
            i++;
       StockItem item = myStockList.get(i);
       item.remove(item.getNumOnShelf());
   }

Alternatively,

public void removeAll(int idNum)
{
   for (StockItem item : myStockList)
   {
      if (item.getIdNum() == idNum)
      {
         item.remove(item.getNumOnShelf());
         break;
      }
   }
}
NOTE

- The while loop in the first solution for part (b) will not cause an out-of-range error, since the precondition guarantees that a StockItem with the given identity number is in the list. If this is not guaranteed, you need to start the while loop test with i<myStockList.size().
- In the alternative solution shown for part (b) you want to exit the method as soon as the required StockItem has been found and processed. The break statement gets you out of the for loop and hence out of the method. The break construct will not be tested on the AP exam.
- In part (b), don’t make the mistake of removing the entire StockItem from myStockList:
  ```java
  myStockList.remove(item);
  ```
  This is not the same as recording that item currently has a quantity of zero on the shelf.

2. (a) public static int countA(WordSet s) {
    int count = 0;
    while (count < s.size() &&
            s.findkth(count + 1).substring(0, 1).equals("A"))
    count++;
    return count;
}

Alternatively,

public static int countA(WordSet s) {
    boolean done = false;
    int count = 0;
    while (count < s.size() && !done) {
        String nextWord = s.findkth(count + 1);
        if (nextWord.substring(0,1).equals("A"))
        count++;
        else
            done = true;
    }
    return count;
}

(b) public static void removeA(WordSet s) {
    int numA = countA(s);
    for (int i = 1; i <= numA; i++)
        s.remove(s.findkth(i));
}

Alternatively,

public static void removeA(WordSet s) {
    while (s.size() != 0 &&
           s.findkth(1).substring(0, 1).equals("A"))
        s.remove(s.findkth(1));
}
public static WordSet commonElements(WordSet s1, WordSet s2)
{
    WordSet temp = new WordSet();
    for (int i = 1; i <= s1.size(); i++)
    {
        String nextWord = s1.findkth(i);
        if (s2.contains(nextWord))
            temp.insert(nextWord);
    }
    return temp;
}

NOTE

• To test whether a word starts with "A", you must compare the first letter of word, that is, word.substring(0,1), with "A".

• In part (a), you must check that your solution works if s is empty. For the given algorithm, count < s.size() will fail and short circuit the test, which is desirable since s.findkth(1) will violate the precondition of findkth(k), namely that k cannot be greater than size().

• The parameter for s.findkth must be greater than 0. Hence the use of s.findkth(count+1) in part (a).

• For the first solution in part (b), you get a subtle intent error if your last step is s.remove(s.findkth(i)). Suppose that s is initially {"FLY", "ASK", "ANT"}. After the method call s.remove(s.findkth(1)), s will be {"FLY", "ASK"}. After the statement s.remove(s.findkth(2)), s will be {"ASK"}!! The point is that s is adjusted after each call to s.remove. The algorithm that works is this: If N is the number of words that start with “A”, simply remove the first element in the list N times. Note that the alternative solution avoids the pitfall described by simply repeatedly removing the first element if it starts with ‘A.” The alternative solution, however, has its own pitfall: The algorithm can fail if a test for s being empty isn’t done for each iteration of the while loop.

• Part (c) could also be accomplished by going through each element in s2 and checking if it’s included in s1.

3. (a) public Sentence(String str)
{
    mySentence = str;
    myNumWords = 1;
    int k = str.indexOf(" ");
    while (k != -1) //while there are still blanks in str
    {
        myNumWords++;
        str = str.substring(k + 1); //substring after blank
        k = str.indexOf(" "); //get index of next blank
    }
}
Answers Explained

(b) private static boolean isPalindrome(String s, int start, int end)
{
    if (start >= end) //substring has length 0 or 1
        return true;
    else
    {
        String first = s.substring(start, start + 1);
        String last = s.substring(end, end + 1);
        if (first.equals(last))
            return isPalindrome(s, start + 1, end - 1);
        else
            return false;
    }
}

NOTE

- In part (a), for every occurrence of a blank in mySentence, myNumWords must be incremented. (Be sure to initialize myNumWords to 1!)
- In part (a), the code locates all the blanks in mySentence by replacing str with the substring that consists of the piece of str directly following the most recently located blank.
- Recall that indexOf returns -1 if its String parameter does not occur as a substring in its String calling object.
- In part (b), the start and end indexes move toward each other with each subsequent recursive call. This shortens the string to be tested in each call. When start and end meet, the base case has been reached.
- Notice the private static methods in the Sentence class, including the helper method you were asked to write. They are static because they are not invoked by a Sentence object (no dot member construct). The only use of these methods is to help achieve the postconditions of other methods in the class.

4. (a) private ArrayList<Bug> getBugs(ArrayList<Actor> actors)
{
    ArrayList<Bug> bugs = new ArrayList<Bug>();
    for (Actor a : actors)
    {
        if (a instanceof Bug)
            bugs.add((Bug)a);
    }
    return bugs;
}

(b) private void eatBug(ArrayList<Bug> bugs)
{
    int n = bugs.size();
    int r = (int) (Math.random() * n); 
    Bug b = bugs.get(r);
    b.removeSelfFromGrid();
}
(c) public void processActors(ArrayList<Actor> actors)
{
    ArrayList<Bug> bugList = getBugs(actors);
    if (bugList.size() == 0)
        super.processActors(actors);
    else
        eatBug(bugList);
}

NOTE

- In part (a), the bugs ArrayList contains only Bug objects. Notice that in
  the for loop, the object a that is being examined is an Actor. Therefore
  you need the cast to Bug in the add statement in the body of the loop.
- In part (c), if there is at least one bug in bugList, the HungryChameleon
  will eat; otherwise it will do what its superclass, ChameleonCritter, does:

        super.processActors(actors);
PRACTICE EXAM TWO / LEVEL AB DIAGNOSTIC TEST

The exam that follows has the same format as that used on the actual AP exam. There are two ways you may use it:

1. As a diagnostic test before you start reviewing. Following the answer key is a diagnostic chart that relates each question to sections that you should review. In addition, complete explanations are provided for each solution.
2. As a practice exam when you have completed your review. Complete solutions with explanations are provided for the free-response questions.
How to Calculate Your (Approximate) AP Score — AP Computer Science Level AB

Multiple Choice

Number correct (out of 40) = ____________

$\frac{1}{4} \times$ number wrong = ____________

Raw score = line 1 – line 2 = ____________

Raw score $\times 1.25$ = ____________ $\Rightarrow$ Multiple-Choice Score

(Do not round. If less than zero, enter zero.)

Free Response

Question 1 (out of 9)

Question 2 (out of 9)

Question 3 (out of 9)

Question 4 (out of 9)

Total $\times 1.39$ = ____________ $\Rightarrow$ Free-Response Score

(Do not round.)

Final Score

$\text{Multiple-Choice Score} + \text{Free-Response Score} = \text{Final Score}$

(Round to nearest whole number.)

Chart to Convert to AP Grade

Computer Science AB

<table>
<thead>
<tr>
<th>Final Score Range</th>
<th>AP Grade$^a$</th>
</tr>
</thead>
<tbody>
<tr>
<td>70–100</td>
<td>5</td>
</tr>
<tr>
<td>60–69</td>
<td>4</td>
</tr>
<tr>
<td>41–59</td>
<td>3</td>
</tr>
<tr>
<td>31–40</td>
<td>2</td>
</tr>
<tr>
<td>0–30</td>
<td>1</td>
</tr>
</tbody>
</table>

$^a$The score range corresponding to each grade varies from exam to exam and is approximate.
Practice Exam Two  
COMPUTER SCIENCE AB  
SECTION I  

Time—1 hour and 15 minutes  
Number of questions—40  
Percent of total grade—50  

Directions: Determine the answer to each of the following questions or incomplete statements, using the available space for any necessary scratchwork. Then decide which is the best of the choices given and fill in the corresponding oval on the answer sheet. Do not spend too much time on any one problem.  

Notes:  
- Assume that the classes in the Quick Reference have been imported where needed.  
- Assume that the implementation classes ListNode and TreeNode in the Quick Reference are used for any questions referring to linked lists or trees, unless otherwise stated.  
- ListNode and TreeNode parameters may be null. Otherwise, unless noted in the question, assume that parameters in method calls are not null, and that methods are called only when their preconditions are satisfied.  
- Assume that variables and methods are declared in the context of an enclosing class.  
- Assume that method calls that have no object or class name prefixed, and that are not shown within a complete class definition, appear within the context of an enclosing class.
1. A program is to be written that simulates and keeps track of the random motion of a point whose position is represented by coordinates \((x, y)\). The point starts at \((0,0)\) at time \(= 0\). It is to move randomly a large, but unknown, number of times. A record of its \((x, y)\) positions must be kept so as to be able to re-create any part of its path starting from a given previously recorded \((x, y)\) position. The program is to print the point’s \((x, y)\) movements, forward or backward in time, from the given \((x, y)\) position. You may assume that no point is visited more than once. Assuming the existence of a \texttt{Point} class that holds a pair of coordinates, which of the following is the best data structure for the task?

(A) A one-dimensional array of \texttt{Point} objects

(B) A two-dimensional array of integers in which the array indexes represent the position visited by the point and each integer cell of the array is a counter that keeps track of the number of moves to that position

(C) A circular doubly linked list of \texttt{Point} objects

(D) A stack of \texttt{Point} objects

(E) A queue of \texttt{Point} objects
Questions 2–4 refer to the TennisPlayer, GoodPlayer, and WeakPlayer classes below. These classes are to be used in a program to simulate a game of tennis.

```java
public abstract class TennisPlayer
{
    private String myName;

    //constructor
    public TennisPlayer(String name)
    { myName = name; }

    public String getName()
    { return myName; }

    public abstract boolean serve();
    public abstract boolean serviceReturn();
}

public class GoodPlayer extends TennisPlayer
{
    //constructor
    public GoodPlayer(String name)
    { /* implementation not shown */ }

    //Postcondition: Return true if serve is in (80% probability),
    // false if serve is out (20% probability).
    public boolean serve()
    { /* implementation not shown */ }

    //Postcondition: Return true if service return is in
    // (70% probability), false if service return
    // is out (30% probability).
    public boolean serviceReturn()
    { /* implementation not shown */ }
}

public class WeakPlayer extends TennisPlayer
{
    //constructor
    public WeakPlayer(String name)
    { /* implementation not shown */ }

    //Postcondition: Return true if serve is in (45% probability),
    // false if serve is out (55% probability).
    public boolean serve()
    { /* implementation not shown */ }

    //Postcondition: Return true if service return is in
    // (30% probability), false if service return
    // is out (70% probability).
    public boolean serviceReturn()
    { /* implementation not shown */ }
}
```

GO ON TO THE NEXT PAGE.
2. Which of the following declarations will cause an error? You may assume all the constructors are correctly implemented.
   (A) TennisPlayer t = new TennisPlayer("Smith");
   (B) TennisPlayer g = new GoodPlayer("Jones");
   (C) TennisPlayer w = new WeakPlayer("Henry");
   (D) TennisPlayer p;
   (E) WeakPlayer q = new WeakPlayer("Grady");

3. Refer to the serve method in the WeakPlayer class:

   // Postcondition: Return true if serve is in (45% probability),
   // false if serve is out (55% probability).
   public boolean serve()
   { /* implementation */ }

Which of the following replacements for /* implementation */ satisfy the post-condition of the serve method?

   I double value = Math.random();
      return value >= 0 || value < 0.45;

   II double value = Math.random();
      return value < 0.45;

   III int val = (int) (Math.random() * 100)
      return val < 45;

   (A) I only
   (B) II only
   (C) III only
   (D) II and III only
   (E) I, II, and III
4. Consider the following class definition:

```java
public class Beginner extends WeakPlayer {
    private double myCostOfLessons;
    //methods of Beginner class
    ...
}
```

Refer to the following declarations and method in a client program:

```java
TennisPlayer g = new GoodPlayer("Sam");
TennisPlayer w = new WeakPlayer("Harry");
TennisPlayer b = new Beginner("Dick");

giveEncouragement(WeakPlayer t) {
    // implementation not shown */
}
```

Which of the following method calls will not cause an error?

(A) `giveEncouragement((WeakPlayer) g);`
(B) `giveEncouragement((WeakPlayer) b);`
(C) `giveEncouragement((Beginner) w);`
(D) `giveEncouragement(w);`
(E) `giveEncouragement(b);`
5. Inorder and postorder traversals yield the same output for which of the following trees?

(A) \[ \begin{array}{c}
P \\
A \\
K \\
S 
\end{array} \]

(B) \[ \begin{array}{c}
P \\
A \\
K \\
S 
\end{array} \]

(C) \[ \begin{array}{c}
P \\
A \\
K \\
S 
\end{array} \]

(D) \[ \begin{array}{c}
P \\
A \\
K \\
S 
\end{array} \]

(E) \[ \begin{array}{c}
P \\
A \\
K \\
S 
\end{array} \]

6. Worst case run time is never \( O(n^2) \) for which of the following sorting algorithms?

I Mergesort
II Heapsort
III Quicksort

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
7. An array with no duplicate values is to be sorted into increasing order using heapsort. Step one is to insert the elements of the array sequentially into a max-heap. (Recall that a max-heap with no duplicates is a complete binary tree in which the value in each node is larger than the values in its children’s nodes.)

If the given array is 6 7 1 9 2 0 8, what will the contents of the max-heap be after all the elements are inserted?

(A) 
```
  9
 / \
6   8
 / \
7   2
 |   |
0   1
```

(B) 
```
  9
 / \
6   8
 / \
7   2
 |   |
0   1
```

(C) 
```
  9
 / \
8   7
 / \
6   2
 |   |
0   1
```

(D) 
```
  9
 / \
7   8
 / \
6   2
 |   |
0   1
```

(E) 
```
  9
 / \
8   7
 / \
0   6
 |   |
2   1
```

8. Which is true of the following boolean expression, given that x is a variable of type double?

```
3.0 == x * (3.0 / x)
```

(A) It will always evaluate to false.
(B) It may evaluate to false for some values of x.
(C) It will evaluate to false only when x is zero.
(D) It will evaluate to false only when x is very large or very close to zero.
(E) It will always evaluate to true.
9. Refer to the `removeWord` method below:

```java
//Precondition: wordList is an ArrayList of String.
//Postcondition: All occurrences of word removed from wordList.
public void removeWord(ArrayList<String> wordList, String word)
{
    /* implementation code */
}
```

Which /* implementation code */ will produce the required postcondition?

I
```java
Iterator<String> itr = wordList.iterator();
    while (itr.hasNext())
    {
        if (itr.next().equals(word))
            itr.remove();
    }
```

II
```java
Iterator<String> itr = wordList.iterator();
    int i = 0;
    while (itr.hasNext())
    {
        if (itr.next().equals(word))
            wordList.remove(i);
        i++;
    }
```

III
```java
for (int i = 0; i < wordList.size(); i++)
    {
        if (wordList.get(i).equals(word))
            wordList.remove(i);
    }
```

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I and III only
Assume that linked lists are implemented with the ListNode class provided.

Refer to method insertBlank for Questions 10 and 11.

```java
public static void insertBlank(ListNode current)
```

Examples:

<table>
<thead>
<tr>
<th>Before calling insertBlank</th>
<th>After calling insertBlank</th>
</tr>
</thead>
<tbody>
<tr>
<td>current</td>
<td>current</td>
</tr>
</tbody>
</table>
| "A"                         | "A"
| "E"                         | "E"
| "A"                         | "A"
| " "                         | "E"

Example 1

10. Which of the following could be used as the body of insertBlank such that its postcondition is satisfied?

I current.setNext(new ListNode(" ", current.getNext()));

II ListNode p = new ListNode(" ", current.getNext());
    current = p;

III ListNode p = new ListNode(null, null);
    p.setNext(current.getNExt());
    p.setValue(" ");
    current.setNext(p);

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I and III only
11. A method padList, whose code is given below, is to insert a blank between each pair of existing nodes in its parameter, list, a linked list of character strings. For example, if the list is initially

![Linked List Diagram](image)

padList(list) should result in

![Linked List Diagram](image)

If there are fewer than two nodes in the list, then the list should remain unchanged.

```java
//Precondition: list refers to a linear linked list of n character strings, n >= 0.
// The list represents the sequence s_1, s_2, ..., s_n.
//Postcondition: list refers to the linear linked list representing s_1, " \", s_2, " \", ..., " \", s_n. The list remains unchanged if 0 <= n < 2.
public static void padList(ListNode list) {
    if (list != null) {
        ListNode temp = list;
        while (temp.getNext() != null) {
            insertBlank(temp);
            temp = temp.getNext();
        }
    }
}
```

Assuming that the precondition for padList is satisfied, for which lists will padList work correctly?

(A) For all linear linked lists
(B) For no linear linked lists
(C) Only for lists that contain fewer than two nodes
(D) Only for lists that contain exactly one node
(E) Only for empty lists
12. The binary tree shown is traversed preorder. During the traversal, each element, when accessed, is pushed onto an initially empty stack $s$ of String. What output is produced when the following code is executed?

```java
while (!s.isEmpty())
    System.out.print(s.pop());
```

(A) AKCPRF  
(B) CKRFPA  
(C) FPRACK  
(D) APFRKC  
(E) FRPCKA
Questions 13 and 14 refer to the following class and declaration.

```
public class DigitalClock
{
    //private instance variables and constructors not shown
    ...

    //Returns true if this DigitalClock is defective, false otherwise.
    public boolean isDefective()
    { /* implementation not shown */ }

    //Mutator method. Advances the DigitalClock by one minute.
    public void advanceTime()
    { /* implementation not shown */ }

    //other methods not shown ...
}
```

The declaration below occurs in a client class.

```
ArrayList<DigitalClock> clocks = new ArrayList<DigitalClock>();
```

13. Suppose that the `ArrayList` `clocks` has been initialized and contains a nonempty list of `DigitalClock` objects. Which of the following code segments will correctly remove all defective clocks?

I for (DigitalClock c : clocks)
{
    if (c.isDefective())
        c.remove();
}

II for (int index = 0; index < clocks.size(); index++)
{
    if (clocks.get(index).isDefective())
        clocks.remove(index);
}

III Iterator<DigitalClock> itr = clocks.iterator();
while (itr.hasNext())
{
    if (itr.next().isDefective())
        itr.remove();
}

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III

GO ON TO THE NEXT PAGE.
14. Again, suppose that clocks is initialized. Assume that it contains a nonempty list of correctly functioning DigitalClock objects. Which of the following code segments will correctly advance the time on every digital clock?

I  for (DigitalClock c : clocks)
    {  
      c.advanceTime();
    }

II  for (int index = 0; index < clocks.size(); index++)
    {  
      clocks.get(index).advanceTime();
    }

III  Iterator<DigitalClock> itr = clocks.iterator()
    while (itr.hasNext())
    {  
      itr.next().advanceTime();
    }

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III

15. A large charity organization maintains a database of its donors. For each donor, the following information is stored: name, address, phone number, amount and date of most recent contribution, and total contributed so far. Two plans for organizing and modifying the data are considered:

I  A one-dimensional array of Donor objects maintained in alphabetical order by name.
II  A hash table of Donor objects implemented using an array of linked lists. The hash address for any given Donor object will be determined by a hash method that uniformly distributes donors throughout the table.

Which of the following is false? (Assume the most efficient algorithms possible.)
(A) Plans I and II have roughly the same memory efficiency.
(B) Insertion of a new donor is more run-time efficient using plan II.
(C) Modifying an existing donor’s record is more run-time efficient using plan II.
(D) Printing out a mailing list in alphabetical order is more run-time efficient using plan I.
(E) Printing out a list of donors in decreasing order of total amount contributed is more run-time efficient using plan I.
16. Consider a class that has this private instance variable:

```java
private int[][] mat;
```

The class has the following method, `alter`:

```java
public void alter(int c)
{
    for (int i = 0; i < mat.length; i++)
        for (int j = c + 1; j < mat[0].length; j++)
            mat[i][j-1] = mat[i][j];
}
```

If a $3 \times 4$ matrix `mat` is

```
1 3 5 7
2 4 6 8
3 5 7 9
```

then `alter(1)` will change `mat` to

(A) 1 5 7 7  
     2 6 8 8  
     3 7 9 9  

(B) 1 5 7  
     2 6 8  
     3 7 9  

(C) 1 3 5 7  
     3 5 7 9  

(D) 1 3 5 7  
     3 5 7 9  
     3 5 7 9  

(E) 1 7 7 7  
     2 8 8 8  
     3 9 9 9
17. Refer to the following method:

```java
/* Deletes maximum item, i.e., item of lowest priority, from
 * PriorityQueue pq.
 * Precondition: pq is nonempty.
 * Postcondition: Returns a PriorityQueue that contains the same
 * elements as pq except for the maximum element,
 * which has been removed. */
public PriorityQueue<Type> deleteMax(PriorityQueue<Type> pq)
{
    /* code to delete maximum item */
    return priQ;
}
```

Which of the following replacements for /* code to delete maximum item */ satisfy the postcondition for the method?

I. ```java
PriorityQueue<Type> priQ = new PriorityQueue<Type>();
pq.remove();
priQ = pq;
```  

II. ```java
Stack<Type> s = new Stack<Type>();
while (!pq.isEmpty())
    s.push(pq.remove());
s.pop();
PriorityQueue<Type> priQ = new PriorityQueue<Type>();
while (!s.isEmpty())
    priQ.add(s.pop());
```  

III. ```java
Queue<Type> q = new LinkedList<Type>();
while (!pq.isEmpty())
    q.add(pq.remove());
q.remove();
PriorityQueue<Type> priQ = new PriorityQueue<Type>();
while (!q.isEmpty())
    priQ.add(q.remove());
```  

(A) I only  
(B) II only  
(C) III only  
(D) I and II only  
(E) I and III only
Use the program description below for Questions 18–20.

A car dealer needs a program that will maintain an inventory of cars on his lot. There are three types of cars: sedans, station wagons, and SUVs. The model, year, color, and price need to be recorded for each car, plus any additional features for the different types of cars. The program must allow the dealer to

- Add a new car to the lot.
- Remove a car from the lot.
- Correct any data that’s been entered.
- Display information for any car.

18. The programmer decides to have these classes: Car, Inventory, Sedan, SUV, and StationWagon. Which statement is true about the relationships between these classes and their attributes?

   I There are no inheritance relationships between these classes.
   II The Inventory class has a list of Car objects.
   III The Sedan, StationWagon, and SUV classes are independent of each other.

   (A) I only
   (B) II only
   (C) III only
   (D) I and II only
   (E) II and III only

19. Suppose that the programmer decides to have a Car class and an Inventory class. The Inventory class will maintain a list of all the cars on the lot. Here are some of the methods in the program:

   addCar //adds a car to the lot
   removeCar //removes a car from the lot
   displayCar //displays all the features of a given car
   setColor //sets the color of a car to a given color
   //May be used to correct data
   getPrice //returns the price of a car
   displayAllCars //displays features for every car on the lot

In each of the following, a class and a method are given. Which is the least suitable choice of class to be responsible for the given method?

   (A) Car, setColor
   (B) Car, removeCar
   (C) Car, getPrice
   (D) Car, displayCar
   (E) Inventory, displayAllCars
20. Suppose Car is a superclass and Sedan, StationWagon, and SUV are subclasses of Car. Which of the following is the most likely method of the Car class to be overridden by at least one of the subclasses (Sedan, StationWagon, or SUV)?

(A) setColor(newColor)  // set color of Car to newColor
(B) getModel()  // return model of Car
(C) displayCar()  // display all features of Car
(D) setPrice(newPrice)  // set price of Car to newPrice
(E) getYear()  // return year of Car

21. What is the result of running this code segment?

```java
Map<String, String> dwarfs = new HashMap<String, String>();
dwarfs.put("Sneezy", "sick dwarf");
dwarfs.put("Happy", "merry dwarf");
dwarfs.put("Grumpy", "irritable dwarf");
String s = dwarfs.get("Dopey");
```

(A) A NoSuchElementException will be thrown.
(B) An IllegalStateException will be thrown.
(C) A ClassCastException will be thrown.
(D) The code will run without error, and s will have the value "Dopey".
(E) The code will run without error, and s will have the value null.

22. Assume that ArrayList a is initialized with SomeType elements. Also, assume the existence of the following method:

```java
// Postcondition: Returns a HashSet that contains all the elements of ArrayList<SomeType> list.
//
public HashSet<SomeType> copyListToHashSet(ArrayList<SomeType> list)
```

Consider the following code segment:

```java
HashSet<SomeType> s = copyListToHashSet(a);
System.out.println("Number of elements in ArrayList is " + a.size());
System.out.println("Number of elements in HashSet is " + s.size());
```

Suppose the output produced by this code segment is

Number of elements in ArrayList is 10
Number of elements in HashSet is 6

Which is a valid conclusion?

(A) List a contains ten distinct (i.e., different) elements, and set s contains six distinct elements.
(B) There is at least one element in list a that occurs more than once.
(C) List a contains four more distinct elements than set s.
(D) There are at least four elements in list a that occur more than once.
(E) There is one element in list a that occurs five times.
Questions 23–25 are based on the following procedure, which copies items from an array arr containing n distinct numbers into a binary search tree tree and then prints the elements.

Procedure:
Step 1: Initialize tree to be empty.
Step 2: Insert arr[0], arr[1], ..., arr[n-1] into tree using a standard algorithm for insertion of item arr[i] into tree. (Assume that the insert operation does no balancing of tree.)
Step 3: Print the elements stored in tree, using an inorder traversal.

23. Which of the following best characterizes the output produced in Step 3 of the above procedure?
   (A) The items are printed in the original order in which they appear in array arr.
   (B) The items are printed in sorted order, from smallest to largest.
   (C) The items are printed in sorted order, from largest to smallest.
   (D) The items are printed in the reverse of the order in which they appear in array arr.
   (E) The items are printed in random order.

24. Which best describes the best case run time of the whole procedure?
   (A) O(1)
   (B) O(n)
   (C) O(log n)
   (D) O(n log n)
   (E) O(n^2)

25. The procedure is most likely to exhibit its best case run time when the numbers are stored in array arr in which of the following ways?
   I Ascending order
   II Descending order
   III Random order
   (A) I only
   (B) II only
   (C) III only
   (D) I and II only
   (E) I, II, and III
Questions 26 and 27 are based on the Computable interface and LargeInt class shown below.

```java
public interface Computable {
    Object add(Object obj); // returns this object + obj
    Object subtract(Object obj); // returns this object - obj
    Object multiply(Object obj); // returns this object * obj
}

public class LargeInt implements Comparable, Computable {
    // private instance variables
    ...
    public LargeInt(int n) // converts n to LargeInt
    {
        ...
    }
    public String toString() // returns this LargeInt as a String
    {
        ...
    }
    public Object add(Object obj) // returns this LargeInt + obj
            // precondition: obj of type LargeInt
    {
        ...
    }
    public Object subtract(Object obj) // returns this LargeInt - obj
            // precondition: obj of type LargeInt
    {
        ...
    }
    public Object multiply(Object obj) // returns this LargeInt * obj
            // precondition: obj of type LargeInt
    {
        ...
    }
    // Returns -1 if this LargeInt is less than obj, 1 if it is greater
    // than obj, and 0 if it equals obj.
    public int compareTo(Object obj)
    {
        ...
    }
}
```

GO ON TO THE NEXT PAGE.
26. Of the following pairs of methods, which should be coded and tested first to facilitate testing and debugging the other methods?
   (A) The constructor and add method
   (B) The constructor and compareTo method
   (C) The constructor and toString method
   (D) The toString and compareTo methods
   (E) The toString and one of the add, subtract, or multiply methods

27. Consider the problem of simulating the following loop for LargeInt objects:

   ```java
   for (int i = 1; i < n; i++)
       System.out.println(i);
   ```

   The following code is used. You may assume that n exists and is of type LargeInt.

   ```java
   LargeInt i = new LargeInt(1);
   LargeInt one = new LargeInt(1);
   while (i.compareTo(n) < 0)
   {
       System.out.println(i);
       /* statement */
   }
   ```

   Which of the following should replace /* statement */ to simulate the loop correctly?
   (A) i = (LargeInt) i.add(one);
   (B) i = (LargeInt) i.add(1);
   (C) i = (LargeInt) one.add(n);
   (D) i = (LargeInt) n.add(one);
   (E) i = (LargeInt) i.add(n);

28. A teacher needs to assess the reading level of a textbook. One measure used is the frequency of words that have six or more letters. A computer program scans the text and keeps track of such words and their corresponding frequencies by storing them in a TreeMap data structure.

   Assuming that there are n different words in the key set so far, which is a true statement about operations performed on this frequency map?
   (A) Insertion of a new word into the map is \(O(1)\).
   (B) To check whether a given word is in the map is \(O(\log n)\).
   (C) To update the frequency of an existing word in the map is \(O(1)\).
   (D) To print a list of the keySet of words in alphabetical order is \(O(\log n)\).
   (E) To print a list of all word/frequency pairs is \(O(\log n)\).
29. A set set1 is said to be a subset of set2, set1 ⊆ set2, if there is no element in set1 that is not in set2. Consider the isSubset method below:

```java
//Precondition: set1 and set2 are initialized with objects of the same type, SomeType.
//Postcondition: Returns true if set1 is a subset of set2, false otherwise.
public boolean isSubset(Set<SomeType> set1, Set<SomeType> set2) {
    /* implementation code */
}
```

Which /* implementation code */ achieves the desired postcondition? Assume the existence of the following method:

```java
//Postcondition: Returns a HashSet that contains all the elements of Set s.
public HashSet<SomeType> copySetToHashSet(Set<SomeType> s)
```

I Set<SomeType> temp = copySetToHashSet(set2);
   for (SomeType element : set1)
      temp.add(element);
   return temp.size() == set2.size();

II for (SomeType element : set1)
   if (!set2.contains(element))
      return false;
   return true;

III for (SomeType element : set1)
{
   for (SomeType e : set2)
      if (!element.equals(e))
         return false;
   return true;
}

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III

GO ON TO THE NEXT PAGE.
Refer to the following for Questions 30 and 31.

A word game uses certain five-letter words that are stored in a special dictionary file. In the game, no word may be used more than once. The game is implemented with the WordStatus and WordGame classes shown:

```java
public class WordStatus
{
    private boolean isUsed;

    public WordStatus()
    { isUsed = false; }

    public boolean used() //true if word has been used, false otherwise
    { return isUsed; }

    public void changeStatus()
    { isUsed = !isUsed; }
}

public class WordGame
{
    private Map<String, WordStatus> m;
    //other private instance variables
    ...

    //constructor
    public WordGame()
    {
        m = new HashMap<String, WordStatus>();
        //initialization of other instance variables
        ...
    }

    /*Load hash map with all words in the dictionary, 
     * and mark every word as available for use. */
    public void loadDictionary(String fileName)
    {
        <code to open input file with given fileName >

        while (<there are words in input file >)
        {
            String word = inFile.readWord(); //read word from input file
            /* code to insert word into Map m */
            }
        //code to close input file not shown
        ...
    }
```

GO ON TO THE NEXT PAGE.
/* Look up word in HashMap m.
* If present and not yet used, mark as used and return true.
* Otherwise return false. */
public boolean isAvailable(String word, WordStatus status) {
    /* implementation code */
}

//other methods to implement the game not shown
...

30. Refer to the loadDictionary method in the WordGame class. Which is correct

/* code to insert word into Map m */?
(A) m.put(word, new Boolean(true)); // a Boolean object wraps a
    boolean value
(B) m.put(word, "true");
(C) m.put(word, true);
(D) m.put(word, new WordStatus(true));
(E) m.put(word, new WordStatus());
31. Suppose the HashMap \( m \) has available words corresponding to a WordStatus where used returns false. When an available word is found in \( m \), it is marked as used by changing its WordStatus. Refer to the isAvailable method of the WordGame class:

```java
/* Look up word in HashMap m.
* If present and not yet used, mark as used and return true.
* Otherwise return false. */
public boolean isAvailable(String word) {
    /* implementation code */
}
```

Which represents correct /* implementation code */?

I  
```java
if (m.containsKey(word))
{
    WordStatus w = m.get(word);
    if (!w.used())
    {
        w.changeStatus();
        return true;
    }
}
else
    return false;
```

II  
```java
WordStatus w = m.get(word);
if (m.containsKey(word))
{
    WordStatus w = m.get(word);
    if (!w.used())
    {
        w.changeStatus();
    }
    return w.used();
}
```

III  
```java
if (!m.containsKey(word))
    return false;
else
{
    WordStatus w = m.get(word);
    if (!w.used())
    {
        w.changeStatus();
        return true;
    }
}
```

(A) I only  
(B) II only  
(C) III only  
(D) I and II only  
(E) I, II, and III
32. Consider the following binary tree of single-character String values:

```
root
A
J
M
F
L
R
```

What will be output by the following code segment?

```java
Queue<TreeNode> q = new LinkedList<TreeNode>();
//LinkedList implements Queue

if (root == null)
    System.out.println("Empty tree");
else
{
    q.add(root);
    while (!q.isEmpty())
    {
        TreeNode current = q.remove();
        System.out.print(current.getValue());
        if (current.getLeft() != null)
            q.add(current.getLeft());
        if (current.getRight() != null)
            q.add(current.getRight());
    }
}
```

(A) MJFALR  
(B) MFRJLA  
(C) AJLMFR  
(D) MFJRLA  
(E) AJMFLR
33. Assume that doubly linked lists are implemented with the `DoublyListNode` class below:

```java
public class DoublyListNode {
    private Object value;
    private DoublyListNode next, prev;

    public DoublyListNode(DoublyListNode initPrev, Object initValue, DoublyListNode initNext) {
        prev = initPrev;
        value = initValue;
        next = initNext;
    }

    public DoublyListNode getPrev() { return prev; }

    public void setPrev(DoublyListNode theNewPrev) { prev = theNewPrev; }

    public Object getValue() { return value; }

    public void setValue(Object theNewValue) { value = theNewValue; }

    public DoublyListNode getNext() { return next; }

    public void setNext(DoublyListNode theNewNext) { next = theNewNext; }
}
```

For the doubly linked list shown below, which of the following code segments will remove the node containing `b` from the list? Following execution of the segment, `list` may refer to any element of the list. (Note that arrows pointing to the right correspond to `next` and those to the left correspond to `prev`.)

![Diagram of a doubly linked list](image)
I  list.setNext(list.getNext().getNext());
   list.getNext().getNext().setPrev(list);

II list.getNext().getNext().setPrev(list);
   list.setNext(list.getNext().getNext());

III list = list.getNext().getNext();
   (list.getPrev().getPrev()).setNext(list);
   list.setPrev(list.getPrev().getPrev());

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) II and III only
34. Assume that binary trees are implemented with the TreeNode class provided. Refer to method mTree:

```java
// Returns a reference to a newly created tree.
public TreeNode mTree(TreeNode t)
{
    if (t == null)
        return null;
    else
        return new TreeNode(t.getValue(), mTree(t.getRight()),
            mTree(t.getLeft()));
}
```

Suppose `p = mTree(t)` is invoked for the tree shown.

Which of the following trees will be created?

(A)  
```
        4
       /\  
      2 1
     / \ /
    6 8
```

(B)  
```
        4
       /\  
      1 2
     / \ /
    8 6
```

(C)  
```
        4
       /\  
      2 1
     / \ /
    6 8
```

(D)  
```
        4
       /\  
      1 2
     / \ /
    8 6
```

(E)  
```
        4
       /\  
      1 2
     / \ /
    6 8
```

GO ON TO THE NEXT PAGE.
Questions 35–40 involve reasoning about the code from the GridWorld Case Study. A Quick Reference to the case study is provided as part of this exam. The actors in GridWorld are represented in this book with the pictures shown below. Each actor is shown facing north. These pictures almost certainly will be different from those used on the AP exam!

![Actor Bug Flower Rock Critter ChameleonCritter](image_url)

35. Consider a class PoisonousCritter that extends Critter. A PoisonousCritter marks its victims by changing the color of all its adjacent neighbors—except rocks—to green. Rocks remain unchanged. The PoisonousCritter then selects one of its victims at random, and “kills” it by moving into its location. Which groups of Critter methods will need to be overridden?

   I act and getActors
   II processActors and getMoveLocations
   III selectMoveLocation and makeMove

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III
36. Consider the bounded grid shown.

The Flower in (0, 0) is yellow. The ChameleonCritter in (1, 1) is blue. The Bug in (2, 2) is purple. A valid setup after a call to act for the ChameleonCritter only is:

(A) ChameleonCritter is purple
(B) ChameleonCritter is yellow
(C) ChameleonCritter is yellow
(D) ChameleonCritter is purple
(E) ChameleonCritter is yellow

GO ON TO THE NEXT PAGE.
37. During a run of the GridWorld program, in addition to many other actors, a Bug, a Critter, and a ChameleonCritter are created in an UnboundedGrid. While the program is running, it is noticed that these three actors disappear from the visible part of the grid. If the program continues to run, which actor may become visible again, without the screen setting being adjusted?

   I  the Bug
   II the Critter
   III the ChameleonCritter

(A) None
(B) I only
(C) II only
(D) III only
(E) I, II, and III
38. Refer to the getValidAdjacentLocations method in the AbstractGrid class. Lines are numbered for reference.

```java
public ArrayList<Location> getValidAdjacentLocations(Location loc)
{
    ArrayList<Location> locs = new ArrayList<Location>();

    int d = Location.NORTH;
    for (int i = 0; i < Location.FULL_CIRCLE / Location.HALF_RIGHT; i++)
    {
        Location neighborLoc = loc.getAdjacentLocation(d);
        if (isValid(neighborLoc))
            locs.add(neighborLoc);
        d = d + Location.HALF_RIGHT;
    }
    return locs;
}
```

Which of the following modifications of the method would be equivalent to the original?

I Replace lines 5–7 with:
```
int d = 0;
for (int i = 0; i < 8; i++)
```

II Replace lines 6 and 7 with:
```
for (int i = Location.NORTH;
     i < Location.FULL_CIRCLE / Location.HALF_RIGHT; i++)
```

III Replace line 12 with:
```
d += 45;
```

(A) None
(B) I only
(C) II only
(D) III only
(E) I, II, and III
39. A slight modification is made to the BoxBug class: One of the turn statements is removed. Here is the modified act method.

```java
public void act()
{
    if (steps < sideLength && canMove())
    {
        move();
        steps++;
    }
    else
    {
        turn();
        steps = 0;
    }
}
```

Assuming that there are no impediments in the grid, which is a possible result of executing this code several times?

(A) ![Image A]

(B) ![Image B]

(C) ![Image C]

(D) ![Image D]

(E) ![Image E]
40. Suppose there are \( n \) actors in a grid. What is the big-O time complexity for the `remove` method in
(1) the `BoundedGrid` class and (2) the `UnboundedGrid` class?

(A) (1) \( O(1) \) (2) \( O(\log n) \)
(B) (1) \( O(n) \) (2) \( O(\log n) \)
(C) (1) \( O(1) \) (2) \( O(n) \)
(D) (1) \( O(1) \) (2) \( O(1) \)
(E) (1) \( O(n) \) (2) \( O(n) \)

END OF SECTION I
1. A small zoo has both mammals and birds:
   - Goats that bleat and eat grass.
   - Pigs that squeal and eat swill.
   - Turkeys that gobble and eat grain.
   - Elf owls that hoot and eat insects.
   - Snowy owls that hoot and eat either hares, lemmings, or small birds, whichever are available.

Suppose you are to write a program that simulates the zoo.
(a) Draw a diagram that represents an Animal class hierarchy. Your diagram should show the relationship between all the objects in the program, with Animal as the superclass for all the other objects. Each class in your design should be represented by a labeled rectangle, and arrows should show the inheritance relationships between classes.

(b) Write the code for the Animal class. Each Animal has a name, a type of covering (fur, feathers, scales, etc.), and its own particular noise that it makes. When a new animal is constructed, it must be assigned a name, noise, and covering. Each of these can be represented with a String. Operations on an Animal include the following:
   - Retrieve the name of the animal.
   - Retrieve the noise of the animal.
   - Retrieve the covering of the animal.
   - Retrieve the food of the animal. This should be an abstract method: The appropriate food for each animal will be described in its particular class.

(c) Given the code for a Bird class below, write the code for an Owl class.

```java
public abstract class Bird extends Animal {
    // constructor
    public Bird(String name, String noise) {
        super(name, noise, "feathers");
    }
}
```

An Owl is a Bird that hoots (its noise!). The food it eats depends on the type of Owl. Assuming that the Animal and Bird classes have been correctly defined, write the Owl class below.

(d) Write the code for a SnowyOwl class. A SnowyOwl is an Owl that will randomly eat a hare, a lemming, or a small bird (depending on what’s available!). The SnowyOwl class should use a random number to help determine which food the SnowyOwl will eat. Assuming that the Animal, Bird, and Owl classes have been correctly defined, write the SnowyOwl class below.
2. This question involves reasoning about the code from the GridWorld Case Study. A Quick Reference to the case study is provided as part of this exam.

Consider defining a new type of Critter, a Frog, which moves by jumping over other actors. A Frog acts by randomly selecting one of its adjacent neighboring actors, and turning to face it. If the location adjacent to that actor in the direction that the Frog is facing is valid and empty, the frog jumps over that actor into that location. Otherwise, it does not move. If a frog has no adjacent actors to begin with, it does nothing. The diagram below illustrates what a Frog may do.

Note that for the Frog in location (2, 2) there are four adjacent neighbors. The table below shows the outcomes for each of the four neighbors, one of which will be randomly selected.

<table>
<thead>
<tr>
<th>Actor selected</th>
<th>Frog’s final location</th>
<th>Frog’s final direction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Critter in (1, 1)</td>
<td>(0, 0)</td>
<td>northwest</td>
</tr>
<tr>
<td>Rock in (1, 2)</td>
<td>(2, 2)</td>
<td>north</td>
</tr>
<tr>
<td>Flower in (1, 3)</td>
<td>(2, 2)</td>
<td>northeast</td>
</tr>
<tr>
<td>Bug in (3, 2)</td>
<td>(4, 2)</td>
<td>south</td>
</tr>
</tbody>
</table>

The Frog class is defined by extending the Critter class and overriding the processActors and act methods. Two additional methods, getJumpLocation and canJump, will be defined.

A partial definition of class Frog is shown on the next page.
/**
 * A Frog jumps over neighboring actors as it moves through the grid.
 */
public class Frog extends Critter {

/**
 * Randomly selects a neighbor and turns to face it.
 * Gets the possible jump location, which is the location adjacent to the selected neighbor in the same direction from the Frog. If the Frog can jump, it will move to the jump location. Otherwise it will not change its location. If the list of actors is empty, the Frog does nothing.
 * @param actors the list of adjacent neighbors
 */
public void processActors(ArrayList<Actor> actors) {
    /* to be implemented in part (c) */
}

/**
 * A frog acts by getting a list of its adjacent neighbors, and processing them.
 */
public void act() {
    if (getGrid() == null)
        return;
    ArrayList<Actor> actors = getActors();
    processActors(actors);
}

/**
 * Returns the location that is two locations away from this Frog, in the same direction that the Frog is facing. This location may be invalid.
 * Precondition: adjacent is the location of the neighbor to be jumped over. It is not empty.
 * @param adjacent the location of the neighbor to be jumped over
 * @return the two-away location in the same direction as the frog
 */
private Location getJumpLocation(Location adjacent) {
    /* to be implemented in part (a) */
}

/**
 * Returns true if loc is valid and empty; otherwise returns false.
 * @param loc the location to be tested
 * @return true if the location is valid and empty, false otherwise
 */
private boolean canJump(Location loc) {
    /* to be implemented in part (b) */
}
(a) Write the private helper method getJumpLocation. This method returns the location that is two locations away from this Frog in the same direction that the Frog is facing. The Location parameter, adjacent, is the location of the actor selected to be jumped over. Note: The Location returned by getJumpLocation may be out of bounds of the grid. (This should not affect the implementation of the method.) For the diagram shown on p. 91, here are some results of the call

\[
\text{Location } \text{jumpLoc} = \text{getJumpLocation(loc)};
\]

<table>
<thead>
<tr>
<th>loc</th>
<th>jumpLoc</th>
</tr>
</thead>
<tbody>
<tr>
<td>(3, 2)</td>
<td>(4, 2)</td>
</tr>
<tr>
<td>(1, 1)</td>
<td>(0, 0)</td>
</tr>
<tr>
<td>(1, 2)</td>
<td>(0, 2)</td>
</tr>
<tr>
<td>(1, 3)</td>
<td>(0, 4)</td>
</tr>
</tbody>
</table>

Complete method getJumpLocation below.

```java
/**
 * Returns the location that is two locations away from this Frog, in the same direction that the Frog is facing. This location may be invalid.
 * Precondition: adjacent is the location of the neighbor to be jumped over. It is not empty.
 * @param adjacent the location of the neighbor to be jumped over
 * @return the two-away location in the same direction as the frog
 */
private Location getJumpLocation(Location adjacent)
```

(b) Write the private helper method canJump. Method canJump returns true if loc is valid and empty; otherwise it returns false. For the Frog in the diagram on p. 91, here are some results of a call to canJump(loc):

<table>
<thead>
<tr>
<th>loc</th>
<th>canJump(loc)</th>
</tr>
</thead>
<tbody>
<tr>
<td>(4, 2)</td>
<td>true</td>
</tr>
<tr>
<td>(0, 0)</td>
<td>true</td>
</tr>
<tr>
<td>(0, 2)</td>
<td>false (not empty)</td>
</tr>
<tr>
<td>(0, 4)</td>
<td>false (not valid)</td>
</tr>
</tbody>
</table>

Complete method canJump below.

```java
/**
 * Returns true if loc is valid and empty; otherwise returns false.
 * @param loc the location to be tested
 * @return true if the location is valid and empty, false otherwise
 */
private boolean canJump(Location loc)
```
(c) Override the processActors method for the Frog class. The processActors method does the following:

- If there are no adjacent neighboring actors, do nothing.
- Select an adjacent neighbor at random and then turn to face it.
- Get the possible “jump location” for the selected actor. This location is two locations away from this Frog, in the direction that the Frog is facing.
- If the Frog can jump, move to the jump location. Otherwise, do not move.

In writing processActors, you must use the helper methods canJump and getJumpLocation defined in parts (a) and (b). You may assume that these methods work as specified, irrespective of what you wrote.

Complete method processActors below.

```java
/**
 * Randomly selects a neighbor and turns to face it.
 * Gets the possible jump location, which is the location adjacent to the selected neighbor in the same direction from the Frog. If the Frog can jump, it will move to the jump location. Otherwise it will not change its location.
 * If the list of actors is empty, the Frog does nothing.
 * @param actors the list of adjacent neighbors
 */
public void processActors(ArrayList<Actor> actors)
```

3. Scrabble is a board game played between two players. Players who participate in tournaments receive a rating based on their recent performance. Consider an interface ScrabblePlayer that will be used to represent Scrabble players at a Scrabble club. Each player is described by name and current rating.

```java
public interface ScrabblePlayer
{
    String name();
    int rating();
}
```

The following Game class represents a single game played by a Scrabble player:

```java
public class Game
{
    private ScrabblePlayer opponent;
    private boolean won;

    //constructor not shown ...

    public ScrabblePlayer getOpponent()
    { return opponent; }

    public boolean wonGame()
    { return won; }

    //other methods not shown ...
}
```
The following ScrabbleClub class is used to store players and the set of games they have played.

```java
public class ScrabbleClub {
    private Map<ScrabblePlayer, Set<Game>> map;

    public ScrabbleClub() {
        map = new HashMap<ScrabblePlayer, Set<Game>>();
    }

    // Postcondition: theGame, played by player, has been added to
    // the map.
    public void addGameToMap(ScrabblePlayer player, Game theGame) {
        /* to be implemented in part (a) */
    }

    // Precondition: player is a key in map.
    // Postcondition: Returns number of games player won against
    // an expert opponent.
    // (Note that an expert is a ScrabblePlayer whose rating is
    // at least 1600.)
    public int countExpertWins(ScrabblePlayer player) {
        /* to be implemented in part (b) */
    }

    // Precondition: player is a key in map.
    // Postcondition: All games for player in which opponent’s
    // rating is less than 1300 have been removed.
    public void removeWeakOpponents(ScrabblePlayer player) {
        /* to be implemented in part (c) */
    }
}
```

For example, assume that some of the entries in a ScrabbleClub object clubMap are as follows:

```
<table>
<thead>
<tr>
<th>Key</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dan Birman 1690</td>
<td>Eli Fabens 1701 false, Khoa Quy 1545 true, Andrea Yonge 1900 true, Mike D’Dell 1635 true</td>
</tr>
<tr>
<td>Rachel Zax 1825</td>
<td>Emily Hart 1160 true, Ben Myers 1236 true</td>
</tr>
<tr>
<td>Jon Schultz 1451</td>
<td>Emily Hart 1160 false, Dan Birman 1690 false, Matt Lepage 1270 true</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>
```

GO ON TO THE NEXT PAGE.
This shows, for example, that Dan Birman, with a rating of 1690, had the following record:

Lost against Eli Fabens, rating of 1701
Won against Khoa Quy, rating of 1545
Won against Andrea Yonge, rating of 1900
Won against Mike O’Dell, rating of 1635

(a) Write the ScrabbleClub method addGameToMap, which adds a single Game, played by a specified ScrabblePlayer, to the map. For example, suppose player1 is Rachel Zax with a rating of 1825 and player2 is Scott Bland with a rating of 2105. If Rachel lost a game against Scott, represented by game1, the method call

clubMap.addGameToMap(player1, game1);

should modify the map as follows:

<table>
<thead>
<tr>
<th>Key</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dan Birman 1690</td>
<td>Eli Fabens 1701 false</td>
</tr>
<tr>
<td></td>
<td>Khoa Quy 1545 true</td>
</tr>
<tr>
<td></td>
<td>Andrea Yonge 1900 true</td>
</tr>
<tr>
<td></td>
<td>Mike O’Dell 1635 true</td>
</tr>
<tr>
<td>Rachel Zax 1825</td>
<td>Emily Hart 1160 true</td>
</tr>
<tr>
<td></td>
<td>Ben Myers 1236 true</td>
</tr>
<tr>
<td></td>
<td>Scott Bland 2105 false</td>
</tr>
<tr>
<td>Jon Schultz 1451</td>
<td>Emily Hart 1160 false</td>
</tr>
<tr>
<td></td>
<td>Dan Birman 1690 false</td>
</tr>
<tr>
<td></td>
<td>Matt Lepage 1270 true</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>

Complete method addGameToMap below.

//Postcondition: theGame, played by player, has been added to the map.
public void addGameToMap(ScrabblePlayer player, Game theGame)

(b) Write the ScrabbleClub method countExpertWins, which examines the record of its player parameter and returns the number of games that player has won against expert opponents. An expert opponent is a player whose rating is greater than or equal to 1600. For example, if Dan Birman is player3, the call clubMap.countExpertWins(player3) should return 2, since Dan won games against experts Andrea Yonge and Mike O’Dell.

In writing countExpertWins, you may use any of the accessible methods shown in the classes of this question.
Complete method countExpertWins below.

//Precondition: player is a key in map.
//Postcondition: Returns number of games player won against
//an expert opponent.
//(Note that an expert is a ScrabblePlayer whose rating is
//at least 1600.)
public int countExpertWins(ScrabblePlayer player)

c) Write the ScrabbleClub method removeWeakOpponents, which removes
from the map all games for the specified player in which the opponents'
ratings were less than 1300. For example, if Jon Schultz is player4, the call
clubMap.removeWeakOpponents(player4) should modify the original map
as follows:

<table>
<thead>
<tr>
<th>Key</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dan Birman 1690</td>
<td>Eli Fabens 1701 false</td>
</tr>
<tr>
<td>Rachel Zax 1825</td>
<td>Emily Hart 1160 false</td>
</tr>
<tr>
<td>Jon Schultz 1451</td>
<td>Mike O'Dell 1635 true</td>
</tr>
<tr>
<td>Jon Schultz 1451</td>
<td>Andrea Yonge 1900 true</td>
</tr>
<tr>
<td>Jon Schultz 1451</td>
<td>Khoa Quy 1545 true</td>
</tr>
<tr>
<td>Jon Schultz 1451</td>
<td>Dan Birman 1690 false</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>

In writing removeWeakOpponents, you may use any of the accessible methods shown in the classes of this question.

Complete method removeWeakOpponents below.

//Precondition: player is a key in map.
//Postcondition: All games for player in which opponent’s
//rating is less than 1300 have been removed.
public void removeWeakOpponents(ScrabblePlayer player)

d) Suppose clubMap has n ScrabblePlayer keys, and each player’s game set is
a HashSet that can have c entries, where c < n. In terms of n and c, state
the big-O running time of each method in the table below:

<table>
<thead>
<tr>
<th>Method</th>
<th>Big-O run time</th>
</tr>
</thead>
<tbody>
<tr>
<td>addGameToMap</td>
<td></td>
</tr>
<tr>
<td>countExpertWins</td>
<td></td>
</tr>
<tr>
<td>removeWeakOpponents</td>
<td></td>
</tr>
</tbody>
</table>

GO ON TO THE NEXT PAGE.
4. Consider the following `LinearLinkedList` class that maintains and processes a singly linked linear linked list. The nodes of the list are objects of the `ListNode` class (whose code is provided in the Quick Reference). You will implement two methods of the `LinearLinkedList` class.

```java
*/Linear linked list class */
public class LinearLinkedList {
    private ListNode firstNode;

    //Constructs an empty list.
    public LinearLinkedList() {
        firstNode = null;
    }

    //Returns true if list is empty, false otherwise.
    public boolean isEmpty() {
        return firstNode == null;
    }

    //Returns a reference to the first node.
    public ListNode getFirstNode() {
        return firstNode;
    }

    //Changes first node of list to refer to node.
    public void setFirstNode(ListNode node) {
        firstNode = node;
    }

    //Changes this LinearLinkedList into a circular linked list.
    //Postcondition: Pointer field of last node refers to first
    //node of list.
    public void makeCircular() {
        // to be implemented in part (a) */
    }

    //Precondition:  This LinearLinkedList is not circular.
    //Postcondition: Reverses the order of nodes in the list.
    //firstNode points to the original last node
    //of the list.
    public void reverse() {
        // to be implemented in part (b) */
    }
}
```

Go on to the next page.
(a) Write the `LinearLinkedList` method `makeCircular`. The `makeCircular` method converts the linear linked list into a circular linked list by setting the pointer field of the last node to refer to the first node of the list. For example, if `list` is of type `LinearLinkedList`, and the state of `list` is

```
firstNode
\[ \rightarrow 3 \rightarrow 6 \rightarrow 9 \]
```

the method call `list.makeCircular()` should change `list` to

```
firstNode
\[ \rightarrow 3 \rightarrow 6 \rightarrow 9 \rightarrow \]
```

Complete method `makeCircular` below.

```
//Changes this LinearLinkedList into a circular linked list.
//Postcondition: Pointer field of last node refers to first
//node of list.
public void makeCircular()
```

(b) Write the `LinearLinkedList` method `reverse`. This method reverses pointers in the list. Thus if `list` is of type `LinearLinkedList`, and the state of `list` is

```
firstNode
\[ \rightarrow 3 \rightarrow 6 \rightarrow 9 \]
```

the method call `list.reverse()` should change `list` to

```
firstNode
\[ \rightarrow 9 \rightarrow 6 \rightarrow 3 \]
```

- Notice that if the list is empty, or has just one node, you are done.
- If you are somewhere in the middle of the list, you need at least two adjacent pointers, so that the pointer field of `second` can be changed to refer to `first` (shown below).

```
\[ \rightarrow \rightarrow \rightarrow \rightarrow \]
```

  \[ \rightarrow \rightarrow \rightarrow \rightarrow \]\n
  \[ \rightarrow \rightarrow \rightarrow \rightarrow \]\n
- If you are at the end of the list (base case), the `firstNode` reference must be changed.
In writing reverse, you must use a private recursive helper method. Your algorithm should not depend on any temporary storage. It must be done by reversing pointers in the current LinearLinkedList object.

Complete method reverse below. Then write a private recursive helper method.

//Precondition: This LinearLinkedList is not circular.
//Postcondition: Reverses the order of nodes in the list.
//              firstNode points to the original last node
//              of the list.
public void reverse()
ANSWER KEY (Section I)

3. D  17. B  31. A
6. D  20. C  34. D
13. C  27. A

DIAGNOSTIC CHART FOR LEVEL AB EXAM

Each multiple-choice question has a complete explanation (p. 103).

The following table relates each question to sections that you should review. For any given question, the topic(s) in the chart represent the concept(s) tested in the question. These topics are explained on the corresponding page(s) in the chart and should provide further insight into answering that question.
<table>
<thead>
<tr>
<th>Question</th>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
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<td>1</td>
<td>Doubly linked lists</td>
<td>373</td>
</tr>
<tr>
<td>2</td>
<td>Superclass/subclass declarations</td>
<td>192</td>
</tr>
<tr>
<td>3</td>
<td>Math.random()</td>
<td>235</td>
</tr>
<tr>
<td>4</td>
<td>Boolean expressions</td>
<td>121</td>
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<tr>
<td>5</td>
<td>Subclass method calls</td>
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</tr>
<tr>
<td>6</td>
<td>Tree traversals</td>
<td>440</td>
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<tr>
<td>7</td>
<td>Run time of sorting algorithms</td>
<td>539</td>
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<td>8</td>
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<td>Round-off error</td>
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<td>12</td>
<td>ListNode class</td>
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</tr>
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<td>13</td>
<td>Traversing a linked list of ListNodes</td>
<td>366</td>
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<tr>
<td>14</td>
<td>Preorder tree traversal</td>
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<tr>
<td>15</td>
<td>Popping a stack</td>
<td>403</td>
</tr>
<tr>
<td>16</td>
<td>ArrayList traversal</td>
<td>499</td>
</tr>
<tr>
<td>17</td>
<td>Hash coding</td>
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</tr>
<tr>
<td>18</td>
<td>Binary search</td>
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</tr>
<tr>
<td>19</td>
<td>Inorder traversal of binary search tree</td>
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</tr>
<tr>
<td>20</td>
<td>Best case for binary search tree algorithms</td>
<td>438</td>
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<tr>
<td>21</td>
<td>Implementing classes</td>
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</tr>
<tr>
<td>22</td>
<td>Subclass method calls</td>
<td>195</td>
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<td>23</td>
<td>Run time of ArrayList operations</td>
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</tr>
<tr>
<td>24</td>
<td>Set methods</td>
<td>487</td>
</tr>
<tr>
<td>25</td>
<td>Map methods</td>
<td>492</td>
</tr>
<tr>
<td>26</td>
<td>Map methods</td>
<td>492</td>
</tr>
<tr>
<td>27</td>
<td>TreeNode methods</td>
<td>434</td>
</tr>
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ANSWERS EXPLAINED (Section I)

1. (C) A circular doubly linked list works well for this program because of the ability to traverse forward and backward from any given node. Note that a stack (choice D) provides easy backtracking from the current top element but does not allow for convenient access to any other specified position or for easy forward traversal. Similarly, a queue (choice E) allows easy forward traversal from the front position but is awkward for backtracking and random access of elements in the “middle” of the queue. Choice A seems reasonable for both forward and backward traversal. The number of moves, however, is large and unknown, which makes a dynamic data structure preferable. Choice B doesn’t satisfy the requirements of the program at all. It also has the problem of representing real-number coordinates \((x, y)\) with the indexes of the array; the indexes must be integers.

2. (A) Choice A is illegal because you cannot create an instance of an abstract class.

3. (D) The statement

   ```java
double value = Math.random();
```

   generates a random double in the range \(0 \leq value < 1\). Since random doubles are uniformly distributed in this interval, 45 percent of the time you can expect value to be in the range \(0 \leq value < 0.45\). Therefore, a test for value in this range can be a test for whether the serve of a WeakPlayer went in. Since `Math.random()` never returns a negative number, the test in implementation II, `value < 0.45`, is sufficient. The test in implementation I would be correct if `||` were changed to `&&` (“or” changed to “and”—both parts must be true). Implementation III also works. The expression

   ```java
(int) (Math.random() * 100)
```

   returns a random integer from 0 to 99, each equally likely. Thus, 45 percent of the time, the integer `val` will be in the range \(0 \leq val \leq 44\). Therefore, a test for `val` in this range can be used to test whether the serve was in.

4. (B) Choice B is fine: the Beginner, isa WeakPlayer. Choices A and C will each cause a `ClassCastException` to be thrown: You can’t cast a GoodPlayer to a WeakPlayer and you can’t cast a WeakPlayer to a Beginner. Choices D and E will each cause a compile-time error: The parameter must be of type WeakPlayer, but `w` and `b` are declared to be of type TennisPlayer. Each of these choices can be corrected by casting the parameter to WeakPlayer.

5. (B) Since none of the nodes in choice B has a right subtree, the recursive left-root-right of the inorder traversal becomes left-root. Similarly, the left-right-root of a postorder traversal becomes left-root. In either case, the traversal yields S, K, A, then P.

6. (D) Worst case for quicksort is \(O(n^2)\). Quicksort recursively partitions the array into two pieces such that elements in the left piece are less than or equal to a pivot element, and those in the right piece are greater than or equal to the pivot. In the worst case, the pivot element repeatedly splits the array into pieces of length 1 and \(n-1\), respectively. In this case, there will be \(n\) splits, each using an \(O(n)\) partitioning algorithm. Thus, the final run time becomes \(O(n^2)\). An example where this could happen is a sorted array in which one of the end elements is repeatedly
chosen as the pivot. Mergesort recursively divides the array into two pieces of roughly the same size until there are \( n \) arrays of length 1. This is \( O(\log n) \). Then adjacent sorted arrays are recursively merged to form a single sorted array. Thus, the algorithm is \( O(n \log n) \), irrespective of the initial ordering of array elements. Heapsort creates a balanced binary tree irrespective of the ordering of the array elements, which leads to an \( O(n \log n) \) algorithm in best and worst cases.

7. (D) Here are the steps in fixing the heap after the array elements are slotted into a binary tree (see p. 529).

```
6
7 1
9 2 0 8
```

```
9
7 2 0 1
```

```
6
7 2 0 1
```

8. (B) Although the expression is always algebraically true for nonzero \( x \), the expression may evaluate to false. This could occur because of round-off error in performing the division and multiplication operations. Whether the right-hand side of the expression evaluates to exactly 3.0 depends on the value of \( x \). Note that if \( x \) is zero, the expression will be evaluated to false because the right-hand side will be assigned a value of Infinity.

9. (A) Segment II fails because it calls the \texttt{ArrayList} method \texttt{remove} during iteration. During iteration with an iterator, you may not modify the list with a noniterator method. Segment I correctly invokes the \texttt{iterator remove} method. Segment III does not use an iterator to cycle through the list. Therefore it is OK to use the \texttt{remove} method from \texttt{ArrayList}. You must, however, be careful. When you remove the \( i \)th item from an \texttt{ArrayList}, the \((i+1)\)th item is shifted into that position. Since \( i \) is incremented after each loop iteration, consecutive duplicates will not be deleted.

10. (E) Segment I correctly uses the \texttt{ListNode} constructor. Segment III correctly uses the \texttt{setNext} and \texttt{setValue} methods to insert the required values in the new node and connect it to the list. Segment II uses the \texttt{ListNode} constructor correctly but has an incorrect second statement: It fails to connect the \texttt{current} node to the new node (referred to by \( p \)). Segment II would be correct if the second statement were changed to

```
current.setNext(p);
```

11. (C) The problem with the code is in the last line; change it to

```
temp = temp.getNext().getNext();
```

and the method will work as intended for all cases. As it is, \texttt{temp} doesn’t advance far enough, and you have an infinite \texttt{while} loop that produces an endless stream of blanks:
10. (E) A preorder traversal pushes the elements onto s in the following order:
   A, K, C, P, R, F.
   The elements will be popped and printed in reverse order, namely
   F, R, P, C, K, A.

11. (E) Contrast this with the previous question. No elements are being removed
    from or added to the list of clocks. Each element is being accessed and modified,
    which is fine for each of the three modes of traversal. Take note: You cannot use
    a for-each loop to remove elements, add elements, or replace elements in the list.
    You can, however, use it to modify objects that have mutator methods.

12. (E) To print a list of donors in order of total contributions is equally efficient for
    plans I and II. Both plans require the same three steps:
    (1) Insert all donor objects into a temporary array.
    (2) Sort the array with respect to total contributions.
    (3) Print the elements.

    Note that simply sorting the existing array in plan I is not a good idea; the array
    will then need to be “sorted back” into alphabetical order. Choice A is true: All
    items in the database require the same amount of memory irrespective of data
    structure. Choices B and C are true: Insertion and searching in a good hash table
    are both $O(1)$, whereas in a sorted array searching for a given donor or insertion
    point is $O(\log n)$ (assuming that an efficient method like binary search is used).
    Choice D is true since plan II requires sorting before printing. Plan I has data
    items that are already sorted in alphabetical order.

13. (A) Method alter shifts all the columns, starting at column $c+1$, one column
    to the left. Also, it does it in a way that overwrites column $c$. Here are the
    replacements for the method call alter(1):
mat[0][1] = mat[0][2]
mat[0][2] = mat[0][3]
mat[1][1] = mat[1][2]
mat[1][2] = mat[1][3]
mat[2][1] = mat[2][2]
mat[2][2] = mat[2][3]

17. (B) Segment II removes elements from the priority queue in increasing order of priority and pushes each element onto a stack as it is removed. Thus, the maximum element in $pq$ lands on top of the stack. This is the element to be removed, which is carried out by the statement $s.pop()$. The remaining elements are then placed, with their original ordering, into a new priority queue $priQ$, which is returned. Segment III is practically identical to segment II, except that it places the elements of $pq$ into a queue. This results in having the least element at the front of the queue, which is then deleted by the statement $q.remove()$. Segment I fails because it too removes the least element instead of the maximum.

18. (E) Statement I is false: The Sedan, StationWagon, and SUV classes should all be subclasses of Car. Each one satisfies the is-a Car relationship. Statement II is true: The main task of the Inventory class should be to keep an updated list of Car objects. Statement III is true: A class is independent of another class if it does not require that class to implement its methods.

19. (B) The Inventory class is responsible for maintaining the list of all cars on the lot. Therefore methods like addCar, removeCar, and displayAllCars must be the responsibility of this class. The Car class should contain the setColor, getPrice, and displayCar methods, since all these pertain to the attributes of a given Car.

20. (C) Each subclass may contain additional attributes for the particular type of car that are not in the Car superclass. Since displayCar displays all features of a given car, this method should be overridden to display the original plus additional features.

21. (E) The get method of Map returns either the value associated with the key, or null if the map contains no mapping for that key. In the given piece of code, since there is no "Dopey" key, $s$ will be assigned the value null.

22. (B) As a counterexample for choices A, C, D, and E, let $a$ be the list

1, 1, 1, 2, 2, 3, 4, 5, 6

Then $s$ is the set

1, 2, 3, 4, 5, 6

(No duplicates in a set!)

23. (B) An inorder traversal of a binary search tree produces the elements in sorted increasing order. (Recall that the leftmost leaf of the binary search tree is the smallest element in the tree and that this is the first element visited.)

24. (D) The best case run time occurs when the binary search tree produced is balanced. This means that, for each of the $n$ items in arr, no more than $\log_2 n$ comparisons will need to be made to find its insertion point. Therefore the run time is $O(n \log n)$. Printing the elements is $O(n)$, which is less than $O(n \log n)$. Thus, the overall run time is $O(n \log n)$. 
25. (C) Any kind of sorted array leads to worst case behavior for insertion into a binary search tree. The tree obtained is completely unbalanced, with a long chain of left links or right links. Run time of insertion becomes $O(n^2)$ (see p. 440). Choice III is thus the most likely of the three choices to lead to a balanced tree and best case behavior.

26. (C) Before manipulating LargeInt objects, you have to check that they’ve been correctly constructed, and to do that you need to output them. This means that the toString method must be defined in order to read the output easily. Therefore the constructor and toString methods should be coded before the others.

27. (A) You want to simulate $i++$ (or $i = i + 1$). Thus, eliminate choices C and D, which don’t include $i$ in the method calls to add. Choice C would be correct if its method call were one.add(i). Eliminate choice B because a LargeInt parameter must be used. Choice E is wrong because you’re not adding $n$ to $i$, you’re adding 1 to $i$.

28. (B) The TreeMap class stores its elements in a balanced binary search tree. This means that TreeMap will provide $O(\log n)$ performance for insertion, retrieval, and search. Thus, choices A and C are false. Choices D and E are false because printing a list of all elements involves a simple traversal: $O(n)$.

29. (D) In segment I temp contains all the elements of set2. Then all the elements of set1 are added to temp. If set1 is a subset of set2, all the elements of set1 will already be in temp, which means that the size of temp will remain the same as the size of set2. (If set1 is not a subset of set2, then temp.size() will end up bigger than set2.size() because there will be at least one element of set1 that was not in set2.) Segment II checks that set2 contains each element of set1. If it doesn’t, the method returns false, otherwise true. Segment III iterates over both sets set1 and set2 and returns false as soon as it finds an element in set1 that is not equal to an element in set2. But for set1 to be a subset of set2, all of the elements in set2 except one will not be equal to a given element of set1. You would have to modify the code with a more complicated version that searches the entire set set2 for each element in set1 and returns false only if no element is equal to it.

30. (E) The declaration of the map

   ```java
   private Map<String, WordStatus> m;
   ```

shows that the second parameter of the put method should be an object of type WordStatus. Thus, you can eliminate choices A, B, and C. Choice D is wrong because there is no constructor in WordStatus that has a parameter.

31. (A) There are two conditions under which the isAvailable method should return false:
   - Its word parameter is not in the map.
   - The word parameter is in the map but has already been used.

   Segment I correctly takes care of both these cases. In Segment II, if word is not in the map, m.get(word) will cause a NullPointerExcepton. Segment III fails because it doesn’t return false if the word is marked as used (i.e., no else for the second if).

32. (C) The algorithm yields a level-order traversal of the tree, which visits nodes starting at the root and going from top to bottom, left to right. Suppose that the
TreeNode references to the nodes are labeled with small letters as shown:

```
   A
  / \  
 J   L
 /   /  
M   F   e
```

After the first pass through the while loop, A has been printed and q is

```
q  a  b
  f  b
```

After the second pass, J has been printed and q is

```
q  b  c  d
  f  b
```

After the third pass, L has been printed and q is

```
q  c  d  e
  f  b
```

When q is empty, AJLMFR has been printed.

33. (E) Segment I fails because it doesn’t take into account that the next field of list was altered in the first line. Here are the faulty pointer connections (dashed lines):

34. (D) The method creates a tree that is a mirror image of its parameter. Note the order of the parameters in the TreeNode constructor:

   (initValue, initLeft, initRight)

In the method mTree the order is

   (t.getValue(), mTree(t.getRight()), mTree(t.getLeft()))

Matching up parameters means that the right subtree of t becomes the left connection of the new tree, and the left subtree of t becomes the right connection.
35. (B) Notice that to do its thing, the PoisonousCritter must get the adjacent actors, process them, get a list of possible move locations, randomly select one of these, and then move to it. This is what a regular Critter does, so act and getActors need not be changed. Both of the methods in group II must be changed: processActors turns the actors green, whereas the original method removes them. The getMoveLocations method must get a list of occupied locations, whereas the original method gets empty locations. Group III methods don’t change at all: When a PoisonousCritter has a list of possible locations, it randomly selects one and moves there. This is what a regular Critter does.

36. (E) The ChameleonCritter randomly chooses a neighboring actor and takes its color. Thus it will end up yellow or purple. It then randomly picks an empty adjacent location, moves into it, and ends up facing the direction in which it moved. Reject choices A and C: A ChameleonCritter does not eliminate its neighbors. Choice B is wrong because the ChameleonCritter must move if it can. Choice D is incorrect because the direction from location (1, 1) to location (2, 0) is southwest, and the ChameleonCritter didn’t change its direction to southwest.

37. (E) All can reappear! When the Bug moves out of the grid, going west, say, it will continue to move west until it encounters an obstacle. Depending on the location of obstacles, the Bug may have to turn right enough times so that it turns back and reappears on the screen. If the critters move out of the visible part of the grid, on the left of the screen, say, the leftmost visible column could provide empty adjacent locations for the next time they act. They then may or may not reappear.

38. (E) All of the Location constants are int values: Location.NORTH is 0, Location.FULL_CIRCLE is 360, and Location.HALF_RIGHT is 45. Thus, the given replacements can be used in the implementation.

39. (D) Instead of turning right through 90°, the BoxBug now turns right through 45°. This produces the octagon in choice D. Choice A is wrong because the turn is through 90°. Choice B has a 135° turn then a 225° turn. In choice C, the BoxBug turns 45° left and then 45° right, while in choice E it turns 45° right and then 45° left. In the code, however, turn is a right turn.

40. (D) The steps to remove an actor at loc in a BoundedGrid are:
   - get the occupant at loc: O(1)
   - Assign occupantArray[loc.getRow()][loc.getCol()] to null: O(1)
   Thus the algorithm is O(1).
To remove an actor at loc in an UnboundedGrid:
   - Use the HashMap method remove to remove the mapping whose key is loc:
     
     occupantMap.remove(loc);
   
   To access any key in a HashMap is O(1).
   Therefore the algorithm is O(1).
Section II

1. (a) Animal
   - Mammal
     - Goat
     - Pig
   - Bird
     - Owl
       - SnowyOwl
     - ElfOwl

   (b) public abstract class Animal
   {
     private String myName;
     private String myNoise;
     private String myCovering;

     //constructor
     public Animal(String name, String noise, String covering)
     {
       myName = name;
       myNoise = noise;
       myCovering = covering;
     }

     public String getName()
     { return myName; }

     public String getNoise()
     { return myNoise; }

     public String getCovering()
     { return myCovering; }

     public abstract String getFood();
   }

   (c) public abstract class Owl extends Bird
   {
     //constructor
     public Owl(String name)
     {
       super(name, "hoot");
     }
   }
(d) public class SnowyOwl extends Owl {
    //constructor
    public SnowyOwl()
    {
        super("Snowy Owl");
    }

    //Returns type of food for this SnowyOwl.
    public String getFood()
    {
        int num = (int) (Math.random() * 3);
        if (num == 0)
            return "hare";
        else if (num == 1)
            return "lemming";
        else
            return "small bird";
    }
}

NOTE

- Since the food type for each Animal can't be simply provided in a parameter, the getFood method must be abstract in the Animal class. This means that the Animal class must be abstract.
- Both the Bird and Owl classes inherit the abstract getFood method. Since the food type for a Bird, and also for an Owl, depends on the type of Bird or Owl, these classes don't provide implementation code for getFood. Therefore both Bird and Owl must be abstract classes.
- In parts (c) and (d), super must be used in the constructors because there's no direct access to the private variables of the Animal class.
- Note that the Bird constructor has two parameters, name and noise. The noise for an Owl, however, will always be "hoot". Therefore noise does not need to be provided as a parameter in the Owl constructor. The statement super(name,"hoot") will use the superclass (Bird) constructor to automatically assign "hoot" as an Owl's noise. Similarly, the SnowyOwl does not need any parameters in its constructor. Using the superclass (Owl) constructor will automatically provide it with its name through the statement super("SnowyOwl").
- The SnowyOwl inherits the "hoot" noise from Owl and the "feathers" covering from Bird.

2. (a) private Location getJumpLocation(Location adjacent)
    {
        Location twoAway =
            adjacent.getAdjacentLocation(getDirection());
        return twoAway;
    }
(b) private boolean canJump(Location loc)
{
    if (!getGrid().isValid(loc))
        return false;
    Actor occupant = getGrid().get(loc);
    return occupant == null;
}

(c) public void processActors(ArrayList<Actor> actors)
{
    int n = actors.size();
    if (n == 0)
        return;
    int r = (int) (Math.random() * n);
    Actor nbr = actors.get(r);
    Location nbrLoc = nbr.getLocation();
    int newDirection =
        getLocation().getDirectionToward(nbrLoc);
    setDirection(newDirection);
    Location jumpLoc = getJumpLocation(nbrLoc);
    if (canJump(jumpLoc))
        makeMove(jumpLoc);
}

NOTE

- In part (b), the loc parameter is the prospective “jump location.” The isValid test checks that it is not outside the bounds of the grid. The test occupant == null checks whether loc is empty.

3. (a) public void addGameToMap(ScrabblePlayer player, Game theGame)
{
    Set<Game> games = map.get(player);
    if (games == null)
    {
        games = new HashSet<Game>();
        map.put(player, games);
    }
    games.add(theGame);
}

(b) public int countExpertWins(ScrabblePlayer player)
{
    Set<Game> games = map.get(player);
    int numWins = 0;
    for (Game g: games)
        if (g.getOpponent().rating() >= 1600 && g.wonGame())
            numWins++;
    return numWins;
}
(c) public void removeWeakOpponents(ScrabblePlayer player)
{
    Set<Game> games = map.get(player);
    for (Iterator<Game> itr = games.iterator(); itr.hasNext();)
    {
        ScrabblePlayer opponent = itr.next().getOpponent();
        if (opponent.rating() < 1300)
            itr.remove();
    }
}

(d) Method | Big-O run time
-----------|------------------
addGameToMap | O(1)            
countExpertWins | O(c)          
removeWeakOpponents | O(c)

NOTE

- In part (a), you must check the case where player is not yet in the key set of the map, in which case games will be null. This means you must create a new HashSet before you add theGame to it.
- In part (b), each game in the set of games for player is examined. A for-each loop is used for the traversal. Contrast this with part (c), where an iterator must be used since elements of the set may be removed. A for-each loop cannot be used to traverse a collection where items may be removed.
- In part (d), the get operation in a HashMap is $O(1)$, independent of $n$, the number of keys. The put operation in a HashSet is also $O(1)$; thus addGameToMap is $O(1)$. The countExpertWins method finds the player key, $O(1)$, then traverses the $c$ elements in the corresponding HashSet: $O(c)$. Method removeWeakOpponents finds the key, $O(1)$, then also traverses the $c$ elements in the corresponding HashSet, potentially removing each element. Since removing an item from a HashSet is $O(1)$, the method is $O(c)$.
- In part (d), you cannot make any assumptions about the size of $c$ compared with the size of $n$, other than the fact that $c < n$, which is given. Therefore, it is incorrect to say that the traversals are $O(n)$ (which would be correct if $c \approx n$) or $O(1)$ (which would be correct if $c$ is very small compared to $n$).

4. (a) public void makeCircular()
{
    if (!isEmpty())
    {
        ListNode p = firstNode;
        while (p.getNext() != null)
        {
            p = p.getNext();
        }
        p.setNext(firstNode);
    }
}
(b) public void reverse()
{
    if (!isEmpty() && firstNode.getNext() != null)
        reverseHelper(null, firstNode);
}

private void reverseHelper(ListNode first, ListNode second)
{
    if (second.getNext() == null)
    {
        setFirstNode(second);
    }
    else
    {
        reverseHelper(second, second.getNext());
    }
    second.setNext(first);
}

Alternative solution:

public void reverse()
{
    if (!isEmpty() && firstNode.getNext() != null)
        setFirstNode(reverseHelper(null, firstNode,
                firstNode.getNext()));
}

private ListNode reverseHelper(ListNode first,
        ListNode second, ListNode hold)
{
    second.setNext(first);
    if (hold == null)
        return second;
    else
        return reverseHelper(second, hold, hold.getNext());
}

NOTE

- In part (a), you are not told that the linear linked list is nonempty. Therefore, you need the isEmpty test.
- The first solution in part (b) uses two consecutive pointers. The alternative solution uses three.
- In the alternative solution reverseHelper eventually returns a reference to the last node in the list, and firstNode is set to it.
CHAPTER 1

Introductory Java

Language Features

Fifty loops shalt thou make . . .
—Exodus 26:5

Chapter Goals

- Packages and classes
- Types and identifiers
- Operators
- Input/output
- Storage of numbers
- Binary and hexadecimal numbers
- Control structures
- Errors and exceptions

The AP Computer Science course includes algorithm analysis, data structures, and the techniques and methods of modern programming, specifically, object-oriented programming. A high-level programming language is used to explore these concepts. Java is the language currently in use on the AP exam.

Java was developed by James Gosling and a team at Sun Microsystems in California; it continues to evolve. The AP exam covers a clearly defined subset of Java language features that are presented throughout this book, including some new features of Java 5.0 that were tested for the first time in May 2007. The College Board website, http://www.collegeboard.com/student/testing/ap/subjects.html, contains a complete listing of this subset.

Java provides basic control structures such as the if-else statement, for loop, and while loop, as well as fundamental built-in data types. But the power of the language lies in the manipulation of user-defined types called objects, many of which can interact in a single program.

PACKAGES AND CLASSES

A typical Java program has user-defined classes whose objects interact with those from Java class libraries. In Java, related classes are grouped into packages, many of which are provided with the compiler. You can put your own classes into a package—this facilitates their use in other programs.
The package `java.lang`, which contains many commonly used classes, is automatically provided to all Java programs. To use any other package in a program, an `import` statement must be used. To import all of the classes in a package called `packagename`, use the form

```java
import packagename.*;
```

To import a single class called `ClassName` from the package, use

```java
import packagename.ClassName;
```

Java has a hierarchy of packages and subpackages. Subpackages are selected using multiple dots:

```java
import packagename.subpackagename.ClassName;
```

The `import` statement allows the programmer to use the objects and methods defined in the designated package. By convention Java package names are lowercase. The AP exam does not require knowledge of packages. You will not be expected to write any `import` statements.

A Java program must have at least one class, the one that contains the `main` method. The `java` files that comprise your program are called `source` files. A compiler converts source code into machine-readable form called `bytecode`. Here is a typical source file for a Java program.

```java
/* Program FirstProg.java
Start with a comment, giving the program name and a brief
description of what the program does. */

import package1.*;
import package2.subpackage.ClassName;

public class FirstProg //note that the file name is FirstProg.java
{
    public static type1 method1(
        parameter list
    )
    {
        <code for method 1>
    }
    public static type2 method2(
        parameter list
    )
    {
        <code for method 2>
    }
    ...

    public static void main(String[] args)
    {
        <your code>
    }
}
```

NOTE

1. All Java methods must be contained in a class, and all program statements must be placed inside a method.
2. Typically, the class that contains the `main` method does not contain many additional methods.

3. The words `class`, `public`, `static`, `void`, and `main` are reserved words, also called keywords.

4. The keyword `public` signals that the class or method is usable outside of the class, whereas `private` data members or methods (see Chapter 2) are not.

5. The keyword `static` is used for methods that will not access any objects of a class, such as the methods in the `FirstProg` class in the example on the previous page. This is typically true for all methods in a source file that contains no instance variables (see Chapter 2). Most methods in Java do operate on objects and are not static. The `main` method, however, must always be static.

6. The program shown on the previous page is a Java application. This is not to be confused with a Java applet, a program that runs inside a web browser or applet viewer. Applets are not part of the AP subset.

---

**TYPES AND IDENTIFIERS**

### Identifiers

An identifier is a name for a variable, parameter, constant, user-defined method, or user-defined class. In Java an identifier is any sequence of letters, digits, and the underscore character. Identifiers may not begin with a digit. Identifiers are case-sensitive, which means that `age` and `Age` are different. Wherever possible identifiers should be concise and self-documenting. A variable called `area` is more illuminating than one called `a`.

By convention identifiers for variables and methods are lowercase. Uppercase letters are used to separate these into multiple words, for example `getName`, `findSurfaceArea`, `preTaxTotal`, and so on. Note that a class name starts with a capital letter. Reserved words are entirely lowercase and may not be used as identifiers.

### Built-in Types

Every identifier in a Java program has a type associated with it. The primitive or built-in types that are included in the AP Java subset are:

- `int`: An integer. For example, 2, -26, 3000
- `boolean`: A boolean. Just two values, `true` or `false`
- `double`: A double precision floating-point number.
  
  For example, 2.718, -367189.41, 1.6e4

(Note that primitive type `char` is not included in the AP Java subset.)

Integer values are stored exactly. Because there’s a fixed amount of memory set aside for their storage, however, integers are bounded. If you try to store a value whose magnitude is too big in an `int` variable, you’ll get an overflow error. (Java gives you no warning. You just get a wrong result!)

An identifier, for example a `variable`, is introduced into a Java program with a declaration that specifies its type. A variable is often initialized in its declaration. Some examples follow:
int x;
double y, z;
boolean found;
int count = 1; //count initialized to 1
double p = 2.3, q = 4.1; //p and q initialized to 2.3 and 4.1

One type can be cast to another compatible type if appropriate. For example,

int total, n;
double average;
...

average = (double) total/n; //total cast to double to ensure
//real division is used

Alternatively,

average = total/(double) n;

Assigning an int to a double automatically casts the int to double. For example,

int num = 5;
double realNum = num; //num is cast to double

Assigning a double to an int without a cast, however, causes a compile-time error. For example,

double x = 6.79;
int intNum = x; //Error. Need an explicit cast to int

Note that casting a floating-point (real) number to an integer simply truncates the number. For example,

double cost = 10.95;
int numDollars = (int) cost; //sets numDollars to 10

If your intent was to round cost to the nearest dollar, you needed to write

int numDollars = (int) (cost + 0.5); //numDollars has value 11

To round a negative number to the nearest integer:

double negAmount = -4.8;
int roundNeg = (int) (negAmount - 0.5); //roundNeg has value -5

The strategy of adding or subtracting 0.5 before casting correctly rounds in all cases.

**Storage of Numbers**

**INTEGERS**

Integer values in Java are stored exactly, as a string of bits (binary digits). One of the bits stores the sign of the integer, 0 for positive, 1 for negative.

The Java built-in integral type, byte, uses one byte (eight bits) of storage.
The picture represents the largest positive integer that can be stored using type byte: $2^7 - 1$.

Type `int` in Java uses four bytes (32 bits). Taking one bit for a sign, the largest possible integer stored is $2^{31} - 1$. In general, an $n$-bit integer uses $n/8$ bytes of storage, and stores integers from $-2^{n-1}$ to $2^{n-1} - 1$. (Note that the extra value on the negative side comes from not having to store $-0$.)

Built-in types in Java are byte (one byte), short (two bytes), int (four bytes), and long (eight bytes). Of these, only `int` is in the AP Java subset.

### Floating-Point Numbers

There are two built-in types in Java that store real numbers: `float`, which uses four bytes, and `double`, which uses eight bytes. A floating-point number is stored in two parts: a mantissa, which specifies the digits of the number, and an exponent. The JVM (Java Virtual Machine) represents the number using scientific notation:

$$\text{sign} \times \text{mantissa} \times 2^{\text{exponent}}$$

In this expression, 2 is the base or radix of the number. In type `double` eleven bits are allocated for the exponent, and (typically) 52 bits for the mantissa. One bit is allocated for the sign. This is a double-precision number. Type `float`, which is single-precision, is not in the AP Java subset.

When floating-point numbers are converted to binary, most cannot be represented exactly, leading to round-off error. These errors are compounded by arithmetic operations. For example,

$$0.1 \times 2^6 \neq 0.1 + 0.1 + \cdots + 0.1 \quad (26 \text{ terms})$$

In Java, no exceptions are thrown for floating-point operations. There are two situations you should be aware of:

- When an operation is performed that gives an undefined result, Java expresses this result as NaN, “not a number.” Examples of operations that produce NaN are: taking the square root of a negative number, and 0.0 divided by 0.0.
- An operation that gives an infinitely large or infinitely small number, like division by zero, produces a result of `Infinity` or `-Infinity` in Java.

### Hexadecimal Numbers

A hexadecimal number or hex number uses base (radix) 16, and is represented with the symbols 0 – 9 and A – F (occasionally a – f), where A represents 10, and F represents 15. To denote a hex number in Java, the prefix "0x" or "0X" is used, for example, 0xC2A.

On the AP exam, the representation is likely to be with the subscript hex: C2A\text{\_hex}. In expanded form, this number means

\[
(C)(16^2) + (2)(16^1) + (A)(16^0) \\
= (12)(16^2) + (2)(16) + (10)(1) \\
= 3114, \text{ or } 3114\text{\_dec}
\]

The advantages of hex numbers are their compactness, and the ease of conversion between hex and binary. Notice that any hex digit expands to four bits. For example,

$5_{\text{hex}} = 0101_{\text{bin}}$ and $F_{\text{hex}} = 1111_{\text{bin}}$
Thus, $5F_{\text{hex}} = 01011111_{\text{bin}}$, which is $1011111_{\text{bin}}$.

Similarly, to convert a binary number to hex, convert in groups of four from right to left. If necessary, pad with zeroes to complete the last group of four. For example,

\[
1011101_{\text{bin}} = 0101 \quad 1101_{\text{bin}} \\
= 5 \quad \quad D_{\text{hex}} \\
= 5D_{\text{hex}}
\]

**Final Variables**

A *final variable* or *user-defined constant*, identified by the keyword `final`, is used to name a quantity whose value will not change. Here are some examples of `final` declarations:

```java
final double TAX_RATE = 0.08;
final int CLASS_SIZE = 35;
```

**NOTE**

1. Constant identifiers are, by convention, capitalized.
2. A `final` variable can be declared without initializing it immediately. For example,

```java
final double TAX_RATE;
if (<some condition >)
    TAX_RATE = 0.08;
else
    TAX_RATE = 0.0;
// TAX_RATE can be given a value just once: its value is final!
```

3. A common use for a constant is as an array bound. For example,

```java
final int MAXSTUDENTS = 25;
int[] classList = new int[MAXSTUDENTS];
```

4. Using constants makes it easier to revise code. Just a single change in the `final` declaration need be made, rather than having to change every occurrence of a value.

**OPERATORS**

**Arithmetic Operators**

<table>
<thead>
<tr>
<th>Operator</th>
<th>Meaning</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>+</td>
<td>addition</td>
<td>3 + x</td>
</tr>
<tr>
<td>-</td>
<td>subtraction</td>
<td>p - q</td>
</tr>
<tr>
<td>*</td>
<td>multiplication</td>
<td>6 * i</td>
</tr>
<tr>
<td>/</td>
<td>division</td>
<td>10 / 4</td>
</tr>
<tr>
<td>%</td>
<td>mod (remainder)</td>
<td>11 % 8</td>
</tr>
</tbody>
</table>
NOTE

1. These operators can be applied to types `int` and `double`, even if both types occur in the same expression. For an operation involving a `double` and an `int`, the `int` is promoted to `double`, and the result is a `double`.

2. The mod operator `%`, as in the expression `a % b`, gives the remainder when `a` is divided by `b`. Thus `10 % 3` evaluates to `1`, whereas `4.2 % 2.0` evaluates to `0.2`.

3. Integer division `a/b` where both `a` and `b` are of type `int` returns the integer quotient only (i.e., the answer is truncated). Thus, `22/6` gives `3`, and `3/4` gives `0`. If at least one of the operands is of type `double`, then the operation becomes regular floating-point division, and there is no truncation. You can control the kind of division that is carried out by explicitly casting (one or both of) the operands from `int` to `double` and vice versa. Thus

<table>
<thead>
<tr>
<th>Expression</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>3.0 / 4</code></td>
<td><code>0.75</code></td>
</tr>
<tr>
<td><code>3 / 4.0</code></td>
<td><code>0.75</code></td>
</tr>
<tr>
<td><code>(int) 3.0 / 4</code></td>
<td><code>0</code></td>
</tr>
<tr>
<td><code>(double) 3 / 4</code></td>
<td><code>0.75</code></td>
</tr>
</tbody>
</table>

You must, however, be careful:

   `(double) (3 / 4)` → `0.0`

since the integer division `3/4` is computed first, before casting to `double`.

4. The arithmetic operators follow the normal precedence rules (order of operations):

   (1) parentheses, from the inner ones out (highest precedence)
   (2) `*`, `/`, `%`
   (3) `+`, `-` (lowest precedence)

Here operators on the same line have the same precedence, and, in the absence of parentheses, are invoked from left to right. Thus the expression `19 % 5 * 3 + 14 / 5` evaluates to `4 * 3 + 2 = 14`. Note that casting has precedence over all of these operators. Thus, in the expression `(double) 3/4`, `3` will be cast to `double` before the division is done.

### Relational Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>Meaning</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>==</code></td>
<td>equal to</td>
<td><code>if (x == 100)</code></td>
</tr>
<tr>
<td><code>!=</code></td>
<td>not equal to</td>
<td><code>if (age != 21)</code></td>
</tr>
<tr>
<td><code>&gt;</code></td>
<td>greater than</td>
<td><code>if (salary &gt; 30000)</code></td>
</tr>
<tr>
<td><code>&lt;</code></td>
<td>less than</td>
<td><code>if (grade &lt; 65)</code></td>
</tr>
<tr>
<td><code>&gt;=</code></td>
<td>greater than or equal to</td>
<td><code>if (age &gt;= 16)</code></td>
</tr>
<tr>
<td><code>&lt;=</code></td>
<td>less than or equal to</td>
<td><code>if (height &lt;= 6)</code></td>
</tr>
</tbody>
</table>

NOTE

1. Relational operators are used in _boolean expressions_ that evaluate to `true` or `false`.

   ```java
   boolean x = (a != b); //initializes x to true if a != b,
   // false otherwise
   ```
2. If the operands are an `int` and a `double`, the `int` is promoted to a `double` as for arithmetic operators.

3. Relational operators should generally be used only in the comparison of primitive types (i.e., `int`, `double`, or `boolean`). User-defined types are compared using the `equals` and `compareTo` methods (see pp. 199 and 227).

4. Be careful when comparing floating-point values! Since floating-point numbers cannot always be represented exactly in the computer memory, they should not be compared directly using relational operators.

### Comparing Floating-Point Numbers

Because of round-off errors in floating-point numbers, you can't rely on using the `==` or `!=` operators to compare two `double` values for equality. They may differ in their last significant digit or two because of round-off error. Instead, you should test that the magnitude of the difference between the numbers is less than some number about the size of the machine precision. The machine precision is usually denoted $\epsilon$ and is typically about $10^{-16}$ for double precision (i.e., about 16 decimal digits). So you would like to test something like $|x - y| \leq \epsilon$. But this is no good if $x$ and $y$ are very large. For example, suppose $x = 1234567890.123456$ and $y = 1234567890.123457$. These numbers are essentially equal to machine precision, since they differ only in the 16th significant digit. But $|x - y| = 10^{-6}$, not $10^{-16}$. So in general you should check the relative difference:

$$\frac{|x - y|}{\max(|x|, |y|)} \leq \epsilon$$

To avoid problems with dividing by zero, code this as

$$|x - y| \leq \epsilon \max(|x|, |y|)$$

An example of code that uses a correct comparison of real numbers can be found in the `Shape` class on p. 199.

### Logical Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>Meaning</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>!</code></td>
<td>NOT</td>
<td><code>if (!found)</code></td>
</tr>
<tr>
<td><code>&amp; &amp;</code></td>
<td>AND</td>
<td><code>if (x &lt; 3 &amp; &amp; y &gt; 4)</code></td>
</tr>
<tr>
<td>`</td>
<td></td>
<td>`</td>
</tr>
</tbody>
</table>
NOTE

1. Logical operators are applied to boolean expressions to form compound boolean expressions that evaluate to true or false.
2. Values of true or false are assigned according to the truth tables for the logical operators.

<table>
<thead>
<tr>
<th>&amp; &amp;</th>
<th>T</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td>T</td>
<td>F</td>
</tr>
<tr>
<td>F</td>
<td>F</td>
<td>F</td>
</tr>
</tbody>
</table>

| || | T | F |
|----|---|---|
| T  | T | T |
| F  | T | F |

<table>
<thead>
<tr>
<th>!</th>
<th>T</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td>F</td>
<td>T</td>
</tr>
</tbody>
</table>

For example, F & & T evaluates to F, while T || F evaluates to T.

3. Short-circuit evaluation. The subexpressions in a compound boolean expression are evaluated from left to right, and evaluation automatically stops as soon as the value of the entire expression is known. For example, consider a boolean OR expression of the form \( A \ || \ B \), where \( A \) and \( B \) are some boolean expressions. If \( A \) is true, then the expression is true irrespective of the value of \( B \). Similarly, if \( A \) is false, then \( A \ & & \ B \) evaluates to false irrespective of the second operand. So in each case the second operand is not evaluated. For example,

\[
\text{if (numScores != 0 & & scoreTotal/numScores > 90)}
\]

will not cause a run-time ArithmeticException (division-by-zero error) if the value of numScores is 0. This is because numScores != 0 will evaluate to false, causing the entire boolean expression to evaluate to false without having to evaluate the second expression containing the division.

Assignment Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>Example</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>=</td>
<td>x = 2</td>
<td>simple assignment</td>
</tr>
<tr>
<td>+=</td>
<td>x += 4</td>
<td>x = x + 4</td>
</tr>
<tr>
<td>-=</td>
<td>y -= 6</td>
<td>y = y - 6</td>
</tr>
<tr>
<td>*=</td>
<td>p *= 5</td>
<td>p = p * 5</td>
</tr>
<tr>
<td>/=</td>
<td>n /= 10</td>
<td>n = n / 10</td>
</tr>
<tr>
<td>%=</td>
<td>n %= 10</td>
<td>n = n % 10</td>
</tr>
</tbody>
</table>

NOTE

1. All these operators, with the exception of simple assignment, are called compound assignment operators.
2. Chaining of assignment statements is allowed, with evaluation from right to left.

```java
int next, prev, sum;
next = prev = sum = 0;  //initializes sum to 0, then prev to 0
//then next to 0
```
**Increment and Decrement Operators**

<table>
<thead>
<tr>
<th>Operator</th>
<th>Example</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>++</td>
<td>i++ or ++i</td>
<td>i is incremented by 1</td>
</tr>
<tr>
<td>-</td>
<td>k- or -k</td>
<td>k is decremented by 1</td>
</tr>
</tbody>
</table>

Note that i++ (postfix) and ++i (prefix) both have the net effect of incrementing i by 1, but they are not equivalent. For example, if i currently has the value 5, then `System.out.println(i++)` will print 5 and then increment i to 6, whereas `System.out.println(++i)` will first increment i to 6 and then print 6. It’s easy to remember: if the ++ is first, you first increment. A similar distinction occurs between k- and -k. (Note: You do not need to know these distinctions for the AP exam.)

**Operator Precedence**

<table>
<thead>
<tr>
<th>precedence</th>
<th>operators</th>
</tr>
</thead>
<tbody>
<tr>
<td>highest</td>
<td>!, ++, -</td>
</tr>
<tr>
<td></td>
<td>*, /, %</td>
</tr>
<tr>
<td></td>
<td>+, -</td>
</tr>
<tr>
<td></td>
<td>&lt;, &gt;, &lt;=, &gt;=</td>
</tr>
<tr>
<td></td>
<td>==, !=</td>
</tr>
<tr>
<td></td>
<td>&amp;&amp;</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>lowest</td>
<td>=, +=, -=, *=, /=, %=</td>
</tr>
</tbody>
</table>

Here operators on the same line have equal precedence. The evaluation of the operators with equal precedence is from left to right, except for rows (1) and (8) where the order is right to left. It is easy to remember: the only “backward” order is for the unary operators (row 1) and for the various assignment operators (row 8).

**Example**

What will be output by the following statement?

```java
System.out.println(5 + 3 < 6 - 1);
```

Since + and - have precedence over <, 5 + 3 and 6 - 1 will be evaluated before evaluating the boolean expression. Since the value of the expression is false, the statement will output `false`.

**INPUT/OUTPUT**

**Input**

Since there are so many ways to provide input to a program, user input is not a part of the AP Java subset. If reading input is a necessary part of a question on the AP exam, it will be indicated something like this:

```java
double x = call to a method that reads a floating-point number
```

or

```java
double x = IO.readDouble(); // read user input
```
NOTE
The Scanner class, new in Java 5.0, simplifies both console and file input. It will not, however, be tested on the AP exam.

Output
Testing of output will be restricted to System.out.print and System.out.println. Formatted output will not be tested.

System.out is an object in the System class that allows output to be displayed on the screen. The println method outputs an item and then goes to a new line. The print method outputs an item without going to a new line afterward. An item to be printed can be a string, or a number, or the value of a boolean expression (true or false). Here are some examples:

```java
System.out.print("Hot");   \} prints Hotdog
System.out.println("dog");

System.out.println("Hot");  \} prints Hot
System.out.println("dog");

System.out.println(7 + 3); \} prints 10
System.out.println(7 == 2 + 5); \} prints true

int x = 27;
System.out.println(x); \} prints 27
System.out.println("Value of x is " + x);
               \prints Value of x is 27
```

In the last example, the value of x, 27, is converted to the string "27", which is then concatenated to the string "Value of x is ".

To print the "values" of user-defined objects, the toString() method is invoked (see p. 226).

Escape Sequences
An escape sequence is a backslash followed by a single character. It is used to print special characters. The three escape sequences that you should know for the AP exam are

<table>
<thead>
<tr>
<th>Escape Sequence</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>\n</td>
<td>newline</td>
</tr>
<tr>
<td>&quot;</td>
<td>double quote</td>
</tr>
<tr>
<td>\</td>
<td>backslash</td>
</tr>
</tbody>
</table>

Here are some examples:

```java
System.out.println("Welcome to\na new line");
```

prints
Welcome to
a new line

The statement

    System.out.println("He is known as \"Hothead Harry\".");

prints

    He is known as "Hothead Harry".

The statement

    System.out.println("The file path is d:\myFiles\..");

prints

    The file path is d:\myFiles\..

---

**CONTROL STRUCTURES**

Control structures are the mechanism by which you make the statements of a program run in a nonsequential order. There are two general types: decision making and iteration.

**Decision-Making Control Structures**

These include the if, if...else, and switch statements. They are all selection control structures that introduce a decision-making ability into a program. Based on the truth value of a boolean expression, the computer will decide which path to follow. The switch statement is not part of the AP Java subset.

**THE if STATEMENT**

    if (boolean expression)
    {
        statements
    }

Here the statements will be executed only if the boolean expression is true. If it is false, control passes immediately to the first statement following the if statement.

**THE if...else STATEMENT**

    if (boolean expression)
    {
        statements
    }
    else
    {
        statements
    }

Here if the boolean expression is true, only the statements immediately following the test will be executed. If the boolean expression is false, only the statements following the else will be executed.
NESTED if STATEMENT

If the statement part of an if statement is itself an if statement, the result is a nested if statement.

Example 1

```java
if (boolean expr1)
  if (boolean expr2)
    statement;
```

This is equivalent to

```java
if (boolean expr1 && boolean expr2)
  statement;
```

Example 2

Beware the dangling else! Suppose you want to read in an integer and print it if it’s positive and even. Will the following code do the job?

```java
int n = IO.readInt(); //read user input
if (n > 0)
  if (n % 2 == 0)
    System.out.println(n);
else
  System.out.println(n + " is not positive");
```

A user enters 7 and is surprised to see the output

```
7 is not positive
```

The reason is that else always gets matched with the nearest unpaired if, not the first if as the indenting would suggest.

There are two ways to fix the preceding code. The first is to use {} delimiters to group the statements correctly.

```java
int n = IO.readInt(); //read user input
if (n > 0)
{
  if (n % 2 == 0)
    System.out.println(n);
}
else
  System.out.println(n + " is not positive");
```

The second way of fixing the code is to rearrange the statements.

```java
int n = IO.readInt(); //read user input
if (n <= 0)
  System.out.println(n + " is not positive");
else
  if (n % 2 == 0)
    System.out.println(n);
```
EXTENDED if STATEMENT

For example,

```java
String grade = IO.readString(); //read user input
if (grade.equals("A"))
    System.out.println("Excellent!");
else if (grade.equals("B"))
    System.out.println("Good");
else if (grade.equals("C") || grade.equals("D"))
    System.out.println("Poor");
else if (grade.equals("F"))
    System.out.println("Egregious!");
else
    System.out.println("Invalid grade");
```

If any of A, B, C, D, or F are entered, an appropriate message will be written and control will go to the statement immediately following the extended if statement. If any other string is entered, the else is invoked, and the message Invalid grade will be written.

Iteration

Java has three different control structures that allow the computer to perform iterative tasks: the for loop, while loop, and do...while loop. The do...while loop is not in the AP Java subset.

THE for LOOP

The general form of the for loop is

```java
for (initialization; termination condition; update statement)
{
    statements //body of loop
}
```

The termination condition is tested at the top of the loop; the update statement is performed at the bottom.

Example 1

```java
//outputs 1 2 3 4
for (i = 1; i < 5; i++)
    System.out.print(i + " ");
```

Here's how it works. The loop variable i is initialized to 1, and the termination condition i < 5 is evaluated. If it is true, the body of the loop is executed and then the loop variable i is incremented according to the update statement. As soon as the termination condition is false (i.e., i >= 5), control passes to the first statement following the loop.

Example 2

```java
//outputs 20 19 18 17 16 15
for (k = 20; k >= 15; k--)
    System.out.print(k + " ");
```
Example 3

```java
// outputs 2 4 6 8 10
for (j = 2; j <= 10; j += 2)
    System.out.print(j + " ");
```

**NOTE**

1. The loop variable should not have its value changed inside the loop body.
2. The initializing and update statements can use any valid constants, variables, or expressions.
3. The scope (see p. 155) of the loop variable can be restricted to the loop body by combining the loop variable declaration with the initialization. For example,
   ```java
   for (int i = 0; i < 3; i++)
   {
   ...  
   }
   ```
4. The following loop is syntactically valid:
   ```java
   for (int i = 1; i <= 0; i++)
   {
   ...  
   }
   ```
   The loop body will not be executed at all, since the exiting condition is true before the first execution.

**THE FOR-EACH LOOP**

This is used to iterate over an array or collection. The general form of the loop is

```java
for (SomeType element : collection)
{
    statements
}
```

(Read the top line as “For each element of type SomeType in collection...”)

**Example**

```java
// Outputs all elements of arr, one per line.
for (int element : arr)
    System.out.println(element);
```

**NOTE**

1. The for-each loop cannot be used for replacing or removing elements as you traverse.
2. The loop hides the index variable that is used with arrays.
3. The loop hides the iterator that is used with collections other than arrays (see p. 476).
THE while LOOP

The general form of the while loop is

```java
while (boolean test)
{
    statements       //loop body
}
```

The boolean test is performed at the beginning of the loop. If true, the loop body is executed. Otherwise, control passes to the first statement following the loop. After execution of the loop body, the test is performed again. If true, the loop is executed again, and so on.

Example 1

```java
int i = 1, mult3 = 3;
while (mult3 < 20)
{
    System.out.print(mult3 + " ");
    i++;
    mult3 *= i;
} //outputs 3 6 18
```

NOTE

1. It is possible for the body of a while loop never to be executed. This will happen if the test evaluates to false the first time.
2. Disaster will strike in the form of an infinite loop if the test can never be false. Don’t forget to change the loop variable in the body of the loop in a way that leads to termination!

Example 2

```java
int power2 = 1;
while (power2 != 20)
{
    System.out.println(power2);
    power2 *= 2;
}
```

Since power2 will never exactly equal 20, the loop will grind merrily along eventually causing an integer overflow.

Example 3

```java
/* Screen out bad data.
* The loop won’t allow execution to continue until a valid
* integer is entered. */
System.out.println("Enter a positive integer from 1 to 100");
int num = IO.readInt();    //read user input
while (num < 1 || num > 100)
{
    System.out.println("Number must be from 1 to 100.");
    System.out.println("Please reenter");
    num = IO.readInt();
}
```
Example 4

/* Uses a sentinel to terminate data entered at the keyboard. */
/* The sentinel is a value that cannot be part of the data. */
/* It signals the end of the list. */

final int SENTINEL = -999;
System.out.println("Enter list of positive integers," +
    " end list with " + SENTINEL);
int value = IO.readInt(); //read user input
while (value != SENTINEL)
{
    process the value
    value = IO.readInt(); //read another value
}

NESTED LOOPS

You create a nested loop when a loop is a statement in the body of another loop.

Example 1

for (int k = 1; k <= 3; k++)
{
    for (int i = 1; i <= 4; i++)
        System.out.print("*");
    System.out.println();
}

Think:

for each of 3 rows
{
    print 4 stars
    go to next line
}

Output:

****
****
****

Example 2

This example has two loops nested in an outer loop.

for (int i = 1; i <= 6; i++)
{
    for (int j = 1; j <= i; j++)
        System.out.print("+");
    for (int j = 1; j <= 6 - i; j++)
        System.out.print("*");
    System.out.println();
}

Output:
ERRORS AND EXCEPTIONS

An exception is an error condition that occurs during the execution of a Java program. For example, if you divide an integer by zero, an ArithmeticException will be thrown. If you use a negative array index, an ArrayIndexOutOfBoundsException will be thrown.

An unchecked exception is one where you don’t provide code to deal with the error. Such exceptions are automatically handled by Java’s standard exception-handling methods, which terminate execution. You now need to fix your code!

A checked exception is one where you provide code to handle the exception, either a try/catch/finally statement, or an explicit throw new ...Exception clause. These exceptions are not necessarily caused by an error in the code. For example, an unexpected end-of-file could be due to a broken network connection. Checked exceptions are not part of the AP Java subset.

The following exceptions are in the AP Java subset:

<table>
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<td>298</td>
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<tr>
<td>NoSuchElementException</td>
<td>369, 475, 477, 484</td>
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<tr>
<td>IllegalStateException</td>
<td>476, 477</td>
</tr>
<tr>
<td>IllegalArgumentException</td>
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</tr>
</tbody>
</table>

Java allows you to write code that throws a standard unchecked exception. Here are typical examples:

Example 1

```java
if (numScores == 0)
    throw new ArithmeticException("Cannot divide by zero");
else
    findAverageScore();
```

Example 2

```java
public void setRadius(int newRadius)
{
    if (newRadius < 0)
        throw new IllegalArgumentException("Radius cannot be negative");
    else
        radius = newRadius;
}
NOTE

1. `throw` and `new` are both reserved words.
2. The error message is optional: The line in Example 1 could have read

   ```java
   throw new ArithmeticException();
   ```

   The message, however, is useful, since it tells the person running the program what went wrong.
3. An `IllegalArgumentException` is thrown to indicate that a parameter does not satisfy a method’s precondition.
4. Writing code to throw your own exceptions is not part of the Level A subset. Level AB students may be asked to throw a `NoSuchElementException`, an `IllegalArgumentException`, or an `IllegalStateException`.

---

Chapter Summary

Be sure that you understand the difference between primitive and user-defined types, and between the following types of operators: arithmetic, relational, logical, and assignment. Know which conditions lead to what types of errors.

You should be able to work with numbers—know how to compare them, and how to convert between decimal, binary, and hexadecimal numbers. Know how integers and floating-point numbers are stored in memory, and be aware of the conditions that can lead to round-off error.

Be familiar with each of the following control structures: conditional statements, for loops, while loops, and for-each loops.

Be aware of the AP exam expectations concerning input and output.
MULTIPLE-CHOICE QUESTIONS ON INTRODUCTORY
JAVA LANGUAGE CONCEPTS

1. Which of the following pairs of declarations will cause an error message?

   I  \begin{verbatim}
   double x = 14.7;
   int y = x;
   \end{verbatim}

   II  \begin{verbatim}
   double x = 14.7;
   int y = (int) x;
   \end{verbatim}

   III  \begin{verbatim}
   int x = 14;
   double y = x;
   \end{verbatim}

   (A) None
   (B) I only
   (C) II only
   (D) III only
   (E) I and III only

2. What output will be produced by

   System.out.print("\/* This is not\n   a comment */");

   (A) * This is not a comment *
   (B) /* This is not a comment */
   (C) * This is not a comment *
   (D) // This is not a comment */
   (E) /* This is not a comment */
3. Refer to the following code fragment:

```java
double answer = 13 / 5;
System.out.println("13 / 5 = " + answer);
```

The output is

```
13 / 5 = 2.0
```

The programmer intends the output to be

```
13 / 5 = 2.6
```

Which of the following replacements for the first line of code will not fix the problem?

(A) `double answer = (double) 13 / 5;`
(B) `double answer = 13 / (double) 5;`
(C) `double answer = 13.0 / 5;`
(D) `double answer = 13 / 5.0;`
(E) `double answer = (double) (13 / 5);`

4. What value is stored in `result` if

```java
int result = 13 - 3 * 6 / 4 % 3;
```

(A) 5
(B) 0
(C) 13
(D) -1
(E) 12

5. Suppose that addition and subtraction had higher precedence than multiplication and division. Then the expression

```
2 + 3 * 12 / 7 - 4 + 8
```

would evaluate to which of the following?

(A) 11
(B) 12
(C) 5
(D) 9
(E) -4

6. Let `x` be a variable of type `double` that is positive. A program contains the boolean expression `(Math.pow(x, 0.5) == Math.sqrt(x))`. Even though \(x^{1/2}\) is mathematically equivalent to \(\sqrt{x}\), the above expression returns the value `false` in a student’s program. Which of the following is the most likely reason?

(A) `Math.pow` returns an `int`, while `Math.sqrt` returns a `double`.
(B) `x` was imprecisely calculated in a previous program statement.
(C) The computer stores floating-point numbers with 32-bit words.
(D) There is round-off error in calculating the `pow` and `sqrt` functions.
(E) There is overflow error in calculating the `pow` function.
7. Consider the following code segment

```java
if (n != 0 && x / n > 100)
    statement1;
else
    statement2;
```

If \( n \) is of type `int` and has a value of 0 when the segment is executed, what will happen?
(A) An `ArithmeticException` will be thrown.
(B) A syntax error will occur.
(C) `statement1`, but not `statement2`, will be executed.
(D) `statement2`, but not `statement1`, will be executed.
(E) Neither `statement1` nor `statement2` will be executed; control will pass to the first statement following the `if` statement.

8. What will the output be for the following poorly formatted program segment, if the input value for `num` is 22?

```java
int num = call to a method that reads an integer;
if (num > 0)
    if (num % 5 == 0)
        System.out.println(num);
    else System.out.println(num + " is negative");
```

(A) 22
(B) 4
(C) 2 is negative
(D) 22 is negative
(E) Nothing will be output.
9. Look at the following poorly formatted program segment. If \( a = 7 \) and \( c = 6 \) before execution, which of the following represents the correct values of \( c, d, p, \) and \( t \) after execution? An undetermined value is represented with a question mark.

```java
if (a == 6)
    if (c == 6)
        { c = 9; 
          d = 9;
        }
    else
        { t = 10;
          if (c == 6)
            c = 5;
        }
    else
        p = 9;
```

(A) \( c = 6, \ d = ?, \ p = 9, \ t = ? \)
(B) \( c = 5, \ d = ?, \ p = ?, \ t = 10 \)
(C) \( c = 6, \ d = ?, \ p = ?, \ t = ? \)
(D) \( c = 5, \ d = 9, \ p = ?, \ t = 10 \)
(E) \( c = 9, \ d = 9, \ p = ?, \ t = ? \)

10. What values are stored in \( x \) and \( y \) after execution of the following program segment?

```java
int x = 30, y = 40;
if (x >= 0)
    { if (x <= 100)
        { y = x * 3;
          if (y < 50)
            x /= 10;
        }
    else
        y = x * 2;
    }
else
    y = -x;
```

(A) \( x = 30 \ y = 90 \)
(B) \( x = 30 \ y = -30 \)
(C) \( x = 30 \ y = 60 \)
(D) \( x = 3 \ y = -3 \)
(E) \( x = 30 \ y = 40 \)
11. The boolean expression \( !A \land (B \lor C) \) is equivalent to
   (A) \( !A \land (B \lor C) \)
   (B) \( ((!A) \land B) \lor C \)
   (C) \( (!A) \land (B \lor C) \)
   (D) \( !A \land (B \lor C) \)
   (E) \( !A \land (B \lor C) \)

12. Assume that \( a \) and \( b \) are integers. The boolean expression
   \[ !(a \leq b) \land (a \times b > 0) \]
   will always evaluate to \textit{true} given that
   (A) \( a = b \)
   (B) \( a > b \)
   (C) \( a < b \)
   (D) \( a > b \) and \( b > 0 \)
   (E) \( a > b \) and \( b < 0 \)

13. Given that \( a, b, \) and \( c \) are integers, consider the boolean expression
   \[ (a < b) \lor !((c == a \times b) \land (c < a)) \]
   Which of the following will \textit{guarantee} that the expression is \textit{true}?
   (A) \( c < a \) is \textit{false}.
   (B) \( c < a \) is \textit{true}.
   (C) \( a < b \) is \textit{false}.
   (D) \( c == a \times b \) is \textit{true}.
   (E) \( c == a \times b \) is \textit{true}, and \( c < a \) is \textit{true}.

14. Given that \( n \) and \( \text{count} \) are both of type \texttt{int}, which statement is true about the
    following code segments?

   I
   \begin{verbatim}
   for (count = 1; count <= n; count++)
     System.out.println(count);
   \end{verbatim}

   II
   \begin{verbatim}
   count = 1;
   while (count <= n)
     { System.out.println(count);
       count++; }
   \end{verbatim}

   (A) I and II are exactly equivalent for all input values \( n \).
   (B) I and II are exactly equivalent for all input values \( n \geq 1 \), but differ when \( n \leq 0 \).
   (C) I and II are exactly equivalent only when \( n = 0 \).
   (D) I and II are exactly equivalent only when \( n \) is even.
   (E) I and II are not equivalent for any input values of \( n \).
15. The following fragment intends that a user will enter a list of positive integers at the keyboard and terminate the list with a sentinel:

```java
int value;
final int SENTINEL = -999;
while (value != SENTINEL)
{
    // code to process value
    ...
    value = IO.readInt(); // read user input
}
```

The fragment is not correct. Which is a true statement?

(A) The sentinel gets processed.
(B) The last nonsentinel value entered in the list fails to get processed.
(C) A poor choice of SENTINEL value causes the loop to terminate before all values have been processed.
(D) Running the program with this code causes a compile-time error.
(E) Entering the SENTINEL value as the first value causes a run-time error.

16. Suppose that base-2 (binary) numbers and base-16 (hexadecimal) numbers can be denoted with subscripts, as shown below:

```latex
2A_{\text{hex}} = 101010_{\text{bin}}
```

Which is equal to $3D_{\text{hex}}$?

(A) $111101_{\text{bin}}$
(B) $101111_{\text{bin}}$
(C) $10011_{\text{bin}}$
(D) $110100_{\text{bin}}$
(E) $101101_{\text{bin}}$

17. Consider this code segment:

```java
int x = 10, y = 0;
while (x > 5)
{
    y = 3;
    while (y < x)
    {
        y *= 2;
        if (y % x == 1)
            y += x;
    }
    x -= 3;
}
System.out.println(x + " "+ y);
```

What will be output after execution of this code segment?

(A) 1 6
(B) 7 12
(C) -3 12
(D) 4 12
(E) -3 6
Questions 18 and 19 refer to the following method, checkNumber, which checks the validity of its four-digit integer parameter.

```java
//Precondition: n is a 4-digit integer.
//Postcondition: Returns true if n is valid, false otherwise.
boolean checkNumber(int n)
{
    int d1,d2,d3,checkDigit,nRemaining,rem;
    //strip off digits
    checkDigit = n % 10;
    nRemaining = n / 10;
    d3 = nRemaining % 10;
    nRemaining /= 10;
    d2 = nRemaining % 10;
    nRemaining /= 10;
    d1 = nRemaining % 10;
    //check validity
    rem = (d1 + d2 + d3) % 7;
    return rem == checkDigit;
}
```

A program invokes method checkNumber with the statement

```java
boolean valid = checkNumber(num);
```

18. Which of the following values of num will result in valid having a value of true?
   (A) 6143
   (B) 6144
   (C) 6145
   (D) 6146
   (E) 6147

19. What is the purpose of the local variable nRemaining?
   (A) It is not possible to separate n into digits without the help of a temporary variable.
   (B) nRemaining prevents the parameter num from being altered.
   (C) nRemaining enhances the readability of the algorithm.
   (D) On exiting the method, the value of nRemaining may be reused.
   (E) nRemaining is needed as the left-hand side operand for integer division.
20. What output will be produced by this code segment? (Ignore spacing.)

```java
for (int i = 5; i >= 1; i--)
{
    for (int j = i; j >= 1; j--)
    
        System.out.print(2 * j - 1);

    System.out.println();
}
```

(A) 9 7 5 3 1
    9 7 5 3
    9 7 5
    9

(B) 9 7 5 3 1
    7 5 3 1
    5 3 1
    3 1
    1

(C) 9 7 5 3 1
    7 5 3 1 -1
    5 3 1 -1 -3
    3 1 -1 -3 -5
    1 -1 -3 -5 -7

(D) 1
    1 3
    1 3 5
    1 3 5 7
    1 3 5 7 9

(E) 1 3 5 7 9
    1 3 5 7
    1 3 5
    1 3
    1
21. Which of the following program fragments will produce this output? (Ignore spacing.)

2 - - - - -
- 4 - - - -
- - 6 - - -
- - - 8 - -
- - - - 10 -
- - - - - 12

I for (int i = 1; i <= 6; i++)
    {
        for (int k = 1; k <= 6; k++)
            if (k == i)
                System.out.print(2 * k);
            else
                System.out.print("-");
        System.out.println();
    }

II for (int i = 1; i <= 6; i++)
    {
        for (int k = 1; k <= i - 1; k++)
            System.out.print("-");
        System.out.print(2 * i);
        for (int k = 1; k <= 6 - i; k++)
            System.out.print("-");
        System.out.println();
    }

III for (int i = 1; i <= 6; i++)
    {
        for (int k = 1; k <= i - 1; k++)
            System.out.print("-");
        System.out.print(2 * i);
        for (int k = i + 1; k <= 6; k++)
            System.out.print("-");
        System.out.println();
    }

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
22. Consider this program segment:

```java
int newNum = 0, temp;
int num = k;  // k is some predefined integer value ≥ 0
while (num > 10)
{
    temp = num % 10;
    num /= 10;
    newNum = newNum * 10 + temp;
}
System.out.print(newNum);
```

Which is a true statement about the segment?

I If 100 ≤ num ≤ 1000 initially, the final value of newNum must be in the range 10 ≤ newNum ≤ 100.

II There is no initial value of num that will cause an infinite while loop.

III If num ≤ 10 initially, newNum will have a final value of 0.

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III
23. Consider the method reverse:

```java
//Precondition: n > 0.
//Postcondition: returns n with its digits reversed.
//Example: If n = 234, method reverse returns 432.
int reverse(int n)
{
    int rem, revNum = 0;

    /* code segment */

    return revNum;
}
```

Which of the following replacements for /* code segment */ would cause the method to work as intended?

I  for (int i = 0; i <= n; i++)
{
    rem = n % 10;
    revNum = revNum * 10 + rem;
    n /= 10;
}

II while (n != 0)
{  
    rem = n % 10;
    revNum = revNum * 10 + rem;
    n /= 10;
}

III for (int i = n; i != 0; i /= 10)
{
    rem = i % 10;
    revNum = revNum * 10 + rem;
}

(A) I only  
(B) II only  
(C) I and II only  
(D) II and III only  
(E) I and III only
## ANSWER KEY

<p>| | | | | | |</p>
<table>
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<tbody>
<tr>
<td>2.</td>
<td>E</td>
<td>10.</td>
<td>A</td>
<td>18.</td>
<td>B</td>
</tr>
<tr>
<td>8.</td>
<td>D</td>
<td>16.</td>
<td>A</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## ANSWERS EXPLAINED

1. (B) When \( x \) is converted to an integer, as in segment I, information is lost. Java requires that an explicit cast to an \( \text{int} \) be made, as in segment II. Note that segment II will cause \( x \) to be truncated: the value stored in \( y \) is 14. By requiring the explicit cast, Java doesn’t let you do this accidentally. In segment III \( y \) will contain the value 14.0. No explicit cast to a \( \text{double} \) is required since no information is lost.

2. (E) The string argument contains two escape sequences: ‘\\’, which means print a backslash (\), and ‘\n’, which means go to a new line. Choice E is the only choice that does both of these.

3. (E) For this choice, the integer division 13/5 will be evaluated to 2, which will then be cast to 2.0. The output will be 13/5 = 2.0. The compiler needs a way to recognize that real-valued division is required. All the other options provide a way.

4. (E) The operators *, /, and % have equal precedence, all higher than -, and must be performed first, from left to right.

\[
\begin{align*}
13 - 3 & \times 6 / 4 \% 3 \\
= 13 - 18 & / 4 \% 3 \\
= 13 - 4 & \% 3 \\
= 13 - 1 \\
= 12
\end{align*}
\]

5. (C) The expression must be evaluated as if parenthesized like this:

\[
(2 + 3) \times 12 / (7 - 4 + 8)
\]

This becomes 5 * 12 / 11 = 60 / 11 = 5.

6. (D) Anytime arithmetic operations are done with floating-point numbers, round-off error occurs. The \texttt{Math} class methods (see p. 234) such as \texttt{pow} and \texttt{sqrt} use various approximations to generate their answers to the required accuracy. Since they do different internal arithmetic, however, the round-off will usually not result in exactly the same answers. Note that choice A is not correct because both
Math.\texttt{pow} and Math.\texttt{sqrt} return type \texttt{double}. Choice B is wrong because no matter how \(x\) was previously calculated, the same \(x\) is input to \texttt{pow} and \texttt{sqrt}. Choice C is wrong since round-off error occurs no matter how many bits are used to represent numbers. Choice E is wrong because if \(x\) is representable on the machine (i.e., hasn't overflowed), then its square root, \(x^{1/2}\), will not overflow.

7. (D) Short-circuit evaluation of the boolean expression will occur. The expression \((n != 0)\) will evaluate to \texttt{false}, which makes the entire boolean expression \texttt{false}. Therefore the expression \((x/n > 100)\) will not be evaluated. Hence no division by zero will occur, causing an \texttt{ArithmeticException} to be thrown. When the boolean expression has a value of \texttt{false}, only the \texttt{else} part of the statement, \texttt{statement2}, will be executed.

8. (D) Each \texttt{else} gets paired with the nearest unpaired \texttt{if}. Thus when the test \((22 \% 5 == 0)\) fails, the \texttt{else} part indicating that \(22\) is \texttt{negative} will be executed. This is clearly not the intent of the fragment, which can be fixed using delimiters:

```java
int num = call to a method that reads an integer;
if (num > 0)
{
    if (num % 5 == 0)
        System.out.println(num);
} else
    System.out.println(num + " is negative");
```

9. (A) Since \((a == 6)\) is \texttt{false}, the

```java
if (c == 6) ...
else
{
    t = 10; ...
```

statement will not be executed. The second \texttt{else} matches up with the first \texttt{if}, which means that \(p = 9\) gets executed. Variables \(d\) and \(t\) remain undefined.

10. (A) Since the first test \((x >= 0)\) is \texttt{true}, the matching \texttt{else} part, \(y = -x\), will not be executed. Since \((x <= 100)\) is \texttt{true}, the matching \texttt{else} part, \(y = x*2\), will not be executed. The variable \(y\) will be set to \(x*3\) (i.e., \(90\)) and will now fail the test \(y < 50\). Thus \(x\) will never be altered in this algorithm. Final values are \(x = 30\) and \(y = 90\).

11. (B) The order of precedence from highest to lowest is \texttt{!}, \texttt{&&}, \texttt{||}. Thus, the order of evaluation is \texttt{(!A)}, \texttt{(((!A) && B))}, and finally \texttt{(((!A) && B) || C)}.

12. (D) To evaluate to \texttt{true}, the expression must reduce to \texttt{true} \texttt{&&} \texttt{true}. We therefore need \texttt{!(false) && true}. Choice D is the only condition that guarantees this: \(a > b\) provides \texttt{!(false)} for the left-hand expression, and \(a > b\) and \(b > 0\) implies both \(a\) and \(b\) positive, which leads to \texttt{true} for the right-hand expression. Choice E, for example, will provide \texttt{true} for the right-hand expression only if \(a < 0\). You have no information about \(a\) and can't make assumptions about it.

13. (A) If \((c < a)\) is \texttt{false}, \texttt{((c == a*b) && (c < a))} evaluates to \texttt{false} irrespective of the value of \(c == a*b\). In this case, \texttt{(!((c == a*b) && c < a))} evaluates to \texttt{true}. Then \((a < b) || true\) evaluates to \texttt{true} irrespective of the value of the test \((a < b)\). In all the other choices, the given expression \texttt{may} be \texttt{true}. There is not enough information given to guarantee this, however.
14. (A) If \( n \geq 1 \), both segments will print out the integers from 1 through \( n \). If \( n \leq 0 \), both segments will fail the test immediately and do nothing.

15. (D) The \((\text{value} \neq \text{SENTINEL})\) test occurs before \( \text{value} \) is initialized, causing an error at compile time. The code must be fixed by reading the first value before doing the test:

```java
final int SENTINEL = -999;
int value = IO.readInt();
while (value != SENTINEL)
{
    //code to process value
    value = IO.readInt();
}
```

Choices A, B, C, and E are all incorrect because if the program doesn’t compile, it won’t run! A note, however, about choice C: -999 is a fine choice for the sentinel given that only positive integers are valid input data.

16. (A) Quick method: Convert each hex digit to binary.

\[
\begin{align*}
3 \text{ hex} & \equiv 0011 \quad 1101 \\
& \equiv 111101 \text{ bin} \\
\end{align*}
\]

Slow method: Convert \( 3D_{\text{hex}} \) to base 10.

\[
3D_{\text{hex}} = (3)(16^1) + (D)(16^0) = 48 + 13 = 61_{\text{dec}}
\]

Now convert \( 61_{\text{dec}} \) to binary. Write 61 as a sum of descending powers of 2:

\[
61 = 32 + 16 + 8 + 4 + 1 = 1(2^5) + 1(2^4) + 1(2^3) + 1(2^2) + 0(2^1) + 1(2^0) = 111101_{\text{bin}}
\]

17. (D) Here is a trace of the values of \( x \) and \( y \) during execution. Note that the condition \((y \% x == 1)\) is never true in this example.

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>10</td>
<td>7</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>y</td>
<td>3</td>
<td>6</td>
<td>12</td>
<td>3</td>
</tr>
</tbody>
</table>

The while loop terminates when \( x \) is 4 since the test while \((x > 5)\) fails.

18. (B) The algorithm finds the remainder when the sum of the first three digits of \( n \) is divided by 7. If this remainder is equal to the fourth digit, \( \text{checkDigit} \), the method returns \text{true}, otherwise \text{false}. Note that \((6+1+4) \% 7\) equals 4. Thus, only choice B is a valid number.

19. (C) As \( n \) gets broken down into its digits, \( n_{\text{remaining}} \) is the part of \( n \) that remains after each digit is stripped off. Thus \( n_{\text{remaining}} \) is a self-documenting name that helps describe what is happening. Choice A is false because every digit can be stripped off using some sequence of integer division and mod. Choice B is false because \( \text{num} \) is passed by value and therefore will not be altered when the method is exited (see p. 159). Eliminate choice D: When the method is exited, all local variables are destroyed. Choice E is nonsense.
20. (B) The outer loop produces five rows of output. Each pass through the inner loop goes from \( i \) down to 1. Thus five odd numbers starting at 9 are printed in the first row, four odd numbers starting at 7 in the second row, and so on.

21. (E) All three algorithms produce the given output. The outer \( \text{for (int i ...)} \) loop produces six rows, and the inner \( \text{for (int k ...)} \) loops produce the symbols in each row.

22. (D) Statement I is false, since if \( 100 \leq \text{num} \leq 109 \), the body of the \( \text{while} \) loop will be executed just once. (After this single pass through the loop, the value of \( \text{num} \) will be 10, and the test \( \text{if (num > 10)} \) will fail.) With just one pass, \( \text{newNum} \) will be a one-digit number, equal to \( \text{temp} \) (which was the original \( \text{num} \% 10 \)). Note that statement II is true: there cannot be an infinite loop since \( \text{num} /= 10 \) guarantees termination of the loop. Statement III is true because if \( \text{num} \leq 10 \), the loop will be skipped, and \( \text{newNum} \) will keep its original value of 0.

23. (D) The algorithm works by stripping off the rightmost digit of \( n \) (stored in \( \text{rem} \)), multiplying the current value of \( \text{revNum} \) by 10, and adding that rightmost digit. When \( n \) has been stripped down to no digits (i.e., \( n == 0 \) is \( \text{true} \)), \( \text{revNum} \) is complete. Segment I is wrong because the number of passes through the loop depends on the number of digits in \( n \), not the value of \( n \) itself.
Chapter Goals

- Objects and classes
- Encapsulation
- References
- Keywords public, private, and static
- Methods

OBJECTS

Every program that you write involves at least one thing that is being created or manipulated by the program. This thing, together with the operations that manipulate it, is called an object.

Consider, for example, a program that must test the validity of a four-digit code number that a person will enter to be able to use a photocopy machine. Rules for validity are provided. The object is a four-digit code number. Some of the operations to manipulate the object could be readNumber, getSeparateDigits, testValidity, and writeNumber.

Any given program can have several different types of objects. For example, a program that maintains a database of all books in a library has at least two objects:

1. A Book object, with operations like getTitle, isOnShelf, isFiction, and goOutOfPrint.
2. A ListOfBooks object, with operations like search, addBook, removeBook, and sortByAuthor.

An object is characterized by its state and behavior. For example, a book has a state described by its title, author, whether it’s on the shelf, and so on. It also has behavior, like going out of print.

Notice that an object is an idea, separate from the concrete details of a programming language. It corresponds to some real-world object that is being represented by the program.

All object-oriented programming languages have a way to represent an object as a variable in a program. In Java, a variable that represents an object is called an object reference.
CLASSES

A class is a software blueprint for implementing objects of a given type. An object is a single instance of the class. In a program there will often be several different instances of a given class type.

The current state of a given object is maintained in its data fields or instance variables, provided by the class. The methods of the class provide both the behaviors exhibited by the object and the operations that manipulate the object. Combining an object’s data and methods into a single unit called a class is known as encapsulation.

Here is the framework for a simple bank account class:

```java
public class BankAccount
{
    private String myPassword;
    private double myBalance;
    public static final double OVERDRAWN_PENALTY = 20.00;

    //constructors
    /* Default constructor. */
    public BankAccount()
    { /* implementation code */ }  
    /* Constructs bank account with specified password and balance. */
    public BankAccount(String password, double balance)
    { /* implementation code */ } 

    //accessor
    /* Returns balance of this account. */
    public double getBalance()
    { /* implementation code */ }  

    //mutators
    /* Deposits amount in bank account with given password. */
    public void deposit(String password, double amount)
    { /* implementation code */ }  
    /* Withdraws amount from bank account with given password. */
    /* Assesses penalty if myBalance is less than amount. */
    public void withdraw(String password, double amount)
    { /* implementation code */ } 
}
```

PUBLIC, PRIVATE, AND STATIC

The keyword public preceding the class declaration signals that the class is usable by all client programs. If a class is not public, it can be used only by classes in its own package. In the AP Java subset, all classes are public.

Similarly, public methods are accessible to all client programs. Clients, however, are not privy to the class implementation, and may not access the private instance variables and private methods of the class. Restriction of access is known as information
hiding. In Java, this is implemented by using the keyword private. Private methods and variables in a class can be accessed only by methods of that class. Even though Java allows public instance variables, in the AP Java subset all instance variables are private.

Static final variables (constants) in a class are often declared public (see some examples of Math class constants on p. 234). The variable OVERDRAWN_PENALTY is an example in the BankAccount class. Since the variable is public, it can be used in any client method. The keyword static indicates that there is a single value of the variable that applies to the whole class, rather than a new instance for each object of the class. A client method would refer to the variable as BankAccount.OVERDRAWN_PENALTY. In its own class it is referred to as simply OVERDRAWN_PENALTY.

See p. 153 for static methods.

---

**METHODS**

**Headers**

All method headers, with the exception of constructors (see below) and static methods (p. 153), look like this:

```
public    void    withdraw (String password, double amount)
```

access specifier  return type  method name  parameter list

**NOTE**

1. The access specifer tells which other methods can call this method (see Public, Private, and Static on the previous page).
2. A return type of void signals that the method does not return a value.
3. Items in the parameter list are separated by commas.

The implementation of the method directly follows the header, enclosed in a {} block.

**Types of Methods**

**CONSTRUCTORS**

A constructor creates an object of the class. You can recognize a constructor by its name—always the same as the class. Also, a constructor has no return type.

Having several constructors provides different ways of initializing class objects. For example, there are two constructors in the BankAccount class.

1. The default constructor has no arguments. It provides reasonable initial values for an object. Here is its implementation:

   ```java
   /* Default constructor. 
   * Constructs a bank account with default values */
   public BankAccount()
   {
      myPassword = "";
      myBalance = 0.0;
   }
   ```

   In a client method, the declaration
constructs a `BankAccount` object with a balance of zero and a password equal to the empty string. The `new` operator returns the address of this newly constructed object. The variable `b` is assigned the value of this address—we say “`b` is a reference to the object.” Picture the setup like this:

```
BankAccount b = new BankAccount();
```

2. The constructor with parameters sets the instance variables of a `BankAccount` object to the values of those parameters.
   Here is the implementation:

   ```
   /* Constructor. Constructs a bank account with
   * specified password and balance */
   public BankAccount(String password, double balance)
   {
       myPassword = password;
       myBalance = balance;
   }
   ```

In a client program a declaration that uses this constructor needs matching parameters:

```
BankAccount c = new BankAccount("KevinC", 800.00);
```

NOTE

`b` and `c` are object variables that store the addresses of their respective `BankAccount` objects. They do not store the objects themselves (see References on p. 156).

ACCESSORS

An accessor method accesses a class object without altering the object. An accessor returns some information about the object.

The `BankAccount` class has a single accessor method, `getBalance()`. Here is its implementation:
/* Returns the balance of this account */
public double getBalance()
{
    return myBalance;
}

A client program may use this method as follows:

BankAccount b1 = new BankAccount("MattW", 500.00);
BankAccount b2 = new BankAccount("DannyB", 650.50);
if (b1.getBalance() > b2.getBalance())
...

NOTE
The . operator (dot operator) indicates that getBalance() is a method of the class to which b1 and b2 belong, namely the BankAccount class.

MUTATORS
A mutator method changes the state of an object by modifying at least one of its instance variables.

Here are the implementations of the deposit and withdraw methods, each of which alters the value of myBalance in the BankAccount class:

/* Deposits amount in a bank account with the given password. */
public void deposit(String password, double amount)
{
    myBalance += amount;
}

/* Withdraws amount from a bank account with the given password. * Assesses a penalty if myBalance is less than amount. */
public void withdraw(String password, double amount)
{
    if (myBalance >= amount)
        myBalance -= amount;
    else
        myBalance -= OVERDRAWN_PENALTY; // allows negative balance
}

A mutator method in a client program is invoked in the same way as an accessor: using an object variable with the dot operator. For example, assuming valid BankAccount declarations for b1 and b2:

b1.withdraw("MattW", 200.00);
b2.deposit("DannyB", 35.68);

STATIC METHODS
Static Methods vs. Instance Methods The methods discussed in the preceding sections—constructors, accessors, and mutators—all operate on individual objects of a class. They are called instance methods. A method that performs an operation for the entire class, not its individual objects, is called a static method (sometimes called a class method).

The implementation of a static method uses the keyword static in its header. There is no implied object in the code (as there is in an instance method). Thus if the code
tries to call an instance method or invoke a private instance variable for this nonexistent object, a syntax error will occur.

Here’s an example of a static method that might be used in the BankAccount class:

```java
public static double getInterestRate()
{
    System.out.println("Enter interest rate for bank account");
    System.out.println("Enter in decimal form:");
    double rate = IO.readDouble(); // read user input
    return rate;
}
```

Since the rate that’s returned by this method applies to all bank accounts in the class, not to any particular BankAccount object, it’s appropriate that the method should be static.

Recall that an instance method is invoked in a client program by using an object variable followed by the dot operator followed by the method name:

```java
BankAccount b = new BankAccount();
b.deposit(password, amount); // invokes the deposit method for BankAccount object b
```

A static method, by contrast, is invoked by using the class name with the dot operator:

```java
double interestRate = BankAccount.getInterestRate();
```

**Static Methods in a Driver Class** Often a class that contains the `main()` method is used as a driver program to test other classes. Usually such a class creates no objects of the class. So all the methods in the class must be static. Note that at the start of program execution, no objects exist yet. So the `main()` method must always be static.

For example, here is a program that tests a class for reading integers entered at the keyboard.

```java
import java.util.*;
public class GetListTest
{
    /* Return a list of integers from the keyboard. */
    public static List<Integer> getList()
    {
        <code to read integers into a>
        return a;
    }

    /* Write contents of List a. */
    public static void writeList(List<Integer> a)
    {
        System.out.println("List is : " + a);
    }

    public static void main(String[] args)
    {
        List<Integer> list = getList();
        writeList(list);
    }
}
```
NOTE

1. The calls to `writeList(list)` and `getList()` do not need to be preceded by `GetListTest` plus a dot because `main` is not a client program: It is in the same class as `getList` and `writeList`.

2. If you omit the keyword `static` from the `getList` or `writeList` header, you get an error message like the following:

   ```
   Can't make static reference to method getList() in class GetListTest
   ```

   The compiler has recognized that there was no object variable preceding the method call, which means that the methods were static and should have been declared as such.

Method Overloading

Overloaded methods are two or more methods in the same class that have the same name but different parameter lists. For example,

```java
public class DoOperations {
    public int product(int n) { return n * n; }
    public double product(double x) { return x * x; }
    public double product(int x, int y) { return x * y; }
    ...
}
```

The compiler figures out which method to call by examining the method's signature. The signature of a method consists of the method's name and a list of the parameter types. Thus the signatures of the overloaded `product` methods are

```text
product(int)
product(double)
product(int, int)
```

Note that for overloading purposes, the return type of the method is irrelevant. You can't have two methods with identical signatures but different return types. The compiler will complain that the method call is ambiguous.

Having more than one constructor in the same class is an example of overloading. Overloaded constructors provide a choice of ways to initialize objects of the class.

SCOPE

The scope of a variable or method is the region in which that variable or method is visible and can be accessed.

The instance variables, static variables, and methods of a class belong to that class's scope, which extends from the opening brace to the closing brace of the class definition. Within the class all instance variables and methods are accessible and can be referred to simply by name (no dot operator!).

A local variable is defined inside a method. It can even be defined inside a statement. Its scope extends from the point where it is declared to the end of the block in which its declaration occurs. A block is a piece of code enclosed in a `{}` pair. When a block is exited, the memory for a local variable is automatically recycled.
Local variables take precedence over instance variables with the same name. (Using the same name, however, creates ambiguity for the programmer, leading to errors. You should avoid the practice.)

**The this Keyword**

An instance method is always called for a particular object. This object is an *implicit parameter* for the method and is referred to with the keyword `this`.

In the implementation of instance methods, all instance variables can be written with the prefix `this` followed by the dot operator.

**Example 1**

The `deposit` method of the `BankAccount` class can refer to `myBalance` as follows:

```java
public void deposit(String password, double amount) {
    this.myBalance += amount;
}
```

The use of `this` is unnecessary in the above example.

**Example 2**

Consider a rational number class called `Rational`, which has two private instance variables:

```java
private int num; // numerator
private int denom; // denominator
```

Now consider a constructor for the `Rational` class:

```java
public Rational(int num, int denom) {
    this.num = num;
    this.denom = denom;
}
```

It is definitely *not* a good idea to use the same name for the explicit parameters and the private instance variables. But if you do, you can avoid errors by referring to `this.num` and `this.denom` for the current object that is being constructed. (This particular use of `this` will not be tested on the exam.)

**REFERENCES**

**Reference vs. Primitive Data Types**

All of the numerical data types, like `double` and `int`, as well as types `char` and `boolean`, are *primitive* data types. All objects are *reference* data types. The difference lies in the way they are stored.

Consider the statements

```java
int num1 = 3;
int num2 = num1;
```
The variables `num1` and `num2` can be thought of as memory slots, labeled `num1` and `num2`, respectively:

```
  num1   num2
  |3|    |3|
```

If either of the above variables is now changed, the other is not affected. Each has its own memory slot.

Contrast this with the declaration of a reference data type. Recall that an object is created using `new`:

```java
Date d = new Date(2, 17, 1948);
```

This declaration creates a reference variable `d` that refers to a `Date` object. The value of `d` is the address in memory of that object:

```
Date
myMonth | 2 |
myDay   | 17|
myYear  | 1948|
```

Suppose the following declaration is now made:

```java
Date birthday = d;
```

This statement creates the reference variable `birthday`, which contains the same address as `d`:

```
Date
myMonth | 2 |
myDay   | 17|
myYear  | 1948|
```

Having two references for the same object is known as **aliasing**. Aliasing can cause unintended problems for the programmer. The statement

```java
d.changeDate();
```

will automatically change the object referred to by `birthday` as well.

What the programmer probably intended was to create a second object called `birthday` whose attributes exactly matched those of `d`. This cannot be accomplished without using `new`. For example,

```java
Date birthday = new Date(d.getMonth(), d.getDay(), d.getYear());
```

The statement `d.changeDate()` will now leave the `birthday` object unchanged.
The Null Reference

The declaration

```java
BankAccount b;
```

defines a reference `b` that is uninitialized. (To construct the object that `b` refers to requires the `new` operator and a `BankAccount` constructor.) An uninitialized object variable is called a null reference or null pointer. You can test whether a variable refers to an object or is uninitialized by using the keyword `null`:

```java
if (b == null)
```

If a reference is not null, it can be set to null with the statement

```java
b = null;
```

An attempt to invoke an instance method with a null reference may cause your program to terminate with a `NullPointerException`. For example,

```java
public class PersonalFinances
{
    BankAccount b; //b is a null reference
    ...
    b.withdraw(password, amt); //throws a NullPointerException
    ...
} //if b not constructed with new
```

**NOTE**

If you fail to initialize a local variable in a method before you use it, you will get a compile-time error. If you make the same mistake with an instance variable of a class, the compiler provides reasonable default values for primitive variables (0 for numbers, `false` for booleans), and the code may run without error. However, if you don’t initialize reference instance variables in a class, as in the above example, the compiler will set them to `null`. Any method call for an object of the class that tries to access the null reference will cause a run-time error: The program will terminate with a `NullPointerException`.

Method Parameters

FORMAL VS. ACTUAL PARAMETERS

The header of a method defines the parameters of that method. For example, consider the `withdraw` method of the `BankAccount` class:

```java
public class BankAccount
{
    ...
    public void withdraw(String password, double amount)
    ...
```

This method has two explicit parameters, `password` and `amount`. These are dummy or formal parameters. Think of them as placeholders for the pair of actual parameters or arguments that will be supplied by a particular method call in a client program.

For example,
BankAccount b = new BankAccount("TimB", 1000);
b.withdraw("TimB", 250);

Here "TimB" and 250 are the actual parameters that match up with password and amount for the withdraw method.

NOTE
1. The number of arguments in the method call must equal the number of parameters in the method header, and the type of each argument must be compatible with the type of each corresponding parameter.
2. In addition to its explicit parameters, the withdraw method has an implicit parameter, this, the BankAccount from which money will be withdrawn. In the method call

   b.withdraw("TimB", 250);

   the actual parameter that matches up with this is the object reference b.

PASSING PRIMITIVE TYPES AS PARAMETERS

Parameters are passed by value. For primitive types this means that when a method is called, a new memory slot is allocated for each parameter. The value of each argument is copied into the newly created memory slot corresponding to each parameter.

During execution of the method, the parameters are local to that method. Any changes made to the parameters will not affect the values of the arguments in the calling program. When the method is exited, the local memory slots for the parameters are erased.

Here’s an example: What will the output be?

```java
public class ParamTest
{
    public static void foo(int x, double y)
    {
        x = 3;
        y = 2.5;
    }

    public static void main(String[] args)
    {
        int a = 7;
        double b = 6.5;
        foo(a, b);
        System.out.println(a + " " + b);
    }
}
```

The output will be

```
7 6.5
```

The arguments a and b remain unchanged, despite the method call!

This can be understood by picturing the state of the memory slots during execution of the program.

Just before the foo(a, b) method call:
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At the time of the \texttt{foo(a, b)} method call:

\begin{tabular}{ll}
  a & 7 \\
  b & 6.5
\end{tabular}

\begin{tabular}{ll}
  x & 7 \\
  y & 6.5
\end{tabular}

Just before exiting the method: Note that the values of \texttt{x} and \texttt{y} have been changed.

\begin{tabular}{ll}
  a & 7 \\
  b & 6.5
\end{tabular}

\begin{tabular}{ll}
  x & 3 \\
  y & 2.5
\end{tabular}

After exiting the method: Note that the memory slots for \texttt{x} and \texttt{y} have been reclaimed. The values of \texttt{a} and \texttt{b} remain unchanged.

\begin{tabular}{ll}
  a & 7 \\
  b & 6.5
\end{tabular}

\textbf{PASSING OBJECTS AS PARAMETERS}

In Java both primitive types and object references are passed by value. When an object’s reference is a parameter, the same mechanism of copying into local memory is used. The key difference is that the \textit{address} (reference) is copied, not the values of the individual instance variables. As with primitive types, changes made to the parameters will not change the values of the matching arguments. What this means in practice is that it is not possible for a method to replace an object with another one—you can’t change the reference that was passed. It is, however, possible to change the state of the object to which the parameter refers through methods that act on the object.

\textbf{Example 1}

A method that changes the state of an object.

```java
/* Subtracts fee from balance in b if current balance too low. */
public static void chargeFee(BankAccount b, String password, double fee)
{
    final double MIN_BALANCE = 10.00;
    if (b.getBalance() < MIN_BALANCE)
        b.withdraw(password, fee);
}
```

```java
public static void main(String[] args)
{
    final double FEE = 5.00;
    BankAccount andysAccount = new BankAccount("AndyS", 7.00);
    chargeFee(andysAccount, "AndyS", FEE);
    ...
}
```
Here are the memory slots before the `chargeFee` method call:

```
FEE 5
andysAccount
```

![Diagram showing BankAccount object with myPassword: "AndyS", myBalance: 7]

At the time of the `chargeFee` method call, copies of the matching parameters are made:

```
FEE 5
fee 5
andysAccount b
password "AndyS"
```

![Diagram showing BankAccount object with myPassword: "AndyS", myBalance: 7]

Just before exiting the method: The `myBalance` field of the `BankAccount` object has been changed.

```
FEE 5
fee 5
password "AndyS"
```

![Diagram showing BankAccount object with myPassword: "AndyS", myBalance: 2]

After exiting the method: All parameter memory slots have been erased, but the object remains altered.

```
FEE 5
andysAccount
```

![Diagram showing BankAccount object with myPassword: "AndyS", myBalance: 2]
NOTE

The andysAccount reference is unchanged throughout the program segment. The object to which it refers, however, has been changed. This is significant. Contrast this with Example 2 below in which an attempt is made to replace the object itself.

Example 2

A chooseBestAccount method attempts—erroneously—to set its betterFund parameter to the BankAccount with the higher balance:

```java
public static void chooseBestAccount(BankAccount better,
                                      BankAccount b1, BankAccount b2)
{
    if (b1.getBalance() > b2.getBalance())
        better = b1;
    else
        better = b2;
}
```

```java
public static void main(String[] args)
{
    BankAccount briansFund = new BankAccount("BrianL", 10000);
    BankAccount paulsFund = new BankAccount("PaulM", 90000);
    BankAccount betterFund = null;

    chooseBestAccount(betterFund, briansFund, paulsFund);
    ...
}
```

The intent is that betterFund will be a reference to the paulsFund object after execution of the chooseBestAccount statement. A look at the memory slots illustrates why this fails.

Before the chooseBestAccount method call:

At the time of the chooseBestAccount method call: Copies of the matching references are made.
Just before exiting the method: The value of \texttt{better} has been changed; \texttt{betterFund}, however, remains unchanged.

After exiting the method: All parameter slots have been erased.
Chapter 2  Classes and Objects

Note that the betterFund reference continues to be null, contrary to the programmer's intent.

The way to fix the problem is to modify the method so that it returns the better account. Returning an object from a method means that you are returning the address of the object.

```java
public static BankAccount chooseBestAccount(BankAccount b1, BankAccount b2)
{
    BankAccount better;
    if (b1.getBalance() > b2.getBalance())
        better = b1;
    else
        better = b2;
    return better;
}
```

```java
public static void main(String[] args)
{
    BankAccount briansFund = new BankAccount("BrianL", 10000);
    BankAccount paulsFund = new BankAccount("PaulM", 90000);
    BankAccount betterFund = chooseBestAccount(briansFund, paulsFund);
    ...
}
```

**NOTE**

The effect of this is to create the betterFund reference, which refers to the same object as paulsFund:
What the method does not do is create a new object to which `betterFund` refers. To do that would require the keyword `new` and use of a `BankAccount` constructor. Assuming that a `getPassword()` accessor has been added to the `BankAccount` class, the code would look like this:

```java
public static BankAccount chooseBestAccount(BankAccount b1,  
    BankAccount b2)
{
    BankAccount better;
    if (b1.getBalance() > b2.getBalance())
        better = new BankAccount(b1.getPassword(), b1.getBalance());
    else
        better = new BankAccount(b2.getPassword(), b2.getBalance());
    return better;
}
```

Using this modified method with the same `main()` method above has the following effect:

```
briansFund
    BankAccount
    myPassword    "BrianL"
    myBalance     10000

paulsFund
    BankAccount
    myPassword    "PaulM"
    myBalance     90000

betterFund
    BankAccount
    myPassword    "PaulM"
    myBalance     90000
```

Modifying more than one object in a method can be accomplished using a `wrapper class` (see p. 231).

**Chapter Summary**

By now you should be able to write code for any given object, with its private data fields and methods encapsulated in a class. Be sure that you know the various types of methods—static, instance, and overloaded.

You should also understand the difference between storage of primitive types and the references used for objects.
MULTIPLE-CHOICE QUESTIONS ON CLASSES AND OBJECTS

Questions 1–3 refer to the Time class declared below:

```java
public class Time
{
    private int myHrs;
    private int myMins;
    private int mySecs;

    public Time()
    { /* implementation not shown */ }

    public Time(int h, int m, int s)
    { /* implementation not shown */ }

    //Resets time to myHrs = h, myMins = m, mySecs = s.
    public void resetTime(int h, int m, int s)
    { /* implementation not shown */ }

    //Advances time by one second.
    public void increment()
    { /* implementation not shown */ }

    //Returns true if this time equals t, false otherwise.
    public boolean equals(Time t)
    { /* implementation not shown */ }

    //Returns true if this time is earlier than t, false otherwise.
    public boolean lessThan(Time t)
    { /* implementation not shown */ }

    //Returns time as a String in the form hrs:mins:secs.
    public String toString()
    { /* implementation not shown */ }
}
```

1. Which of the following is a false statement about the methods?
(A) equals, lessThan, and toString are all accessor methods.
(B) increment is a mutator method.
(C) Time() is the default constructor.
(D) The Time class has three constructors.
(E) There are no static methods in this class.
2. Which of the following represents correct implementation code for the constructor with parameters?

(A) myHrs = 0;
    myMins = 0;
    mySecs = 0;

(B) myHrs = h;
    myMins = m;
    mySecs = s;

(C) resetTime(myHrs, myMins, mySecs);

(D) h = myHrs;
    m = myMins;
    s = mySecs;

(E) Time = new Time(h, m, s);

3. A client class has a display method that writes the time represented by its parameter:

//Outputs time t in the form hrs:mins:secs.
public void display (Time t)
{
    /* method body */
}

Which of the following are correct replacements for /* method body */?

I Time T = new Time(h, m, s);
    System.out.println(T);

II System.out.println(t.myHrs + ":" + t.myMins + ":" + t.mySecs);

III System.out.println(t);

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III

4. Which statement about parameters is false?

(A) The scope of parameters is the method in which they are defined.
(B) Static methods have no implicit parameter this.
(C) Two overloaded methods in the same class must have parameters with different names.
(D) All parameters in Java are passed by value.
(E) Two different constructors in a given class can have the same number of parameters.
Questions 5–11 refer to the following `Date` class declaration:

```java
public class Date {
    private int myDay;
    private int myMonth;
    private int myYear;

    public Date() //default constructor
    {
        ...
    }

    public Date(int mo, int day, int yr) //constructor
    {
        ...
    }

    public int month() //returns month of Date
    {
        ...
    }

    public int day() //returns day of Date
    {
        ...
    }

    public int year() //returns year of Date
    {
        ...
    }

    //Returns String representation of Date as "m/d/y", e.g. 4/18/1985.
    public String toString()
    {
        ...
    }
}
```

5. Which of the following correctly constructs a `Date` object?

(A) `Date d = new (2, 13, 1947);`

(B) `Date d = new Date(2, 13, 1947);`

(C) `Date d;`
    `d = new (2, 13, 1947);`

(D) `Date d;`
    `d = Date(2, 13, 1947);`

(E) `Date d = Date(2, 13, 1947);`
6. Which of the following will cause an error message?

I  Date d1 = new Date(8, 2, 1947);
   Date d2 = d1;

II Date d1 = null;
    Date d2 = d1;

III Date d = null;
    int x = d.year();

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III

7. A client program creates a Date object as follows:

   Date d = new Date(1, 13, 2002);

Which of the following subsequent code segments will cause an error?

(A) String s = d.toString();
(B) int x = d.day();
(C) Date e = d;
(D) Date e = new Date(1, 13, 2002);
(E) int y = d.myYear;

8. Consider the implementation of a write() method that is added to the Date class:

   //Write the date in the form m/d/y, for example 2/17/1948.
   public void write()
   {
      /* implementation code */
   }

Which of the following could be used as /* implementation code */?

I System.out.println(myMonth + "/" + myDay + "/" + myYear);
II System.out.println(month() + "/" + day() + "/" + year());
III System.out.println(this);

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III
9. Here is a client program that uses Date objects:

```java
public class BirthdayStuff
{
    public static Date findBirthdate()
    {
        /* code to get birthDate */
        return birthDate;
    }

    public static void main(String[] args)
    {
        Date d = findBirthdate();
        ...
    }
}
```

Which of the following is a correct replacement for /* code to get birthDate */?

I System.out.println("Enter birthdate: mo, day, yr: ");
    int m = IO.readInt(); //read user input
    int d = IO.readInt(); //read user input
    int y = IO.readInt(); //read user input
    birthDate = new Date(m, d, y);

II System.out.println("Enter birthdate: mo, day, yr: ");
    int birthDate.month() = IO.readInt(); //read user input
    int birthDate.day() = IO.readInt(); //read user input
    int birthDate.year() = IO.readInt(); //read user input
    birthDate = new Date(birthDate.month(), birthDate.day(),
    birthDate.year());

III System.out.println("Enter birthdate: mo, day, yr: ");
    int birthDate.myMonth = IO.readInt(); //read user input
    int birthDate.myDay = IO.readInt(); //read user input
    int birthDate.myYear = IO.readInt(); //read user input
    birthDate = new Date(birthDate.myMonth, birthDate.myDay,
    birthDate.myYear);

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I and III only
10. A method in a client program for the Date class has this declaration:

```java
Date d1 = new Date(month, day, year);
```

where month, day, and year are previously defined integer variables. The same method now creates a second Date object d2 that is an exact copy of the object d1 refers to. Which of the following code segments will not do this correctly?

I Date d2 = d1;
II Date d2 = new Date(month, day, year);
III Date d2 = new Date(d1.month(), d1.day(), d1.year());

(A) I only  
(B) II only  
(C) III only  
(D) I, II, and III  
(E) All will do this correctly.

11. The Date class is modified by adding the following mutator method:

```java
public void addYears(int n) //add n years to date
```

Here is part of a poorly coded client program that uses the Date class:

```java
public static void addCentury(Date recent, Date old) {
    old.addYears(100);
    recent = old;
}

public static void main(String[] args) {
    Date oldDate = new Date(1, 13, 1900);
    Date recentDate = null;
    addCentury(recentDate, oldDate);
    ...
}
```

Which will be true after executing this code?

(A) A NullPointerException is thrown.
(B) The oldDate object remains unchanged.
(C) recentDate is a null reference.
(D) recentDate refers to the same object as oldDate.
(E) recentDate refers to a separate object whose contents are the same as those of oldDate.
Questions 12–15 refer to the following definition of the `Rational` class:

```java
public class Rational
{
    private int myNum;    // numerator
    private int myDenom;  // denominator

    // constructors
    /* default constructor */
    Rational()
    { /* implementation not shown */ }

    /* Constructs a Rational with numerator n and
     * denominator 1. */
    Rational(int n)
    { /* implementation not shown */ }

    /* Constructs a Rational with specified numerator and
     * denominator. */
    Rational(int numer, int denom)
    { /* implementation not shown */ }

    // accessors
    /* Returns numerator. */
    int numerator()
    { /* implementation not shown */ }

    /* Returns denominator. */
    int denominator()
    { /* implementation not shown */ }

    // arithmetic operations
    /* Returns (this + r).
     * Leaves this unchanged. */
    public Rational plus(Rational r)
    { /* implementation not shown */ }

    // Similarly for times, minus, divide

    /* Ensures myDenom > 0. */
    private void fixSigns()
    { /* implementation not shown */ }

    /* Ensures lowest terms. */
    private void reduce()
    { /* implementation not shown */ }
}
```

12. The method `reduce()` is not a public method because
   (A) methods whose return type is `void` cannot be public.
   (B) methods that change this cannot be public.
   (C) the `reduce()` method is not intended for use by clients of the `Rational` class.
   (D) the `reduce()` method is intended for use only by clients of the `Rational` class.
   (E) the `reduce()` method uses only the private data fields of the `Rational` class.
13. The constructors in the Rational class allow initialization of Rational objects in several different ways. Which of the following will cause an error?

(A) Rational r1 = new Rational();
(B) Rational r2 = r1;
(C) Rational r3 = new Rational(2,-3);
(D) Rational r4 = new Rational(3.5);
(E) Rational r5 = new Rational(10);

14. Here is the implementation code for the plus method:

```java
/* Returns (this + r) in reduced form. Leaves this unchanged. */
public Rational plus(Rational r)
{
    fixSigns();
    r.fixSigns();
    int denom = myDenom * r.myDenom;
    int num = myNum * r.myDenom + r.myNum * myDenom;
    /* some more code */
}
```

Which of the following is a correct replacement for /* some more code */?

(A) Rational rat(num, denom);
    rat.reduce();
    return rat;

(B) return new Rational(num, denom);

(C) reduce();
    Rational rat = new Rational(num, denom);
    return rat;

(D) Rational rat = new Rational(num, denom);
    Rational.reduce();
    return rat;

(E) Rational rat = new Rational(num, denom);
    rat.reduce();
    return rat;

15. Assume these declarations:

Rational a = new Rational();
Rational r = new Rational(num, denom);
int n = value;
//num, denom, and value are valid integer values

Which of the following will cause a compile-time error?

(A) r = a.plus(r);
(B) a = r.plus(new Rational(n));
(C) r = r.plus(r);
(D) a = n.plus(r);
(E) r = r.plus(new Rational(n));
16. Here are the private instance variables for a Frog object:

```java
public class Frog {
    private String mySpecies;
    private int myAge;
    private double myWeight;
    private Position myPosition; //position (x,y) in pond
    private boolean amAlive;
    ...
}
```

Which of the following methods in the Frog class is the best candidate for being a static method?

(A) swim //frog swims to new position in pond
(B) getPondTemperature //returns temperature of pond
(C) eat //frog eats and gains weight
(D) getWeight //returns weight of frog
(E) die //frog dies with some probability based on frog’s age and pond temperature

17. What output will be produced by this program?

```java
public class Mystery {
    public static void strangeMethod(int x, int y) {
        x += y;
        y *= x;
        System.out.println(x + " " + y);
    }

    public static void main(String[] args) {
        int a = 6, b = 3;
        strangeMethod(a, b);
        System.out.println(a + " " + b);
    }
}
```

(A) 36
    9
(B) 3 6
    9
(C) 9 27
    9 27
(D) 6 3
    9 27
(E) 9 27
    6 3
Questions 18–20 refer to the Temperature class shown below:

```java
public class Temperature {
    private String myScale; //valid values are "F" or "C"
    private double myDegrees;

    //constructors
    /* default constructor */
    public Temperature() {
        /* implementation not shown */
    }

    /* constructor with specified degrees and scale */
    public Temperature(double degrees, String scale) {
        /* implementation not shown */
    }

    //accessors
    /* Returns degrees for this temperature. */
    public double getDegrees() {
        /* implementation not shown */
    }

    /* Returns scale for this temperature. */
    public String getScale() {
        /* implementation not shown */
    }

    //mutators
    /* Precondition: Temperature is a valid temperature
       * in degrees Celsius.
       * Postcondition: Returns this temperature, which has been
       * converted to degrees Fahrenheit. */
    public Temperature toFahrenheit() {
        /* implementation not shown */
    }

    /* Precondition: Temperature is a valid temperature
       * in degrees Fahrenheit.
       * Postcondition: Returns this temperature, which has been
       * converted to degrees Celsius. */
    public Temperature toCelsius() {
        /* implementation not shown */
    }

    /* Raise this temperature by amt degrees and return it. */
    public Temperature raise(double amt) {
        /* implementation not shown */
    }

    /* Lower this temperature by amt degrees and return it. */
    public Temperature lower(double amt) {
        /* implementation not shown */
    }

    /* Returns true if the number of degrees is a valid
       * temperature in the given scale, false otherwise. */
    public static boolean isValidTemp(double degrees, String scale) {
        /* implementation not shown */
    }

    //other methods not shown ...
}
```
18. A client method contains this code segment:

```java
Temperature t1 = new Temperature(40, "C");
Temperature t2 = t1;
Temperature t3 = t2.lower(20);
Temperature t4 = t1.toFahrenheit();
```

Which statement is true following execution of this segment?

(A) t1, t2, t3, and t4 all represent the identical temperature, in degrees Celsius.
(B) t1, t2, t3, and t4 all represent the identical temperature, in degrees Fahrenheit.
(C) t4 represents a Fahrenheit temperature, while t1, t2, and t3 all represent degrees Celsius.
(D) t1 and t2 refer to the same Temperature object; t3 refers to a Temperature object that is 20 degrees lower than t1 and t2, while t4 refers to an object that is t1 converted to Fahrenheit.
(E) A NullPointerException was thrown.

19. Consider the following code:

```java
public class TempTest
{
    public static void main(String[] args)
    {
        System.out.println("Enter temperature scale: ");
        String scale = IO.readString();  //read user input
        System.out.println("Enter number of degrees: ");
        double degrees = IO.readDouble();  //read user input
        /* code to construct a valid temperature from user input */
    }
}
```

Which is a correct replacement for /* code to construct... */?

I Temperature t = new Temperature(degrees, scale);
    if (!t.isValidTemp(degrees, scale))
        /* error message and exit program */

II if (isValidTemp(degrees, scale))
    Temperature t = new Temperature(degrees, scale);
    else
        /* error message and exit program */

III if (Temperature.isValidTemp(degrees, scale))
    Temperature t = new Temperature(degrees, scale);
    else
        /* error message and exit program */

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I and III only
20. The formula to convert degrees Celsius $C$ to Fahrenheit $F$ is

$$F = 1.8C + 32$$

For example, $30^\circ C$ is equivalent to $86^\circ F$.

An `inFahrenheit()` accessor method is added to the `Temperature` class. Here is its implementation:

```java
/* Precondition: temperature is a valid temperature in
* degrees Celsius
* Postcondition: an equivalent temperature in degrees
* Fahrenheit has been returned. Original
* temperature remains unchanged */
public Temperature inFahrenheit()
{
    Temperature result;
    /* more code */
    return result;
}
```

Which of the following correctly replaces `/* more code */` so that the postcondition is achieved?

I result = new Temperature(myDegrees*1.8 + 32, "F");

II result = new Temperature(myDegrees*1.8, "F");
result = result.raise(32);

III myDegrees *= 1.8;
this = this.raise(32);
result = new Temperature(myDegrees, "F");

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
21. Consider this program:

```java
public class CountStuff {
    public static void doSomething() {
        int count = 0;
        ...
        //code to do something - no screen output produced
        count++;
    }

    public static void main(String[] args) {
        int count = 0;
        System.out.println("How many iterations?");
        int n = IO.readInt(); //read user input
        for (int i = 1; i <= n; i++) {
            doSomething();
            System.out.println(count);
        }
    }
}
```

If the input value for `n` is 3, what screen output will this program subsequently produce?

(A) 0 0 0

(B) 1 2 3

(C) 3 3 3

(D) ? ? ?

where ? is some undefined value.

(E) No output will be produced.
22. This question refers to the following class:

```java
public class IntObject
{
    private int myInt;

    public IntObject()  //default constructor
    { myInt = 0; }
    public IntObject(int n)  //constructor
    { myInt = n; }
    public void increment()  //increment by 1
    { myInt++; }
}
```

Here is a client program that uses this class:

```java
public class IntObjectTest
{
    public static IntObject someMethod(IntObject obj)
    {
        IntObject ans = obj;
        ans.increment();
        return ans;
    }

    public static void main(String[] args)
    {
        IntObject x = new IntObject(2);
        IntObject y = new IntObject(7);
        IntObject a = y;
        x = someMethod(y);
        a = someMethod(x);
    }
}
```

Just before exiting this program, what are the object values of x, y, and a, respectively?

(A) 9, 9, 9  
(B) 2, 9, 9  
(C) 2, 8, 9  
(D) 3, 8, 9  
(E) 7, 8, 9
23. Consider the following program:

```java
public class Tester
{
    public void someMethod(int a, int b)
    {
        int temp = a;
        a = b;
        b = temp;
    }
}

public class TesterMain
{
    public static void main(String[] args)
    {
        int x = 6, y = 8;
        Tester tester = new Tester();
        tester.someMethod(x, y);
    }
}
```

Just before the end of execution of this program, what are the values of \(x\), \(y\), and \(\text{temp}\), respectively?

(A) 6, 8, 6  
(B) 8, 6, 6  
(C) 6, 8, ?, where ? means undefined  
(D) 8, 6, ?, where ? means undefined  
(E) 8, 6, 8
ANSWER KEY

1. D
2. B
3. C
4. C
5. B
6. C
7. E
8. E
9. A
10. A
11. C
12. C
13. D
14. E
15. D
16. B
17. E
18. B
19. C
20. D
21. A
22. A
23. C

ANSWERS EXPLAINED

1. (D) There are just two constructors. Constructors are recognizable by having the same name as the class, and no return type.

2. (B) Each of the private instance variables should be assigned the value of the matching parameter. Choice B is the only choice that does this. Choice D confuses the order of the assignment statements. Choice A gives the code for the default constructor, ignoring the parameters. Choice C would be correct if it were \( \text{resetTime}(h, m, s) \). As written, it doesn’t assign the parameter values \( h, m, \) and \( s \) to \( \text{myHrs}, \text{myMins}, \) and \( \text{mySecs} \). Choice E is wrong because the keyword \text{new} should be used to create a new object, not to implement the constructor!

3. (C) Replacement III will automatically print time \( t \) in the required form since a \text{toString} method was defined for the \text{Time} class. Replacement I is wrong because it doesn’t refer to the parameter, \( t \), of the method. Replacement II is wrong because a client program may not access private data of the class.

4. (C) The parameter names can be the same—the signatures must be different. For example,

```java
public void print(int x)      //prints x
public void print(double x)   //prints x
```

The signatures (method name plus parameter types) here are \text{print(int)} and \text{print(double)}, respectively. The parameter name \( x \) is irrelevant. Choice A is true: All local variables and parameters go out of scope (are erased) when the method is exited. Choice B is true: Static methods apply to the whole class. Only instance methods have an implicit \text{this} parameter. Choice D is true even for object parameters: Their references are passed by value. Note that choice E is true because it’s possible to have two different constructors with different signatures but the same number of parameters (e.g., one for an \text{int} argument and one for a \text{double}).

5. (B) Constructing an object requires the keyword \text{new} and a constructor of the \text{Date} class. Eliminate choices D and E since they omit \text{new}. The class name \text{Date} should appear on the right-hand side of the assignment statement, immediately following the keyword \text{new}. This eliminates choices A and C.
6. (C) Segment III will cause a NullPointerException to be thrown since d is a null reference. You cannot invoke a method for a null reference. Segment II has the effect of assigning null to both d1 and d2—obscure but not incorrect. Segment I creates the object reference d1 and then declares a second reference d2 that refers to the same object as d1.

7. (E) A client program cannot access a private instance variable.

8. (E) All are correct. Since write() is a Date instance method, it is OK to use the private data members in its implementation code. Segment III prints this, the current Date object. This usage is correct since write() is part of the Date class. The toString() method guarantees that the date will be printed in the required format (see p. 226).

9. (A) The idea here is to read in three separate variables for month, day, and year and then to construct the required date using new and the Date class constructor with three parameters. Code segment II won’t work because month(), day(), and year() are accessor methods that access existing values and may not be used to read new values into bDate. Segment III is wrong because it tries to access private instance variables from a client program.

10. (A) Segment I will not create a second object. It will simply cause d2 to refer to the same object as d1, which is not what was required. The keyword new must be used to create a new object.

11. (C) When recentDate is declared in main(), its value is null. Recall that a method is not able to replace an object reference, so recentDate remains null. Note that the intent of the program is to change recentDate to refer to the updated oldDate object. The code, however, doesn’t do this. Choice A is false: No methods are invoked with a null reference. Choice B is false because addYears() is a mutator method. Even though a method doesn’t change the address of its object parameter, it can change the contents of the object, which is what happens here. Choices D and E are wrong because the addCentury() method cannot change the value of its recentDate argument.

12. (C) The reduce() method will be used only in the implementation of the instance methods of the Rational class.

13. (D) None of the constructors in the Rational class takes a real-valued parameter. Thus, the real-valued parameter in choice D will need to be converted to an integer. Since in general truncating a real value to an integer involves a loss of precision, it is not done automatically—you have to do it explicitly with a cast. Omitting the cast causes a compile-time error.

14. (E) A new Rational object must be created using the newly calculated num and denom. Then it must be reduced before being returned. Choice A is wrong because it doesn’t correctly create the new object. Choice B returns a correctly constructed object, but one that has not been reduced. Choice C reduces the current object, this, instead of the new object, rat. Choice D is wrong because it invokes reduce() for the Rational class instead of the specific rat object.

15. (D) The plus method of the Rational class can only be invoked by Rational objects. Since n is an int, the statement in choice D will cause an error.

16. (B) The method getPondTemperature is the only method that applies to more than one frog. It should therefore be static. All of the other methods relate directly to one particular Frog object. So f.swim(), f.die(), f.getWeight(),
and `f.eat()` are all reasonable methods for a single instance `f` of a `Frog`. On the other hand, it doesn’t make sense to say `f.getPondTemperature()`. It makes more sense to say `Frog.getPondTemperature()`, since the same value will apply to all frogs in the class.

17. (E) Here are the memory slots at the start of `strangeMethod(a, b)`: 

<table>
<thead>
<tr>
<th></th>
<th>a</th>
<th>b</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>x</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

Before exiting `strangeMethod(a, b)`: 

<table>
<thead>
<tr>
<th></th>
<th>a</th>
<th>b</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>x</td>
<td>9</td>
<td>27</td>
</tr>
</tbody>
</table>

Note that 9 27 is output before exiting. After exiting `strangeMethod(a, b)`, the memory slots are 

<table>
<thead>
<tr>
<th></th>
<th>a</th>
<th>b</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

The next step outputs 6 3.

18. (B) This is an example of aliasing. The keyword `new` is used just once, which means that just one object is constructed. Here are the memory slots after each declaration:

![Diagram of memory slots](image-url)
19. (C) Notice that `isValidTemp` is a static method for the `Temperature` class, which means that it cannot be invoked with a `Temperature` object. Thus segment I is incorrect: `t.isValidTemp` is wrong. Segment II fails because `isValidTemp` is not a method of the `TempTest` class. It therefore must be invoked with its class name, which is what happens (correctly) in segment III: `Temperature.isValidTemp`.

20. (D) A new `Temperature` object must be constructed to prevent the current `Temperature` from being changed. Segment I, which applies the conversion formula directly to `myDegrees`, is the best way to do this. Segment II, while not the best algorithm, does work. The statement

```
result = result.raise(32);
```

has the effect of raising the `result` temperature by 32 degrees, and completing the conversion. Segment III fails because

```
myDegrees *= 1.8;
```

alters the `myDegrees` instance variable of the current object, as does

```
this = this.raise(32);
```

To be correct, these operations must be applied to the `result` object.

21. (A) This is a question about the scope of variables. The scope of the `count` variable that is declared in `main()` extends up to the closing brace of `main()`. In `doSomething()`, `count` is a local variable. After the method call in the `for` loop, the local variable `count` goes out of scope, and the value that’s being printed is the value of the `count` in `main()`, which is unchanged from 0.

22. (A) Here are the memory slots before the first `someMethod` call:

![Memory Slots Before Call]

Just before exiting `x = someMethod(y)`:  

![Memory Slots After Call]
After exiting

\[ x = \text{someMethod}(y); \]

\( x \) has been reassigned, so the object with \( \text{myInt} = 2 \) has been recycled:

\[
\begin{array}{c}
\text{y} \\
\downarrow \quad \text{a} \\
\downarrow \quad x \\
\end{array} \\
\boxed{\text{IntObject}} \\
\begin{array}{c}
\text{myInt} \\
\end{array} \\
\begin{array}{c}
8 \\
\end{array}
\]

After exiting \( a = \text{someMethod}(x) \):

\[
\begin{array}{c}
\text{y} \\
\downarrow \quad \text{a} \\
\downarrow \quad x \\
\end{array} \\
\boxed{\text{IntObject}} \\
\begin{array}{c}
\text{myInt} \\
\end{array} \\
\begin{array}{c}
9 \\
\end{array}
\]

23. (C) Recall that when primitive types are passed as parameters, copies are made of the actual arguments. All manipulations in the method are performed on the copies, and the arguments remain unchanged. Thus \( x \) and \( y \) retain their values of 6 and 8. The local variable temp goes out of scope as soon as \text{someMethod} is exited and is therefore undefined just before the end of execution of the program.
Inheritance and Polymorphism

Chapter Goals

- Superclasses and subclasses
- Inheritance hierarchy
- Polymorphism
- Type compatibility
- Abstract classes
- Interfaces
- The Comparable interface

INHERITANCE

Superclass and Subclass

Inheritance defines a relationship between objects that share characteristics. Specifically, it is the mechanism whereby a new class, called a subclass, is created from an existing class, called a superclass, by absorbing its state and behavior and augmenting these with features unique to the new class. We say that the subclass inherits characteristics of its superclass.

Don’t get confused by the names: a subclass is bigger than a superclass—it contains more data and more methods!

Inheritance provides an effective mechanism for code reuse. Suppose the code for a superclass has been tested and debugged. Since a subclass object shares features of a superclass object, the only new code required is for the additional characteristics of the subclass.

Inheritance Hierarchy

A subclass can itself be a superclass for another subclass, leading to an inheritance hierarchy of classes.

For example, consider the relationship between these objects: Person, Employee, Student, GradStudent, and UnderGrad.
For any of these classes, an arrow points to its superclass. The arrow designates the is-a relationship. Thus, an Employee is-a Person; a Student is-a Person; a GradStudent is-a Student; an UnderGrad is-a Student. Notice that the opposite is not necessarily true: A Person may not be a Student, nor is a Student necessarily an UnderGrad.

Note that the is-a relationship is transitive: If a GradStudent is-a Student and a Student is-a Person, then a GradStudent is-a Person.

Suppose the Person class has instance variables name, socialSecurityNumber, and age, and instance methods getName, getSocSecNum, getAge, and printName. Then every one of the derived classes shown inherits these variables and methods. The Student class may have additional instance variables studentID and gpa, plus a method computeGrade. All of these additional features are inherited by the subclasses GradStudent and UnderGrad. Suppose GradStudent and UnderGrad use different algorithms for computing the course grade. Then the computeGrade implementation can be redefined in these classes. This is called method overriding. If part of the original method implementation from the superclass is retained, we refer to the rewrite as partial overriding.

**Implementing Subclasses**

**THE extends KEYWORD**

The inheritance relationship between a subclass and a superclass is specified in the declaration of the subclass, using the keyword extends. The general format looks like this:

```java
public class Superclass {
    //private instance variables
    //other data members
    //constructors
    //public methods
    //private methods
}

public class Subclass extends Superclass {
    //additional private instance variables
    //additional data members
    //constructors (Not inherited!)
    //additional public methods
    //inherited public methods whose implementation is overridden
    //additional private methods
}
```
For example, consider the following inheritance hierarchy:

```
public class Student {
    // data members
    public final static int NUM_TESTS = 3;
    private String myName;
    private int[] myTests;
    private String myGrade;

    // constructors
    public Student() {
        myName = "";
        myTests = new int[NUM_TESTS];
        myGrade = "";
    }

    public Student(String name, int[] tests, String grade) {
        myName = name;
        myTests = tests;
        myGrade = grade;
    }

    public String getName() {
        return myName;
    }

    public String getGrade() {
        return myGrade;
    }

    public void setGrade(String newGrade) {
        myGrade = newGrade;
    }

    public void computeGrade() {
        if (myName.equals(""))
            myGrade = "No grade";
        else if (getTestAverage() >= 65)
            myGrade = "Pass";
        else
            myGrade = "Fail";
    }
}
```
public double getTestAverage()
{
    double total = 0;
    for (int score : myTests)
        total += score;
    return total/NUM_TESTS;
}

public class UnderGrad extends Student
{
    public UnderGrad() //default constructor
    { super(); }

    //constructor
    public UnderGrad(String name, int[] tests, String grade)
    { super(name, tests, grade); }

    public void computeGrade()
    {
        if (getTestAverage() >= 70)
            setGrade("Pass");
        else
            setGrade("Fail");
    }
}

gpublic class GradStudent extends Student
{
    private int myGradID;

    public GradStudent() //default constructor
    {
        super();
        myGradID = 0;
    }

    //constructor
    public GradStudent(String name, int[] tests, String grade,
                        int gradID)
    {
        super(name, tests, grade);
        myGradID = gradID;
    }

    public int getID()
    { return myGradID; }

    public void computeGrade()
    {
        //invokes computeGrade in Student superclass
        super.computeGrade();
        if (getTestAverage() >= 90)
            setGrade("Pass with distinction");
    }
}
INHERITING INSTANCE METHODS AND VARIABLES

The UnderGrad and GradStudent subclasses inherit all of the methods and variables of the Student superclass. Notice, however, that the Student instance variables my-Name, myTests, and myGrade are private, and are therefore not directly accessible to the methods in the UnderGrad and GradStudent subclasses. A subclass can, however, directly invoke the public accessor and mutator methods of the superclass. Thus, both UnderGrad and GradStudent use getTestAverage. Additionally, both UnderGrad and GradStudent use setGrade to access indirectly—and modify—myGrade.

If, instead of private, the access specifier for the instance variables in Student were protected, then the subclasses could directly access these variables. The keyword protected is not part of the AP Java subset.

Classes on the same level in a hierarchy diagram do not inherit anything from each other (for example, UnderGrad and GradStudent). All they have in common is the identical code they inherit from their superclass.

METHOD OVERRIDING AND THE super KEYWORD

A method in a superclass is overridden in a subclass by defining a method with the same return type and signature (name and parameter types). For example, the computeGrade method in the UnderGrad subclass overrides the computeGrade method in the Student superclass.

Sometimes the code for overriding a method includes a call to the superclass method. This is called partial overriding. Typically this occurs when the subclass method wants to do what the superclass does, plus something extra. This is achieved by using the keyword super in the implementation. The computeGrade method in the GradStudent subclass partially overrides the matching method in the Student class. The statement

```
super.computeGrade();
```

signals that the computeGrade method in the superclass should be invoked here. The additional test

```
if (getTestAverage() >= 90)
...
```

allows a GradStudent to have a grade Pass with distinction. Note that this option is open to GradStudents only.

CONSTRUCTORS AND super

Constructors are never inherited! If no constructor is written for a subclass, the superclass default constructor with no parameters is generated. If the superclass does not have a default (zero-parameter) constructor, but only a constructor with parameters, a compiler error will occur. If there is a default constructor in the superclass, inherited data members will be initialized as for the superclass. Additional instance variables in the subclass will get a default initialization—0 for primitive types and null for reference types.

A subclass constructor can be implemented with a call to the super method, which invokes the superclass constructor. For example, the default constructor in the UnderGrad class is identical to that of the Student class. This is implemented with the statement

```
super();
```

The second constructor in the UnderGrad class is called with parameters that match those in the constructor of the Student superclass.
public UnderGrad(String name, int[] tests, String grade)
{
    super(name, tests, grade);
}

For each constructor, the call to super has the effect of initializing the inherited instance variables myName, myTests, and myGrade exactly as they are initialized in the Student class.

Contrast this with the constructors in GradStudent. In each case, the inherited instance variables myName, myTests, and myGrade are initialized as for the Student class. Then the new instance variable, myGradID, must be explicitly initialized.

class GradStudent()
{
    super();
    myGradID = 0;
}

public GradStudent(String name, int[] tests, String grade, int gradID)
{
    super(name, tests, grade);
    myGradID = gradID;
}

NOTE
1. If super is used in the implementation of a subclass constructor, it must be used in the first line of the constructor body.

2. If no constructor is provided in a subclass, the compiler provides the following default constructor:

    public SubClass()
    {
        super(); //calls default constructor of superclass
    }

Since Student and UnderGrad have the same default constructor, it would have been safe to omit the default constructor in the UnderGrad class: The correct default would have been provided.

Rules for Subclasses

- A subclass can add new private instance variables.
- A subclass can add new public, private, or static methods.
- A subclass can override inherited methods.
- A subclass may not redefine a public method as private.
- A subclass may not override static methods of the superclass.
- A subclass should define its own constructors.
- A subclass cannot access the private members of its superclass.
Declaring Subclass Objects

When a variable of a superclass is declared in a client program, that reference can refer not only to an object of the superclass, but also to objects of any of its subclasses. Thus, each of the following is legal:

```java
Student s = new Student();
Student g = new GradStudent();
Student u = new UnderGrad();
```

This works because a `GradStudent` is-a `Student`, and an `UnderGrad` is-a `Student`.

Note that since a `Student` is not necessarily a `GradStudent` nor an `UnderGrad`, the following declarations are not valid:

```java
GradStudent g = new Student();
Undergrad u = new Student();
```

Consider these valid declarations:

```java
Student s = new Student("Brian Lorenzen", new int[] {90,94,99}, "none");
Student u = new UnderGrad("Tim Broder", new int[] {90,90,100}, "none");
Student g = new GradStudent("Kevin Cristella", new int[] {85,70,90}, "none", 1234);
```

Suppose you make the method call

```java
s.setGrade("Pass");
```

The appropriate method in `Student` is found and the new grade assigned. The method calls

```java
g.setGrade("Pass");
```

and

```java
u.setGrade("Pass");
```

achieve the same effect on `g` and `u` since `GradStudent` and `UnderGrad` both inherit the `setGrade` method from `Student`. The following method calls, however, won’t work:

```java
int studentNum = s.getID();
int underGradNum = u.getID();
```

Neither `Student s` nor `Undergrad u` inherit the `getID` method from the `GradStudent` class: A superclass does not inherit from a subclass.

Now consider the following valid method calls:

```java
s.computeGrade();
g.computeGrade();
u.computeGrade();
```

Since `s`, `g`, and `u` have all been declared to be of type `Student`, will the appropriate method be executed in each case? That is the topic of the next section, polymorphism.
NOTE
The initializer list syntax used in constructing the array parameters—for example, `new int[] {90,90,100}`—will not be tested on the AP exam.

POLYMORPHISM

A method that has been overridden in at least one subclass is said to be **polymorphic**. An example is `computeGrade`, which is redefined for both `GradStudent` and `UnderGrad`.

*Polymorphism* is the mechanism of selecting the appropriate method for a particular object in a class hierarchy. The correct method is chosen because, in Java, method calls are always determined by the type of the *actual object*, not the type of the object reference. For example, even though `s`, `g`, and `u` are all declared as type `Student`, `s.computeGrade()`, `g.computeGrade()`, and `u.computeGrade()` will all perform the correct operations for their particular instances. In Java, the selection of the correct method occurs during the run of the program.

Dynamic Binding (Late Binding)

Making a run-time decision about which instance method to call is known as **dynamic binding** or **late binding**. Contrast this with selecting the correct method when methods are **overloaded** (see p. 155) rather than overridden. The compiler selects the correct overloaded method at compile time by comparing the methods’ signatures. This is known as **static binding**, or **early binding**. In polymorphism, the actual method that will be called is not determined by the compiler. Think of it this way: The compiler determines *if* a method can be called (i.e., is it legal?), while the run-time environment determines *how* it will be called (i.e., which overridden form should be used?).

Example 1

```java
Student s = null;
Student u = new UnderGrad("Tim Broder", new int[] {90,90,100}, "none");
Student g = new GradStudent("Kevin Cristella",
    new int[] {85,70,90}, "none", 1234);
System.out.print("Enter student status: ");
System.out.println("Grad (G), Undergrad (U), Neither (N)");
String str = IO.readString(); //read user input
if (str.equals("G"))
    s = g;
else if (str.equals("U"))
    s = u;
else
    s = new Student();
s.computeGrade();
```

When this code fragment is run, the `computeGrade` method used will depend on the type of the actual object `s` refers to, which in turn depends on the user input.
Example 2

```java
public class StudentTest {
    public static void computeAllGrades(Student[] studentList) {
        for (Student s : studentList)
            if (s != null)
                s.computeGrade();
    }

    public static void main(String[] args) {
        Student[] stu = new Student[5];
        stu[0] = new Student("Brian Lorenzen",
            new int[] {90,94,99}, "none");
        stu[1] = new UnderGrad("Tim Broder",
            new int[] {90,90,100}, "none");
        stu[2] = new GradStudent("Kevin Cristella",
            new int[] {85,70,90}, "none", 1234);
        computeAllGrades(stu);
    }
}
```

Here an array of five Student references is created, all of them initially null. Three of these references, stu[0], stu[1], and stu[2], are then assigned to actual objects. The computeAllGrades method steps through the array invoking the appropriate computeGrade method for each of the objects, using dynamic binding in each case. The null test in computeAllGrades is necessary because some of the array references could be null.

### Type Compatibility

#### Downcasting

Consider the statements

```java
Student s = new GradStudent();
GradStudent g = new GradStudent();
int x = s.getID(); //compile-time error
int y = g.getID(); //legal
```

Both s and g represent GradStudent objects, so why does s.getID() cause an error? The reason is that s is of type Student, and the Student class doesn’t have a getID method. At compile time, only nonprivate methods of the Student class can appear to the right of the dot operator when applied to s. Don’t confuse this with polymorphism: getID is not a polymorphic method. It occurs in just the GradStudent class and can therefore be called only by a GradStudent object.

The error shown above can be fixed by casting s to the correct type:

```java
int x = ((GradStudent) s).getID();
```

Since s (of type Student) is actually representing a GradStudent object, such a cast can be carried out. Casting a superclass to a subclass type is called a **downcast**.
NOTE

1. The outer parentheses are necessary:

   ```java
   int x = (GradStudent) s.getID();
   ```

   will still cause an error, despite the cast. This is because the dot operator has
   higher precedence than casting, so `s.getID()` is invoked before `s` is cast to
   `GradStudent`.

2. The statement

   ```java
   int y = g.getID();
   ```

   compiles without problem because `g` is declared to be of type `GradStudent`, and
   this is the class that contains `getID`. No cast is required.

---

**Type Rules for Polymorphic Method Calls**

- For a declaration like

  ```java
  Superclass a = new Subclass();
  ```

  the type of `a` at compile time is `Superclass`; at run time it is
  `Subclass`.

- At compile time, `method` must be found in the class of `a`,
  that is, in `Superclass`. (This is true whether the method is
  polymorphic or not.) If `method` cannot be found in the class
  of `a`, you need to do an explicit cast on `a` to its actual type.

- For a polymorphic method, at run time the actual type of
  `a` is determined—`Subclass` in this example—and `method`
  is selected from `Subclass`. This could be an inherited method
  if there is no overriding method.

- The type of parameter `b` is checked at compile time. You
  may need to do an explicit cast to the subclass type to make
  this correct.

---

**The ClassCastException**

The `ClassCastException` is a run-time exception thrown to signal an attempt to cast
an object to a class of which it is not an instance.
Chapter 3  Inheritance and Polymorphism

Student u = new UnderGrad();
System.out.println((String) u);   //ClassCastException
    //u is not an instance of String
int x = ((GradStudent) u).getID(); //ClassCastException
    //u is not an instance of GradStudent

ABSTRACT CLASSES

Abstract Class

An abstract class is a superclass that represents an abstract concept, and therefore should not be instantiated. For example, a maze program could have several different maze components—paths, walls, entrances, and exits. All of these share certain features (e.g., location, and a way of displaying). They can therefore all be declared as subclasses of the abstract class MazeComponent. The program will create path objects, wall objects, and so on, but no instances of MazeComponent.

An abstract class may contain abstract methods. An abstract method has no implementation code, just a header. The rationale for an abstract method is that there is no good default code for the method. Every subclass will need to override this method, so why bother with a meaningless implementation in the superclass? The method appears in the abstract class as a placeholder. The implementation for the method occurs in the subclasses. If a class contains any abstract methods, it must be declared an abstract class.

The abstract Keyword

An abstract class is declared with the keyword abstract in the header:

    public abstract class AbstractClass
    {
      ...
    }

The keyword extends is used as before to declare a subclass:

    public class SubClass extends AbstractClass
    {
      ...
    }

If a subclass of an abstract class does not provide implementation code for all the abstract methods of its superclass, it too becomes an abstract class and must be declared as such to avoid a compile-time error:

    public abstract class SubClass extends AbstractClass
    {
      ...
    }

Here is an example of an abstract class, with two concrete (nonabstract) subclasses.

    public abstract class Shape
    {
      private String myName;

      //constructor
      public Shape(String name)
      {
        myName = name;
      }
    }
public String getName()
{ return myName; }

public abstract double area();
public abstract double perimeter();

public double semiPerimeter()
{ return perimeter() / 2; }
}

public class Circle extends Shape
{
    private double myRadius;

    //constructor
    public Circle(double radius, String name)
    {
        super(name);
        myRadius = radius;
    }

    public double perimeter()
    { return 2 * Math.PI * myRadius; }

    public double area()
    { return Math.PI * myRadius * myRadius; }
}

public class Square extends Shape
{
    private double mySide;

    //constructor
    public Square(double side, String name)
    {
        super(name);
        mySide = side;
    }

    public double perimeter()
    { return 4 * mySide; }

    public double area()
    { return mySide * mySide; }
}

NOTE

1. It is meaningless to define perimeter and area methods for Shape—thus, these are declared as abstract methods.
2. An abstract class can have both instance variables and concrete (nonabstract) methods. See, for example, myName, getName, and semiPerimeter in the Shape class.
3. Abstract methods are declared with the keyword abstract. There is no method body. The header is terminated with a semicolon.
4. No instances can be created for an abstract class:

   Shape a = new Shape("blob");  //Illegal.
   //Can't create instance of abstract class.
   Shape c = new Circle(1.5, "small circle");  //legal

5. Polymorphism works with abstract classes as it does with concrete classes:

   Shape circ = new Circle(10, "circle");
   Shape sq = new Square(9.4, "square");
   Shape s = null;
   System.out.println("Which shape?");
   String str = IO.readString();  //read user input
   if (str.equals("circle"))
       s = circ;
   else
       s = sq;
   System.out.println("Area of " + s.getName() + " is "
                    + s.area());

INTERFACES

An interface is a collection of related methods whose headers are provided without implementations. All of the methods are both public and abstract—no need to explicitly include these keywords. As such, they provide a framework of behavior for any class.

The classes that implement a given interface may represent objects that are vastly different. They all, however, have in common a capability or feature expressed in the methods of the interface. An interface called FlyingObject, for example, may have the methods fly and isFlying. Some classes that implement FlyingObject could be Bird, Airplane, Missile, Butterfly, and Witch. A class called Turtle would be unlikely to implement FlyingObject because turtles don't fly.

An interface called Computable may have just three methods: add, subtract, and multiply. Classes that implement Computable could be Fraction, Matrix, LongInteger, and ComplexNumber. It would not be meaningful, however, for a TelevisionSet to implement Computable—what does it mean, for example, to multiply two TelevisionSet objects?

A class that implements an interface can define any number of methods. In particular, it contracts to provide implementations for all the methods declared in the interface. If it fails to implement any of the methods, the class must be declared abstract.

Defining an Interface

An interface is declared with the interface keyword. For example,

   public interface FlyingObject
   {
      void fly();  //method that simulates flight of object
      boolean isFlying();  //true if object is in flight,
                            //false otherwise
   }
The implements Keyword

Interfaces are implemented using the implements keyword. For example,

```java
public class Bird implements FlyingObject
{
    ...
}
```

This declaration means that two of the methods in the Bird class must be fly and isFlying. Note that any subclass of Bird will automatically implement the interface FlyingObject, since fly and isFlying will be inherited by the subclass.

A class that extends a superclass can also directly implement an interface. For example,

```java
public class Mosquito extends Insect implements FlyingObject
{
    ...
}
```

**NOTE**

1. The extends clause must precede the implements clause.
2. A class can have just one superclass, but it can implement any number of interfaces:

```java
public class SubClass extends SuperClass
    implements Interface1, Interface2, ...
```

The Comparable Interface

The standard java.lang package contains the Comparable interface, which provides a useful method for comparing objects. Note that the AP Java subset uses the raw Comparable interface, not the generic Comparable<? super E> of Java 5.0.

```java
public interface Comparable
{
    int compareTo(Object obj);
}
```

Any class that implements Comparable must provide a compareTo method. This method compares the implicit object (this) with the parameter object (obj) and returns a negative integer, zero, or a positive integer depending on whether the implicit object is less than, equal to, or greater than the parameter. If the two objects being compared are not type compatible, a ClassCastException is thrown by the method.

**Example**

The abstract Shape class defined previously (p. 196) is modified to implement the Comparable interface:

```java
public abstract class Shape implements Comparable
{
    private String myName;

    // constructor
    public Shape(String name)
    { myName = name; }
```
public String getName()
{
    return myName;
}

public abstract double area();
public abstract double perimeter();

public double semiPerimeter()
{
    return perimeter() / 2;
}

public int compareTo(Object obj)
{
    final double EPSILON = 1.0e-15; //slightly bigger than
    //machine precision
    Shape rhs = (Shape) obj;
    double diff = area() - rhs.area();
    if (Math.abs(diff) <= EPSILON * Math.abs(area()))
        return 0; //area of this shape equals area of obj
    else if (diff < 0)
        return -1; //area of this shape less than area of obj
    else
        return 1; //area of this shape greater than area of obj
}

NOTE

1. The Circle, Square, and other subclasses of Shape will all automatically implement Comparable and inherit the compareTo method.
2. It is tempting to use a simpler test for equality of areas, namely
   
   if (diff == 0)
       return 0;

   But recall that real numbers can have round-off errors in their storage (Box p. 122). This means that the simple test may return false even though the two areas are essentially equal. A more robust test is implemented in the code given, namely to test if the relative error in diff is small enough to be considered zero.
3. The Object class is a universal superclass (see p. 225). This means that the compareTo method can take as a parameter any object reference that implements Comparable.
4. The first step of a compareTo method must cast the Object argument to the class type, in this case Shape. If this is not done, the compiler won’t find the area method—remember, an Object is not necessarily a Shape.
5. The algorithm one chooses in compareTo should in general be consistent with the equals method (see p. 227): Whenever object1.equals(object2) returns true, object1.compareTo(object2) returns 0.

Here is a program that finds the larger of two Comparable objects.
public class FindMaxTest
{
    /* Return the larger of two objects a and b. */
    public static Comparable max(Comparable a, Comparable b)
    {
        if (a.compareTo(b) > 0) // if a > b ... 
            return a;
        else
            return b;
    }

    /* Test max on two Shape objects. */
    public static void main(String[] args)
    {
        Shape s1 = new Circle(3.0, "circle");
        Shape s2 = new Square(4.5, "square");
        System.out.println("Area of " + s1.getName() + " is " +
                        s1.area());
        System.out.println("Area of " + s2.getName() + " is " +
                        s2.area());
        Shape s3 = (Shape) max(s1, s2);
        System.out.println("The larger shape is the " +
                        s3.getName());
    }
}

Here is the output:

Area of circle is 28.27
Area of square is 20.25
The larger shape is the circle

NOTE

1. The max method takes parameters of type Comparable. Since s1 is a Comparable
   object and s2 is a Comparable object, no casting is necessary in the method call.
2. The max method can be called with any two Comparable objects, for example,
   two String objects or two Integer objects (see Chapter 4).
3. The objects must be type compatible (i.e., it must make sense to compare
   them). For example, in the program shown, if s1 is a Shape and s2 is a String,
   the compareTo method will throw a ClassCastException at the line

       Shape rhs = (Shape) obj;

4. The cast is needed in the line

       Shape s3 = (Shape) max(s1, s2);

   since max(s1, s2) returns a Comparable.
5. A primitive type is not an object and therefore cannot be passed as Comparable.
   You can, however, use a wrapper class and in this way convert a primitive type
   to a Comparable (see p. 231).

ABSTRACT CLASS VS. INTERFACE

Consider writing a program that simulates a game of Battleships. The program may
have a Ship class with subclasses Submarine, Cruiser, Destroyer, and so on. The
various ships will be placed in a two-dimensional grid that represents a part of the ocean, much like the grid in the GridWorld Case Study.

An abstract class Ship is a good design choice. There will not be any instances of Ship objects because the specific features of the subclasses must be known in order to place these ships in the grid. A Grid interface like that in the case study suggests itself for the two-dimensional grid.

Notice that the abstract Ship class is specific to the Battleships application, whereas the Grid interface is not. You could use the Grid interface in any program that has a two-dimensional grid.

**Interface vs. Abstract Class**

- Use an abstract class for an object that is application-specific, but incomplete without its subclasses.
- Consider using an interface when its methods are suitable for your program, but could be equally applicable in a variety of programs.
- An interface cannot provide implementations for any of its methods, whereas an abstract class can.
- An interface cannot contain instance variables, whereas an abstract class can.
- An interface and an abstract class can both declare constants.
- It is not possible to create an instance of an interface object or an abstract class object.

**Chapter Summary**

You should be able to write your own subclasses, given any superclass. Level AB students should be able to write a class that implements Comparable, while all students should be able to use the compareTo method to compare objects.

Be sure you can explain what polymorphism is: Recall that it only operates when methods have been overridden in at least one subclass. You should also be able to explain the difference between the following concepts:

- An abstract class and an interface.
- An overloaded method and an overridden method.
- Dynamic binding (late binding) and static binding (early binding).
MULTIPLE-CHOICE QUESTIONS ON INHERITANCE AND POLYMORPHISM

Questions 1–10 refer to the BankAccount, SavingsAccount, and CheckingAccount classes defined below:

```java
public class BankAccount
{
    private double myBalance;

    public BankAccount()
    { myBalance = 0; }

    public BankAccount(double balance)
    { myBalance = balance; }

    public void deposit(double amount)
    { myBalance += amount; }

    public void withdraw(double amount)
    { myBalance -= amount; }

    public double getBalance()
    { return myBalance; }
}

public class SavingsAccount extends BankAccount
{
    private double myInterestRate;

    public SavingsAccount()
    { /* implementation not shown */ }

    public SavingsAccount(double balance, double rate)
    { /* implementation not shown */ }

    public void addInterest() // Add interest to balance
    { /* implementation not shown */ }
}

public class CheckingAccount extends BankAccount
{
    private static final double FEE = 2.0;
    private static final double MIN_BALANCE = 50.0;

    public CheckingAccount(double balance)
    { /* implementation not shown */ }

    /* FEE of $2 deducted if withdrawal leaves balance less
     * than MIN_BALANCE. Allows for negative balance. */
    public void withdraw(double amount)
    { /* implementation not shown */ }
}
```
1. Of the methods shown, how many different nonconstructor methods can be invoked by a SavingsAccount object?
   (A) 1
   (B) 2
   (C) 3
   (D) 4
   (E) 5

2. Which of the following correctly implements the default constructor of the SavingsAccount class?
   I myInterestRate = 0;
   super();
   II super();
   myInterestRate = 0;
   III super();
   (A) II only
   (B) I and II only
   (C) II and III only
   (D) III only
   (E) I, II, and III

3. Which is a correct implementation of the constructor with parameters in the SavingsAccount class?
   (A) myBalance = balance;
       myInterestRate = rate;
   (B) getBalance() = balance;
       myInterestRate = rate;
   (C) super();
       myInterestRate = rate;
   (D) super(balance);
       myInterestRate = rate;
   (E) super(balance, rate);

4. Which is a correct implementation of the CheckingAccount constructor?
   I super(balance);
   II super();
       deposit(balance);
   III deposit(balance);
   (A) I only
   (B) II only
   (C) III only
   (D) II and III only
   (E) I, II, and III
5. Which is correct implementation code for the withdraw method in the CheckingAccount class?

(A) super.withdraw(amount);
   if (myBalance < MIN_BALANCE)
       super.withdraw(FEE);

(B) withdraw(amount);
   if (myBalance < MIN_BALANCE)
       withdraw(FEE);

(C) super.withdraw(amount);
   if (getBalance() < MIN_BALANCE)
       super.withdraw(FEE);

(D) withdraw(amount);
   if (getBalance() < MIN_BALANCE)
       withdraw(FEE);

(E) myBalance -= amount;
   if (myBalance < MIN_BALANCE)
       myBalance -= FEE;

6. Redefining the withdraw method in the CheckingAccount class is an example of
   (A) method overloading.
   (B) method overriding.
   (C) downcasting.
   (D) dynamic binding (late binding).
   (E) static binding (early binding).

Use the following for Questions 7–9.

A program to test the BankAccount, SavingsAccount, and CheckingAccount classes has these declarations:

BankAccount b = new BankAccount(1400);
BankAccount s = new SavingsAccount(1000, 0.04);
BankAccount c = new CheckingAccount(500);

7. Which method call will cause an error?
   (A) b.deposit(200);
   (B) s.withdraw(500);
   (C) c.withdraw(500);
   (D) s.deposit(10000);
   (E) s.addInterest();

8. In order to test polymorphism, which method must be used in the program?
   (A) Either a SavingsAccount constructor or a CheckingAccount constructor
   (B) addInterest
   (C) deposit
   (D) withdraw
   (E) getBalance
9. Which of the following will not cause a ClassCastException to be thrown?
(A) ((SavingsAccount) b).addInterest();
(B) ((CheckingAccount) b).withdraw(200);
(C) ((CheckingAccount) c).deposit(800);
(D) ((CheckingAccount) s).withdraw(150);
(E) ((SavingsAccount) c).addInterest();

10. A new method is added to the BankAccount class.

    /* Transfer amount from this BankAccount to another BankAccount. *
   * Precondition: myBalance > amount */
   public void transfer(BankAccount another, double amount)
   {
       withdraw(amount);
       another.deposit(amount);
   }

A program has these declarations:

    BankAccount b = new BankAccount(650);
    SavingsAccount timsSavings = new SavingsAccount(1500, 0.03);
    CheckingAccount daynasChecking = new CheckingAccount(2000);

Which of the following will transfer money from one account to another without error?

    I b.transfer(timsSavings, 50);
    II timsSavings.transfer(daynasChecking, 30);
    III daynasChecking.transfer(b, 55);

(A) I only
(B) II only
(C) III only
(D) I, II, and III
(E) None
11. Consider these class declarations:

```java
public class Person {
    ...
}

public class Teacher extends Person {
    ...
}
```

Which is a true statement?

I Teacher inherits the constructors of Person.
II Teacher can add new methods and private instance variables.
III Teacher can override existing private methods of Person.

(A) I only  
(B) II only  
(C) III only  
(D) I and II only  
(E) II and III only

12. Which statement about abstract classes and interfaces is false?

(A) An interface cannot implement any methods, whereas an abstract class can.
(B) A class can implement many interfaces but can have only one superclass.
(C) An unlimited number of unrelated classes can implement the same interface.
(D) It is not possible to construct either an abstract class object or an interface object.
(E) All of the methods in both an abstract class and an interface are public.
13. Consider the following hierarchy of classes:

```
public class BirdStuff
{
    public static void printName(Bird b)
    { /* implementation not shown */ }

    public static void printBirdCall(Parrot p)
    { /* implementation not shown */ }

    //several more Bird methods

    public static void main(String[] args)
    {
        Bird bird1 = new Bird();
        Bird bird2 = new Parrot();
        Parrot parrot1 = new Parrot();
        Parrot parrot2 = new Parakeet();
        /* more code */
    }
}
```

Assuming that none of the given classes is abstract and all have default constructors, which of the following segments of /* more code */ will not cause an error?

(A) printName(parrot2);
    printBirdCall((Parrot) bird2);
(B) printName((Parrot) bird1);
    printBirdCall(bird2);
(C) printName(bird2);
    printBirdCall(bird2);
(D) printName((Parakeet) parrot1);
    printBirdCall(parrot2);
(E) printName((Owl) parrot2);
    printBirdCall((Parakeet) parrot2);
Use the declarations below for Questions 14–16.

```java
public abstract class Solid
{
    private String myName;

    //constructor
    public Solid(String name)
    { myName = name; }

    public String getName()
    { return myName; }

    public abstract double volume();
}

public class Sphere extends Solid
{
    private double myRadius;

    //constructor
    public Sphere(String name, double radius)
    {
        super(name);
        myRadius = radius;
    }

    public double volume()
    { return (4.0/3.0) * Math.PI * myRadius * myRadius * myRadius; }
}

public class RectangularPrism extends Solid
{
    private double myLength;
    private double myWidth;
    private double myHeight;

    //constructor
    public RectangularPrism(String name, double l, double w,
        double h)
    {
        super(name);
        myLength = l;
        myWidth = w;
        myHeight = h;
    }

    public double volume()
    { return myLength * myWidth * myHeight; }
}
```
14. A program that tests these classes has the following declarations and assignments:

```java
Solid s1, s2, s3, s4;
s1 = new Solid("blob");
s2 = new Sphere("sphere", 3.8);
s3 = new RectangularPrism("box", 2, 4, 6.5);
s4 = null;
```

How many of the above lines of code are incorrect?
(A) 1
(B) 2
(C) 3
(D) 4
(E) 5

15. Which is false?
(A) If a program has several objects declared as type Solid, the decision about which volume method to call will be resolved at run time.
(B) If the Solid class were modified to provide a default implementation for the volume method, it would no longer need to be an abstract class.
(C) If the Sphere and RectangularPrism classes failed to provide an implementation for the volume method, they would need to be declared as abstract classes.
(D) The fact that there is no reasonable default implementation for the volume method in the Solid class suggests that it should be an abstract method.
(E) Since Solid is abstract and its subclasses are nonabstract, polymorphism no longer applies when these classes are used in a program.
16. Here is a program that prints the volume of a solid:

```java
class SolidMain {
    public static void printVolume(Solid s) {
        System.out.println("Volume = " + s.volume() + " cubic units");
    }

    public static void main(String[] args) {
        Solid sol;
        Solid sph = new Sphere("sphere", 4);
        Solid rec = new RectangularPrism("box", 3, 6, 9);
        int flipCoin = (int) (Math.random() * 2); // 0 or 1
        if (flipCoin == 0)
            sol = sph;
        else
            sol = rec;
        printVolume(sol);
    }
}
```

Which is a true statement about this program?

(A) It will output the volume of the sphere or box, as intended.
(B) It will output the volume of the default Solid s, which is neither a sphere nor a box.
(C) A ClassCastException will be thrown.
(D) A compile-time error will occur because there is no implementation code for volume in the Solid class.
(E) A run-time error will occur because of parameter type mismatch in the method call printVolume(sol).
17. Consider the `Computable` interface below for performing simple calculator operations:

```java
public interface Computable {
    //Return this Object + y.
    Object add(Object y);
    //Return this Object - y.
    Object subtract(Object y);
    //Return this Object * y.
    Object multiply(Object y);
}
```

Which of the following is the least suitable class for implementing `Computable`?

(A) `LargeInteger` //integers with 100 digits or more
(B) `Fraction` //implemented with numerator and denominator of type int
(C) `IrrationalNumber` //nonrepeating, nonterminating decimal
(D) `Length` //implemented with different units, such as inches, centimeters, etc.
(E) `BankAccount` //implemented with myBalance

Refer to the `Player` interface shown below for Questions 18–21.

```java
public interface Player {
    /* Return an integer that represents a move in a game. */
    int getMove();
    /* Display the status of the game for this Player after * implementing the next move. */
    void updateDisplay();
}
```

18. A class `HumanPlayer` implements the `Player` interface. Another class, `SmartPlayer`, is a subclass of `HumanPlayer`. Which statement is false?

(A) `SmartPlayer` automatically implements the `Player` interface.
(B) `HumanPlayer` must contain implementations of both the `updateDisplay` and `getMove` methods.
(C) It is not possible to declare a reference of type `Player`.
(D) The `SmartPlayer` class can override the methods `updateDisplay` and `getMove` of the `HumanPlayer` class.
(E) A method in a client program can have `Player` as a parameter type.
19. A programmer plans to write programs that simulate various games. In each case he will have several classes, each representing a different kind of competitor in the game, such as ExpertPlayer, ComputerPlayer, RecklessPlayer, CheatingPlayer, Beginner, IntermediatePlayer, and so on. It may or may not be suitable for these classes to implement the Player interface, depending on the particular game being simulated. In the games described below, which is the least suitable for having the competitor classes implement the given Player interface?

(A) High-Low Guessing Game: The computer thinks of a number and the competitor who guesses it with the least number of guesses wins. After each guess, the computer tells whether its number is higher or lower than the guess.

(B) Chips: Start with a pile of chips. Each player in turn removes some number of chips. The winner is the one who removes the final chip. The first player may remove any number of chips, but not all of them. Each subsequent player must remove at least one chip and at most twice the number removed by the preceding player.

(C) Chess: Played on a square board of 64 squares of alternating colors. There are just two players, called White and Black, the colors of their respective pieces. The players each have a set of pieces on the board that can move according to a set of rules. The players alternate moves, where a move consists of moving any one piece to another square. If that square is occupied by an opponent’s piece, the piece is captured and removed from the board.

(D) Tic-Tac-Toe: Two players alternate placing “X” or “O” on a 3 x 3 grid. The first player to get three in a row, where a row can be vertical, horizontal, or diagonal, wins.

(E) Battleships: There are two players, each with a 10 x 10 grid hidden from his opponent. Various “ships” are placed on the grid. A move consists of calling out a grid location, trying to “hit” an opponent’s ship. Players alternate moves. The first player to sink his opponent’s fleet wins.
Consider these declarations for Questions 20 and 21:

```java
public class HumanPlayer implements Player {
    private String myName;
    //constructors not shown ...
    //code to implement getMove and updateDisplay not shown ...
    public String getName() {
        /* implementation not shown */
    }
}

public class ExpertPlayer extends HumanPlayer implements Comparable {
    private int myRating;
    //constructors not shown ...
    public int compareTo(Object obj) {
        /* implementation not shown */
    }
}
```

20. Which code segment in a client program will cause an error?

I Player p1 = new HumanPlayer();
Player p2 = new ExpertPlayer();
int x1 = p1.getMove();
int x2 = p2.getMove();

II int x;
Comparable c1 = new ExpertPlayer(/* correct parameter list */);
Comparable c2 = new ExpertPlayer(/* correct parameter list */);
if (c1.compareTo(c2) < 0)
    x = c1.getMove();
else
    x = c2.getMove();

III int x;
HumanPlayer h1 = new HumanPlayer(/* correct parameter list */);
HumanPlayer h2 = new HumanPlayer(/* correct parameter list */);
if (h1.compareTo(h2) < 0)
    x = h1.getMove();
else
    x = h2.getMove();

(A) II only
(B) III only
(C) II and III only
(D) I, II, and III
(E) None
21. Which of the following is correct implementation code for the compareTo method in the ExpertPlayer class?

I
```java
ExpertPlayer rhs = (ExpertPlayer) obj;
if (myRating == rhs.myRating)
    return 0;
else if (myRating < rhs.myRating)
    return -1;
else
    return 1;
```

II
```java
ExpertPlayer rhs = (ExpertPlayer) obj;
return myRating - rhs.myRating;
```

III
```java
ExpertPlayer rhs = (ExpertPlayer) obj;
if (getName().equals(rhs.getName()))
    return 0;
else if (getName().compareTo(rhs.getName()) < 0)
    return -1;
else
    return 1;
```

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III

22. Which statement about interfaces is true?

I An interface contains only public abstract methods and public static final fields.

II If a class implements an interface and then fails to implement any methods in that interface, then the class must be declared abstract.

III While a class may implement just one interface, it may extend more than one class.

(A) I only
(B) I and II only
(C) I and III only
(D) II and III only
(E) I, II, and III
23. Which of the following classes is the least suitable candidate for implementing the Comparable interface?

(A) public class Point {
    private double x;
    private double y;
    
    // various methods follow
    ...
}

(B) public class Name {
    private String firstName;
    private String lastName;
    
    // various methods follow
    ...
}

(C) public class Car {
    private int modelNumber;
    private int year;
    private double price;
    
    // various methods follow
    ...
}

(D) public class Student {
    private String name;
    private double gpa;
    
    // various methods follow
    ...
}

(E) public class Employee {
    private String name;
    private int hireDate;
    private double salary;
    
    // various methods follow
    ...
}
24. A programmer has the task of maintaining a database of students of a large university. There are two types of students, undergraduates and graduate students. About a third of the graduate students are doctoral candidates.

All of the students have the same personal information stored, like name, address, and phone number, and also student information like courses taken and grades. Each student’s GPA is computed, but differently for undergraduates and graduates. The doctoral candidates have information about their dissertations and faculty advisors.

The programmer will write a Java program to handle all the student information. Which of the following is the best design, in terms of programmer efficiency and code reusability? Note: { ... } denotes class code.

(A) public interface Student { ... }
   public class Undergraduate implements Student { ... }
   public class Graduate implements Student { ... }
   public class DocStudent extends Graduate { ... }

(B) public abstract class Student { ... }
   public class Undergraduate extends Student { ... }
   public class Graduate extends Student { ... }
   public class DocStudent extends Graduate { ... }

(C) public class Student { ... }
   public class Undergraduate extends Student { ... }
   public class Graduate extends Student { ... }
   public class DocStudent extends Graduate { ... }

(D) public abstract class Student { ... }
   public class Undergraduate extends Student { ... }
   public class Graduate extends Student { ... }
   public class DocStudent extends Student { ... }

(E) public interface PersonalInformation { ... }
   public class Student implements PersonalInformation { ... }
   public class Undergraduate extends Student { ... }
   public abstract class Graduate extends Student { ... }
   public class DocStudent extends Graduate { ... }
25. A certain interface provided by a Java package contains just a single method:

```java
public interface SomeName
{
    int method1(Object o);
}
```

A programmer adds some functionality to this interface by adding another method to it, `method2`:

```java
public interface SomeName
{
    int method1(Object ob1);
    void method2(Object ob2);
}
```

As a result of this addition, which of the following is true?

(A) A `ClassCastException` will occur if `ob1` and `ob2` are not compatible.

(B) All classes that implement the original `SomeName` interface will need to be rewritten because they no longer implement `SomeName`.

(C) A class that implements the original `SomeName` interface will need to modify its declaration as follows:

```java
public class ClassName implements SomeName extends method2
{
    ...
}
```

(D) `SomeName` will need to be changed to an abstract class and provide implementation code for `method2`, so that the original and upgraded versions of `SomeName` are compatible.

(E) Any new class that implements the upgraded version of `SomeName` will not compile.

26. Consider the `Temperature` class defined below:

```java
public class Temperature implements Comparable
{
    private String myScale;
    private double myDegrees;

    // default constructor
    public Temperature ()
    { /* implementation not shown */ }

    // constructor
    public Temperature(String scale, double degrees)
    { /* implementation not shown */ }

    public int compareTo(Object obj)
    { /* implementation not shown */ }

    public String toString()
    { /* implementation not shown */ }
}
```

Here is a program that finds the lowest of three temperatures:
public class TemperatureMain
{
    /* Find smaller of objects a and b. */
    public static Comparable min(Comparable a, Comparable b)
    {
        if (a.compareTo(b) < 0)
            return a;
        else
            return b;
    }

    /* Find smallest of objects a, b, and c */
    public static Comparable minThree(Comparable a, Comparable b, Comparable c)
    {
        return min(min(a, b), c);
    }

    public static void main(String[] args)
    {
        /* code to test minThree method */
    }
}

Which are correct replacements for /* code to test minThree method */?

I Temperature t1 = new Temperature("C", 85);
    Temperature t2 = new Temperature("F", 45);
    Temperature t3 = new Temperature("F", 120);
    System.out.println("The lowest temperature is " +
                        minThree(t1, t2, t3));

II Comparable c1 = new Temperature("C", 85);
    Comparable c2 = new Temperature("F", 45);
    Comparable c3 = new Temperature("F", 120);
    System.out.println("The lowest temperature is " +
                        minThree(c1, c2, c3));

III Comparable c1 = new Comparable("C", 85);
    Comparable c2 = new Comparable("F", 45);
    Comparable c3 = new Comparable("F", 120);
    System.out.println("The lowest temperature is " +
                        minThree(c1, c2, c3));

(A) II only
(B) I and II only
(C) II and III only
(D) I and III only
(E) I, II, and III
Chapter 3  Inheritance and Polymorphism

ANSWER KEY

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<td>11. E</td>
</tr>
<tr>
<td>3. D</td>
<td>12. E</td>
</tr>
<tr>
<td>4. E</td>
<td>13. A</td>
</tr>
<tr>
<td>5. C</td>
<td>14. A</td>
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<tr>
<td>7. E</td>
<td>16. A</td>
</tr>
<tr>
<td>8. D</td>
<td>17. E</td>
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<tr>
<td>9. C</td>
<td>18. C</td>
</tr>
<tr>
<td>19. C</td>
<td>20. C</td>
</tr>
<tr>
<td>23. A</td>
<td>24. B</td>
</tr>
</tbody>
</table>

ANSWERS EXPLAINED

1. (D) The methods are deposit, withdraw, and getBalance, all inherited from the BankAccount class, plus addInterest, which was defined just for the class SavingsAccount.

2. (C) Implementation I fails because super() must be the first line of the implementation whenever it is used in a constructor. Implementation III may appear to be incorrect because it doesn’t initialize myInterestRate. Since myInterestRate, however, is a primitive type—double—the compiler will provide a default initialization of 0, which was required.

3. (D) First, the statement super(balance) initializes the inherited private variable myBalance as for the BankAccount superclass. Then the statement myInterestRate = rate initializes myInterestRate, which belongs uniquely to the SavingsAccount class. Choice E fails because myInterestRate does not belong to the BankAccount class and therefore cannot be initialized by a super method. Choice A is wrong because the SavingsAccount class cannot directly access the private instance variables of its superclass. Choice B assigns a value to an accessor method, which is meaningless. Choice C is incorrect because super() invokes the default constructor of the superclass. This will cause myBalance of the SavingsAccount object to be initialized to 0, rather than balance, the parameter value.

4. (E) The constructor must initialize the inherited instance variable myBalance to the value of the balance parameter. All three segments achieve this. Implementation I does it by invoking super(balance), the constructor in the superclass. Implementation II first initializes myBalance to 0 by invoking the default constructor of the superclass. Then it calls the inherited deposit method of the superclass to add balance to the account. Implementation III works because super() is automatically called as the first line of the constructor code if there is no explicit call to super.

5. (C) First the withdraw method of the BankAccount superclass is used to withdraw amount. A prefix of super must be used to invoke this method, which eliminates
choices B and D. Then the balance must be tested using the accessor method getBalance, which is inherited. You can’t test myBalance directly since it is private to the BankAccount class. This eliminates choices A and E, and provides another reason for eliminating choice B.

6. (B) When a superclass method is redefined in a subclass, the process is called method overriding. Which method to call is determined at run time. This is called dynamic binding (p. 193). Method overloading is two or more methods with different signatures in the same class (p. 155). The compiler recognizes at compile time which method to call. This is early binding. The process of downcasting is unrelated to these principles (p. 194).

7. (E) The addInterest method is defined only in the SavingsAccount class. It therefore cannot be invoked by a BankAccount object. The error can be fixed by casting s to the correct type:

   ```java
   ((SavingsAccount) s).addInterest();
   ```

   The other method calls do not cause a problem because withdraw and deposit are both methods of the BankAccount class.

8. (D) The withdraw method is the only method that has one implementation in the superclass and a different implementation in a subclass. Polymorphism is the mechanism of selecting the correct method from the different possibilities in the class hierarchy. Notice that the deposit method, for example, is available to objects of all three bank account classes, but it’s the same code in all three cases. So polymorphism isn’t tested.

9. (C) You will get a ClassCastException whenever you try to cast an object to a class of which it is not an instance. Choice C is the only statement that doesn’t attempt to do this. Look at the other choices: In choice A, b is not an instance of SavingsAccount. In choice B, b is not an instance of CheckingAccount. In choice D, s is not an instance of CheckingAccount. In choice E, c is not an instance of SavingsAccount.

10. (D) It is OK to use timsSavings and daynasChecking as parameters since each of these is-a BankAccount object. It is also OK for timsSavings and daynasChecking to call the transfer method (statements II and III), since they inherit this method from the BankAccount superclass.

11. (E) Statement I is false: A subclass must specify its own constructors. Otherwise the default constructor of the superclass will automatically be invoked. Note that statement III is true: It is OK to override private instance methods—they can even be declared public in the subclass implementation. What is not OK is to make the access more restrictive, for example, to override a public method and declare it private.

12. (E) All of the methods in an interface are by default public (the public keyword isn’t needed). An abstract class can have both private and public methods.

13. (A) There are two quick tests you can do to find the answer to this question:

   1. Test the is-a relationship, namely the parameter for printName is a Bird? and the parameter for printBirdCall is a Parrot?
   2. A reference cannot be cast to something it’s not an instance of.

   Choice A passes both of these tests: parrot2 is a Bird, and (Parrot) bird2
is-a Parrot. Also bird2 is an instance of a Parrot (as you can see by looking at the right-hand side of the assignment), so the casting is correct. In choice B printBirdCall(bird2) is wrong because bird2 is-a Bird and the printBirdCall method is expecting a Parrot. Therefore bird2 must be downcast to a Parrot. Also, the method call printName((Parrot) bird1) fails because bird1 is an instance of a Bird and therefore cannot be cast to a Parrot. In choice C, printName(bird2) is correct: bird2 is-a Bird. However, printBirdCall(bird2) fails as already discussed. In choice D, (Parakeet) parrot1 is an incorrect cast: parrot1 is an instance of a Parrot. Note that printBirdCall(parrot2) is OK since parrot2 is-a Parrot. In choice E, (Owl) parrot2 is an incorrect cast: parrot2 is an instance of Parakeet. Note that printBirdCall((Parakeet) parrot2) is correct: A Parakeet is-a Parrot, and parrot2 is an instance of a Parakeet.

14. (A) The only incorrect line is s1 = new Solid("blob"): You can’t create an instance of an abstract class. Abstract class references can, however, refer to objects of concrete (nonabstract) subclasses. Thus, the assignments for s2 and s3 are OK. Note that an abstract class reference can also be null, so the final assignment, though redundant, is correct.

15. (E) The point of having an abstract method is to postpone until run time the decision about which subclass version to call. This is what polymorphism is—calling the appropriate method at run time based on the type of the object.

16. (A) This is an example of polymorphism: The correct volume method is selected at run time. The parameter expected for printVolume is a Solid reference, which is what it gets in main(). The reference sol will refer either to a Sphere or a RectangularPrism object depending on the outcome of the coin flip. Since a Sphere is a Solid and a RectangularPrism is a Solid, there will be no type mismatch when these are the actual parameters in the printVolume method. (Note: The Math.random method is discussed in Chapter 4.)

17. (E) Each of choices A though D represent Computable objects: It makes sense to add, subtract, or multiply two large integers, two fractions, two irrational numbers, and two lengths. (One can multiply lengths to get an area, for example.) While it may make sense under certain circumstances to add or subtract two bank accounts, it does not make sense to multiply them!

18. (C) You can declare a reference of type Player. What you cannot do is construct an object of type Player. The following declarations are therefore legal:

```java
SmartPlayer s = new SmartPlayer();
Player p1 = s;
Player p2 = new HumanPlayer();
```

19. (C) Remember, to implement the Player interface a class must provide implementations for getMove and updateDisplay. The updateDisplay method is suitable for all five games described. The getMove method returns a single integer, which works well for the High-Low game of choice A and the Chips game of choice B. In Tic-Tac-Toe (choice D) and Battleships (choice E) a move consists of giving a grid location. This can be provided by a single integer if the grid locations are numbered in a unique way. It’s not ideal, but certainly doable. In the Chess game, however, a move cannot be described by a single integer. The player needs to specify both the grid location he is moving the piece to and which
piece he is moving. The getMove method would need to be altered in a way that changes its return type. This makes the Player interface unsuitable.

20. (C) Segment II has an error in the getMove calls. References c1 and c2 are of type Comparable, which doesn’t contain a getMove method. To correct these statements a cast is necessary:

```java
x = ((ExpertPlayer) c1).getMove();
```

and similarly for the c2 call. Note that c1.compareTo(c2) is fine, since Comparable does contain the compareTo method and ExpertPlayer implements Comparable. Segment III fails because HumanPlayer does not implement Comparable and therefore does not have a compareTo method. Note that in segment I the getMove calls are fine and require no downcasting, since p1 and p2 are of type Player and Player has the getMove method.

21. (E) All implementations are correct. This is not a question about whether it is better to compare ExpertPlayers based on their ratings or their names! One might need an alphabetized list of players, or one might need a list according to ranking. In practice, the program specification will instruct the programmer which to use. Note that segment II is correct because compareTo doesn’t need to return 1 or -1. Any positive or negative integer is OK.

22. (B) Statement III would be correct if it read as follows: While a class may extend just one class, it may implement more than one interface.

23. (A) There is no good way to write a compareTo method for a Point class. Two points \((x_1, y_1)\) and \((x_2, y_2)\) are equal if and only if \(x_1 = x_2\) and \(y_1 = y_2\). But if points \(P_1\) and \(P_2\) are not equal, what will determine if \(P_1 < P_2\) or \(P_1 > P_2\)? You could try using the distance from the origin. Define \(P_1 > P_2\) if and only if \(OP_1 > OP_2\), and \(P_1 < P_2\) if and only if \(OP_1 < OP_2\), where \(O\) is \((0,0)\). This definition means that points \((a,b)\) and \((b,a)\) are equal, which violates the definition of equals! The problem is that there is no way to map the two-dimensional set of points to a one-dimensional distance function and still be consistent with the definition of equals. The objects in each of the other classes can be compared without a problem. In choice B, two Name objects can be ordered alphabetically. In choice C, two Car objects can be ordered by year or by price. In choice D, two Student objects can be ordered by name or GPA. In choice E, two Employee objects can be ordered by name or seniority (date of hire).

24. (B) Here is the hierarchy of classes:

```
Student
  \|-- Undergraduate
  \|-- Graduate
      \|-- DocStudent
```

Eliminate choice D which fails to make DocStudent a subclass of Graduate. This is a poor design choice since a DocStudent is a Graduate. Making Student an abstract class is desirable since the methods that are common to all students can
Chapter 3  Inheritance and Polymorphism

go in there with implementations provided. The method to calculate the GPA, which differs among student types, will be declared in Student as an abstract method. Then unique implementations will be provided in both the Graduate and Undergraduate classes. Choice A is a poor design because making Student an interface means that all of its methods will need to be implemented in both the Undergraduate and Graduate classes. Many of these methods will have the same implementations. As far as possible, you want to arrange for classes to inherit common methods and to avoid repeated code. Choice C is slightly inferior to choice B because you are told that all students are either graduates or undergraduates. Having the Student class abstract guarantees that you won’t create an instance of a Student (who is neither a graduate nor an undergraduate). Choice E has a major design flaw: making Graduate an abstract class means that you can’t create any instances of Graduate objects. Disaster! If the keyword abstract is removed from choice E, it becomes a fine design, as good as that in choice B. Once Student has implemented all the common PersonalInformation methods, these are inherited by each of the subclasses.

25. (B) Classes that implement an interface must provide implementation code for all methods in the interface. Adding method2 to the SomeName interface means that all of those classes need to be rewritten with implementation code for method2. (This is not good—it violates the sacred principle of code reusability, and programmers relying on the interface will squeal.) Choices A, C, and D are all meaningless garbage. Choice E may be true if there is some other error in the new class. Otherwise, as long as the new class provides implementation code for both method1 and method2, the class will compile.

26. (B) Segment III is wrong because you can’t construct an interface object. (Remember, Comparable is an interface!) Segments I and II both work because the minThree method is expecting three parameters, each of which is a Comparable. Since Temperature implements Comparable, each of the Temperature objects is a Comparable and can be used as a parameter in this method. Note that the program assumes that the compareTo method is able to compare Temperature objects with different scales. This is an internal detail that would be dealt with in the compareTo method, and hidden from the client. When a class implements Comparable there is always an assumption that the compareTo method will be implemented in a reasonable way.
Anyone who considers arithmetical methods of producing random digits is, of course, in a state of sin.
—John von Neumann (1951)

### Chapter Goals
- The `Object` class
- The `String` class
- Wrapper classes
- The `Math` class
- Random numbers

## THE `Object` CLASS

### The Universal Superclass

Think of `Object` as the superclass of the universe. Every class automatically extends `Object`, which means that `Object` is a direct or indirect superclass of every other class.

In a class hierarchy tree, `Object` is at the top:

```
          Object
           ↓      ↓
Animal    Vegetable    Mineral
           ↓      ↓
   Fish    Fowl        Mammal
   ↓      ↓          ↓
      ↓      ↓        ↓
```

### Methods in `Object`

There are many methods in `Object`, all of them inherited by every other class. Since `Object` is not an abstract class, all of its methods have implementations. The expectation is that these methods will be overridden in any class where the default implementation is not suitable. The required methods in the AP Java subset are `toString`, `equals`, and `hashCode` (which is for Level AB only).
THE toString METHOD

```
public String toString()
```

This method returns a version of your object in String form.

When you attempt to print an object, the inherited default toString method is invoked, and what you will see is the class name followed by an @ followed by a meaningless number (the address in memory of the object). For example,

```
SavingsAccount s = new SavingsAccount(500);
System.out.println(s);
```

produces something like

```
SavingsAccount@fea485c4
```

To have more meaningful output, you need to override the toString method for your own classes. Even if your final program doesn’t need to output any objects, you should define a toString method for each class to help in debugging.

Example 1

```
public class OrderedPair
{
    private double x;
    private double y;

    //constructors and other methods ...

    /* Returns this OrderedPair in String form. */
    public String toString()
    {
        return "(" + x + "," + y + ");";
    }
}
```

Now the statements

```
OrderedPair p = new OrderedPair(7,10);
System.out.println(p);
```

will invoke the overridden toString method and produce output that looks like an ordered pair:

```
(7,10)
```

Example 2

For a BankAccount class the overridden toString method may look something like this:

```
/* Returns this BankAccount in String form. */
public String toString()
{
    return "Bank Account: balance = $" + myBalance;
}
```

The statements
BankAccount b = new BankAccount(600);
System.out.println(b);

will produce output that looks like this:

Bank Account: balance = $600

**NOTE**

1. The + sign is a concatenation operator for strings (see p. 229).
2. Array objects are unusual in that they do not have a `toString` method. To print the elements of an array, the array must be traversed and each element must explicitly be printed.

**THE equals METHOD**

```java
public boolean equals(Object other)
```

All classes inherit this method from the `Object` class. It returns `true` if this object and `other` are the same object, `false` otherwise. Being the same object means referencing the same memory slot. For example,

```java
Date d1 = new Date("January", 14, 2001);
Date d2 = d1;
Date d3 = new Date("January", 14, 2001);
```

The test `if (d1.equals(d2))` returns `true`, but the test `if (d1.equals(d3))` returns `false`, since `d1` and `d3` do not refer to the same object. Often, as in this example, you may want two objects to be considered equal if their *contents* are the same. In that case, you have to override the `equals` method in your class to achieve this. Some of the standard classes described later in this chapter have overridden `equals` in this way. You will not be required to write code that overrides `equals` on the AP exam.

**NOTE**

1. The default implementation of `equals` is equivalent to the `==` relation for objects: In the `Date` example above, the test `if (d1 == d2)` returns `true`; the test `if (d1 == d3)` returns `false`.
2. The operators `<`, `>`, and so on, are not overloaded in Java. To compare objects, one must use either the `equals` method or the `compareTo` method if the class implements the `Comparable` interface (see p. 199).

**THE hashCode METHOD**

Every class inherits the `hashCode` method from `Object`. The value returned by `hashCode` is an integer produced by some formula that maps your object to an address in a hash table. A given object must always produce the same hash code. Also, two objects that are equal should produce the same hash code; that is, if `obj1.equals(obj2)` is true, then `obj1` and `obj2` should have the same hash code. Note that the opposite is not necessarily true. Hash codes do not have to be unique—two objects with the same hash code are not necessarily equal.

To maintain the condition that `obj1.equals(obj2)` is true implies that `obj1` and `obj2` have the same hash code, overriding `equals` means that you should override `hashCode` at the same time. You will not be required to do this on the AP exam.
You do, however, need to understand that every object is associated with an integer value called its hash code, and that objects that are equal have the same hash code.

THE String CLASS

String Objects

An object of type String is a sequence of characters. All string literals, such as "yikes!", are implemented as instances of this class. A string literal consists of zero or more characters, including escape sequences, surrounded by double quotes. (The quotes are not part of the String object.) Thus, each of the following is a valid string literal:

```
"
"2468"
"I must\n go home"
```

String objects are immutable, which means that there are no methods to change them after they’ve been constructed. You can, however, always create a new String that is a mutated form of an existing String.

Constructing String Objects

A String object is unusual in that it can be initialized like a primitive type:

```java
String s = "abc";
```

This is equivalent to

```java
String s = new String("abc");
```

in the sense that in both cases s is a reference to a String object with contents "abc" (see Box on p. 230).

It is possible to reassign a String reference:

```java
String s = "John";
s = "Harry";
```

This is equivalent to

```java
String s = new String("John");
s = new String("Harry");
```

Notice that this is consistent with the immutable feature of String objects. "John" has not been changed; he has merely been discarded! The fickle reference s now refers to a new String, "Harry". It is also OK to reassign s as follows:

```java
s = s + " Windsor";
```

s now refers to the object "Harry Windsor".

Here are other ways to initialize String objects:

```java
String s1 = null;    // s1 is a null reference
String s2 = new String();    // s2 is an empty character sequence
String state = "Alaska";
String dessert = "baked " + state;    // dessert has value "baked Alaska"
```
The Concatenation Operator

The dessert declaration above uses the concatenation operator, +, which operates on String objects. Given two String operands lhs and rhs, lhs + rhs produces a single String consisting of lhs followed by rhs. If either lhs or rhs is an object other than a String, the toString method of the object is invoked, and lhs and rhs are concatenated as before. If one of the operands is a String and the other is a primitive type, then the non-String operand is converted to a String, and concatenation occurs as before. If neither lhs nor rhs is a String object, an error occurs. Here are some examples:

```java
int five = 5;
String state = "Hawaii-";
String tvShow = state + five + ",-0"; //tvShow has value
       //"Hawaii-5-0"
int x = 3, y = 4;
String sum = x + y; //error: can't assign int 7 to String

Suppose a Date class has a toString method that outputs dates that look like this:
2/17/1948.
Date d1 = new Date(8, 2, 1947);
Date d2 = new Date(2, 17, 1948);
String s = "My birthday is " + d2; //s has value
       //"My birthday is 2/17/1948"
String s2 = d1 + d2; //error: + not defined for objects
String s3 = d1.toString() + d2.toString(); //s3 has value
       //8/2/19472/17/1948
```

Comparison of String Objects

There are two ways to compare String objects:

1. Use the equals method that is inherited from the Object class and overridden to do the correct thing:
   ```java
   if (string1.equals(string2)) ...
   ```
   This returns true if string1 and string2 are identical strings, false otherwise.
2. Use the compareTo method. The String class implements Comparable, which means that the compareTo method is provided in String. This method compares strings in dictionary (lexicographical) order:
   ```java
   - If string1.compareTo(string2) < 0, then string1 precedes string2 in the dictionary.
   - If string1.compareTo(string2) > 0, then string1 follows string2 in the dictionary.
   - If string1.compareTo(string2) == 0, then string1 and string2 are identical. (This test is an alternative to string1.equals(string2).)
   ```
   Be aware that Java is case-sensitive. Thus, if s1 is "cat" and s2 is "Cat", s1.equals(s2) will return false.

   Characters are compared according to their position in the ASCII chart. All you need to know is that all digits precede all capital letters, which precede all lowercase
letters. Thus "5" comes before "R", which comes before "a". Two strings are compared as follows: Start at the left end of each string and do a character-by-character comparison until you reach the first character in which the strings differ, the $k$th character, say. If the $k$th character of $s_1$ comes before the $k$th character of $s_2$, then $s_1$ will come before $s_2$, and vice versa. If the strings have identical characters, except that $s_1$ terminates before $s_2$, then $s_1$ comes before $s_2$. Here are some examples:

```java
String s1 = "HOT", s2 = "HOTEL", s3 = "dog";
if (s1.compareTo(s2) < 0)) //true, s1 terminates first
... 
if (s1.compareTo(s3) > 0)) //false, "H" comes before "d"
```

### Don’t Use == to Test Strings!

The expression `if(string1 == string2)` tests whether `string1` and `string2` are the same reference. It does not test the actual strings. Using `==` to compare strings may lead to unexpected results.

#### Example 1

```java
String s = "oh no!";
String t = "oh no!";
if (s == t) ... 
```

The test returns `true` even though it appears that `s` and `t` are different references. The reason is that for efficiency Java makes only one `String` object for equivalent string literals. This is safe in that a `String` cannot be altered.

#### Example 2

```java
String s = "oh no!";
String t = new String("oh no!");
if (s == t) ... 
```

The test returns `false` because use of `new` creates a new object, and `s` and `t` are different references in this example!

The moral of the story? Use `equals` not `==` to test strings. It always does the right thing.

### Other String Methods

The Java `String` class provides many methods, only a small number of which are in the AP Java subset. In addition to the constructors, comparison methods, and concatenation operator `+` discussed so far, you should know the following methods:

```java
int length()
```

Returns the length of this string.
Wrapper Classes

String substring(int startIndex)

Returns a new string that is a substring of this string. The substring starts with the
character at startIndex and extends to the end of the string. The first character is at
index zero. The method throws a StringIndexOutOfBoundsException if startIndex
is negative or larger than the length of the string.

String substring(int startIndex, int endIndex)

Returns a new string that is a substring of this string. The substring starts at in-
dex startIndex and extends to the character at endIndex-1. (Think of it this way:
startIndex is the first character that you want; endIndex is the first character that you
don’t want.) The method throws a StringIndexOutOfBoundsException if startIndex
is negative, or endIndex is larger than the length of the string, or startIndex is larger
than endIndex.

int indexOf(String str)

Returns the index of the first occurrence of str within this string. If str is not a
substring of this string, -1 is returned. The method throws a NullPointerException
if str is null.

Here are some examples:

"unhappy".substring(2) //returns "happy"
"cold".substring(4)  //returns "" (empty string)
"cold".substring(5)  //StringIndexOutOfBoundsException
"strawberry".substring(5,7) //returns "be"
"crayfish".substring(4,8) //returns "fish"
"crayfish".substring(4,9) //StringIndexOutOfBoundsException
"crayfish".substring(5,4) //StringIndexOutOfBoundsException

String s = "funnyfarm";
int x = s.indexOf("farm");  //x has value 5
x = s.indexOf("farmer");   //x has value -1
int y = s.length();        //y has value 9

WRAPPER CLASSES

A wrapper class takes either an existing object or a value of primitive type, “wraps” or
“boxes” it in an object, and provides a new set of methods for that type. The point of
a wrapper class is to provide extended capabilities for the boxed quantity:

- It can be used in generic Java methods that require objects as parameters.
- It can be used in Java container classes that require the items be objects (see
  Chapter 11).

In each case, the wrapper class allows

1. Construction of an object from a single value (wrapping or boxing the primi-
tive in a wrapper object).
2. Retrieval of the primitive value (unwrapping or unboxing from the wrapper
object).
Java provides a wrapper class for each of its primitive types. The two that you should know for the AP exam are the `Integer` and `Double` classes.

**The Integer Class**

The `Integer` class wraps a value of type `int` in an object. An object of type `Integer` contains just one instance variable whose type is `int`.

Here are the `Integer` methods you should know for the AP exam:

```java
Integer(int value)
```
Constructs an `Integer` object from an `int`. (Boxing.)

```java
int compareTo(Object other)
```
If `other` is an `Integer`, `compareTo` returns 0 if the value of this `Integer` is equal to the value of `other`, a negative integer if it is less than the value of `other`, and a positive integer if it is greater than the value of `other`.

**NOTE**

1. The `Integer` class implements `Comparable`.
2. The `compareTo` method throws a `ClassCastException` if the argument `other` is not an `Integer`.

```java
int intValue()
```
Returns the value of this `Integer` as an `int`. (Unboxing.)

```java
boolean equals(Object obj)
```
Returns `true` if and only if this `Integer` has the same `int` value as `obj`.

**NOTE**

1. This method overrides `equals` in class `Object`.
2. This method throws a `ClassCastException` if `obj` is not an `Integer`.

```java
String toString()
```
Returns a `String` representing the value of this `Integer`.

Here are some examples to illustrate the `Integer` methods:

```java
Integer intObj = new Integer(6);  // boxes 6 in Integer object
int j = intObj.intValue();  // unboxes 6 from Integer object

System.out.println("Integer value is " + intObj);  // calls toString() for intObj
// output is
Integer value is 6
Object object = new Integer(5);  //Integer is a subclass of Object

Integer intObj2 = new Integer(3);
int k = intObj2.intValue();
if (intObj.equals(intObj2))  //OK, evaluates to false
...

if (intObj.intValue() == intObj2.intValue())
...  //OK, since comparing primitive types

if (k.equals(j))  //error, k and j not objects
...

if ((intObj.intValue()).compareTo(intObj2.intValue()) < 0)
...  //error, can't use compareTo on primitive types

if (intObj.compareTo(object) < 0)  //OK
...

if (object.compareTo(intObj) < 0)  //error, no compareTo in Object
...

if (((Integer) object).compareTo(intObj) < 0)  //OK
...

The Double Class

The Double class wraps a value of type double in an object. An object of type Double contains just one instance variable whose type is double.

The methods you should know for the AP exam are analogous to those for type Integer.

Double(double value)
Constructs a Double object from a double. (Boxing.)

double doubleValue()
Returns the value of this Double as a double. (Unboxing.)

int compareTo(Object other)
The Double class implements Comparable. If the argument other is not a Double, the compareTo method will throw a ClassCastException. If other is a Double, compareTo returns 0 if the value of this Double is equal to the value of other, a negative integer if it is less than the value of other, and a positive integer if it is greater than the value of other.

boolean equals(Object obj)
This method overrides equals in class Object and throws a ClassCastException if obj is not a Double. Otherwise it returns true if and only if this Double has the same double value as obj.

String toString()
Returns a String representing the value of this Double.
Here are some examples:

```java
Double dObj = new Double(2.5);  //boxes 2.5 in Double object
double d = dObj.doubleValue();  //unboxes 2.5 from Double object
Object object = new Double(7.3);  //Double is a subclass of Object
Object intObj = new Integer(4);
if (dObj.compareTo(object) > 0)     //OK
...
if (dObj.compareTo(intObj) > 0)     //ClassCastException
    ...                              //can't compare Integer to Double
```

**NOTE**

1. Integer and Double objects are immutable: There are no mutator methods in the classes.
2. See the sections on ArrayLists (p. 298) and Collections (Chapter 11) for a discussion of auto-boxing and -unboxing. This is a new feature in Java 5.0 that is very useful and convenient. It will *not*, however, be tested on the AP exam.

---

**THE Math CLASS**

This class implements standard mathematical functions such as absolute value, square root, trigonometric functions, the log function, the power function, and so on. It also contains mathematical constants such as $\pi$ and $e$.

Here are the functions you should know for the AP exam:

```java
static int abs(int x)
Returns the absolute value of integer $x$.

static double abs(double x)
Returns the absolute value of real number $x$.

static double pow(double base, double exp)
Returns $base^{exp}$. Assumes $base > 0$, or $base = 0$ and $exp > 0$, or $base < 0$ and $exp$ is an integer.

static double sqrt(double x)
Returns $\sqrt{x}$, $x \geq 0$.

static double random()
Returns a random number $r$, where $0.0 \leq r < 1.0$. (See the next section, Random Numbers.)
```

All of the functions and constants are implemented as static methods and variables, which means that there are no instances of `Math` objects. The methods are invoked using the class name, `Math`, followed by the dot operator.
Here are some examples of mathematical formulas and the equivalent Java statements.

1. The relationship between the radius and area of a circle:

   \[ r = \sqrt{\frac{A}{\pi}} \]

   In code:
   ```java
   radius = Math.sqrt(area / Math.PI);
   ```

2. The amount of money \( A \) in an account after ten years, given an original deposit of \( P \) and an interest rate of 5% compounded annually, is

   \[ A = P(1.05)^{10} \]

   In code:
   ```java
   a = p * Math.pow(1.05, 10);
   ```

3. The distance \( D \) between two points \( P(x_P, y) \) and \( Q(x_Q, y) \) on the same horizontal line is

   \[ D = |x_P - x_Q| \]

   In code:
   ```java
   d = Math.abs(xp - xq);
   ```

NOTE

A new feature of Java 5.0, the static import construct, allows you to use the static members of a class without the class name prefix. For example, the statement

```java
import static java.lang.Math.*;
```

allows use of all Math methods and constants without the Math prefix. Thus, the statement in formula 1 above could be written

```java
radius = sqrt(area / PI);
```

Static imports are not part of the AP subset.

### Random Numbers

#### RANDOM REALS

The statement

```java
double r = Math.random();
```

produces a random real number in the range 0.0 to 1.0, where 0.0 is included and 1.0 is not.

This range can be scaled and shifted. On the AP exam you will be expected to write algebraic expressions involving `Math.random()` that represent linear transformations of the original interval \( 0.0 \leq x < 1.0 \).
Example 1
Produce a random real value $x$ in the range $0.0 \leq x < 6.0$.

```java
double x = 6 * Math.random();
```

Example 2
Produce a random real value $x$ in the range $2.0 \leq x < 3.0$.

```java
double x = Math.random() + 2;
```

Example 3
Produce a random real value $x$ in the range $4.0 \leq x < 6.0$.

```java
double x = 2 * Math.random() + 4;
```

In general, to produce a random real value in the range $\text{lowValue} \leq x < \text{highValue}$:

```java
double x = (highValue - lowValue) * Math.random() + lowValue;
```

**RANDOM INTEGERS**
Using a cast to `int`, a scaling factor, and a shifting value, Math.random() can be used to produce random integers in any range.

Example 1
Produce a random integer, from 0 to 99.

```java
int num = (int) (Math.random() * 100);
```

In general, the expression

```java
(int) (Math.random() * k)
```

produces a random `int` in the range $0, 1, \ldots, k - 1$, where $k$ is called the scaling factor. Note that the cast to `int` truncates the real number `Math.random() * k`.

Example 2
Produce a random integer, from 1 to 100.

```java
int num = (int) (Math.random() * 100) + 1;
```

In general, if $k$ is a scaling factor, and $p$ is a shifting value, the statement

```java
int n = (int) (Math.random() * k) + p;
```

produces a random integer $n$ in the range $p, p + 1, \ldots, p + (k - 1)$.

Example 3
Produce a random integer from 5 to 24.

```java
int num = (int) (Math.random() * 20) + 5;
```

**NOTE**
There are 20 possible integers from 5 to 24, inclusive.
Chapter Summary

All students should know about overriding the `equals` and `toString` methods of the `Object` class. Level AB should understand about `hashCode`. Everyone should be familiar with the `Integer` and `Double` wrapper classes.

Know the AP subset methods of both the `String` and `Math` classes, especially the use of `Math.random()` for generating both random reals and random integers. Be sure to check where exceptions are thrown in the `String` methods.
MULTIPLE-CHOICE QUESTIONS ON STANDARD CLASSES

1. Here is a program segment to find the quantity $b^e$. Both base and exp are entered at the keyboard.

```java
System.out.println("Enter base and exponent: ");
double base = IO.readDouble(); //read user input
double exp = IO.readDouble(); //read user input
/* code to find power, which equals $b^e$ */
System.out.print(base + " raised to the power " + exp);
System.out.println(" equals " + power);
}
```

Which is a correct replacement for
/* code to find power, which equals $b^e$ */?

I double power;
    Math m = new Math();
    power = m.pow(base, exp);

II double power;
    power = Math.pow(base, exp);

III int power;
    power = Math.pow(base, exp);

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I and III only
2. Consider the `squareRoot` method defined below:

```java
public Double squareRoot(Double d)
// Precondition: value of d >= 0.
// Postcondition: Returns a Double whose value is the square
// root of the value represented by d.
{
    /* implementation code */
}
```

Which /* implementation code */ satisfies the postcondition?

I. `double x = d.doubleValue();
   x = Math.sqrt(x);
   return new Double(x);`

II. `return new Double(Math.sqrt(d.doubleValue()));`

III. `return ((Double) Math).sqrt(d.doubleValue());`

(A) I only
(B) I and II only
(C) I and III only
(D) II and III only
(E) I, II, and III

3. Here are some examples of negative numbers rounded to the nearest integer.

<table>
<thead>
<tr>
<th>Negative real number</th>
<th>Rounded to nearest integer</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3.5</td>
<td>-4</td>
</tr>
<tr>
<td>-8.97</td>
<td>-9</td>
</tr>
<tr>
<td>-5.0</td>
<td>-5</td>
</tr>
<tr>
<td>-2.487</td>
<td>-2</td>
</tr>
<tr>
<td>-0.2</td>
<td>0</td>
</tr>
</tbody>
</table>

Refer to the declaration

double d = -4.67;

Which of the following correctly rounds d to the nearest integer?

(A) `int rounded = Math.abs(d);`
(B) `int rounded = (int) (Math.random() * d);`
(C) `int rounded = (int) (d - 0.5);`
(D) `int rounded = (int) (d + 0.5);`
(E) `int rounded = Math.abs((int) (d - 0.5));`
4. A program is to simulate plant life under harsh conditions. In the program, plants die randomly according to some probability. Here is part of a Plant class defined in the program.

```java
public class Plant {
    private double myProbDeath; //probability that plant dies,
    //real number between 0 and 1
    // other private instance variables
    ...

    public Plant(double probDeath, <other parameters>)
    {
        myProbDeath = probDeath;
        <initialization of other instance variables>
    }

    // plant dies
    public void die()
    {
        /* statement to generate random number */
        if (/* test to determine if plant dies */) {
            <code to implement plant's death>
        } else {
            <code to make plant continue living>
        }
    }

    // other methods
    ...
}
```

Which of the following are correct replacements for
(1) /* statement to generate random number */ and
(2) /* test to determine if plant dies */?

(A) (1) double x = Math.random();
    (2) x == myProbDeath

(B) (1) double x = (int) (Math.random());
    (2) x > myProbDeath

(C) (1) double x = Math.random();
    (2) x < myProbDeath

(D) (1) int x = (int) (Math.random()) * 100;
    (2) x < (int) myProbDeath

(E) (1) int x = (int) (Math.random()) * 100) + 1;
    (2) x == (int) myProbDeath
5. A program simulates fifty slips of paper, numbered 1 through 50, placed in a bowl for a raffle drawing. Which of the following statements stores in winner a random integer from 1 to 50?
(A) int winner = (int) (Math.random() * 50) + 1;
(B) int winner = (int) (Math.random() * 50);
(C) int winner = (int) (Math.random() * 51);
(D) int winner = (int) (Math.random() * 51) + 1;
(E) int winner = (int) (1 + Math.random() * 49);

6. Consider the code segment

```java
Integer i = new Integer(20);
/* more code */
```

Which of the following replacements for /* more code */ correctly sets i to have an integer value of 25?

I i = new Integer(25);

II i.intValue() = 25;

III Integer j = new Integer(25);
   i = j;

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) II and III only

7. Consider these declarations:

```java
Integer intOb = new Integer(3);
Object ob = new Integer(4);
Double doubOb = new Double(3.0);
```

Which of the following will not cause an error?

(A) if ((Integer) ob.compareTo(intOb) < 0) ...
(B) if (ob.compareTo(intOb) < 0) ...
(C) if (intOb.compareTo(doubOb) < 0) ...
(D) if (doubOb.compareTo(intOb) < 0) ...
(E) if (intOb.compareTo(ob) < 0) ...
8. Refer to these declarations:

```java
Integer k = new Integer(8);
Integer m = new Integer(4);
```

Which test will *not* generate an error?

I if `(k.intValue() == m.intValue())`...

II if `((k.intValue()).equals(m.intValue()))`...

III if `((k.toString()).equals(m.toString()))`...

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) I, II, and III

9. Consider the code fragment

```java
Object intObj = new Integer(9);
System.out.println((String) intObj);
```

What will be output as a result of running the fragment?
(A) No output. A `ClassCastException` will be thrown.
(B) No output. An `ArithmeticException` will be thrown.
(C) 9
(D) "9"
(E) nine

10. Consider these declarations:

```java
String s1 = "crab";
String s2 = new String("crab");
String s3 = s1;
```

Which expression involving these strings evaluates to `true`?

I `s1 == s2`

II `s1.equals(s2)`

III `s3.equals(s2)`

(A) I only
(B) II only
(C) II and III only
(D) I and II only
(E) I, II, and III
11. Suppose that \texttt{strA = "TOMATO"}, \texttt{strB = "tomato"}, and \texttt{strC = "tom"}. Given that "A" comes before "a" in dictionary order, which is true?

(A) \texttt{strA.compareTo(strB) < 0 && strB.compareTo(strC) < 0}

(B) \texttt{strB.compareTo(strA) < 0 || strC.compareTo(strA) < 0}

(C) \texttt{strC.compareTo(strA) < 0 && strA.compareTo(strB) < 0}

(D) \texttt{!(strA.equals(strB)) && strC.compareTo(strB) < 0}

(E) \texttt{!(strA.equals(strB)) && strC.compareTo(strA) < 0}

12. This question refers to the following declaration:

\begin{verbatim}
String line = "Some more silly stuff on strings!";
//the words are separated by a single space
\end{verbatim}

What string will \texttt{str} refer to after execution of the following?

\begin{verbatim}
int x = line.indexOf("m");
String str = line.substring(10, 15) + line.substring(25, 25 + x);
\end{verbatim}

(A) "sillyst"

(B) "sillystr"

(C) "silly st"

(D) "silly str"

(E) "sillystrin"

13. Refer to the following method:

\begin{verbatim}
public static String weirdString(String s, String sub)
{
    String temp;
    String w = ""; //empty string
    for (int i = 0; i < s.length(); i++)
    {
        temp = s.substring(i, i + 1);
        if (temp.compareTo(sub) < 0)
            w = w + temp;
    }
    return w;
}
\end{verbatim}

What will \texttt{weirdStr} contain after the following code is executed?

\begin{verbatim}
String str = "conglomeration";
String weirdStr = weirdString(str, "m");
\end{verbatim}

(A) "cglmeai"

(B) "cgleai"

(C) "coglloeratio"

(D) "onomrton"

(E) No value. \texttt{StringIndexOutOfBoundsException}.
14. A program has a string variable *fullName* that stores a first name, followed by a space, followed by a last name. There are no spaces in either the first or last names. Here are some examples of *fullName* values: "Anthony Coppola", "Jimmy Carroll", and "Tom DeWire". Consider this code segment that extracts the last name from a *fullName* variable, and stores it in *lastName* with no surrounding blanks:

```java
int k = fullName.indexOf(" "); // find index of blank
String lastName = /* expression */
```

Which is a correct replacement for /* expression */?

I) `fullName.substring(k);`
II) `fullName.substring(k + 1);`
III) `fullName.substring(k + 1, fullName.length());`

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I and III only

15. One of the rules for converting English to Pig Latin states: If a word begins with a consonant, move the consonant to the end of the word and add “ay”. Thus “dog” becomes “ogday,” and “crisp” becomes “rispcay”. Suppose *s* is a string containing an English word that begins with a consonant. Which of the following creates the correct corresponding word in Pig Latin? Assume the declarations

```java
String ayString = "ay";
String pigString;
```

(A) `pigString = s.substring(0, s.length()) + s.substring(0,1) + ayString;`
(B) `pigString = s.substring(1, s.length()) + s.substring(0,0) + ayString;`
(C) `pigString = s.substring(0, s.length()-1) + s.substring(0,1) + ayString;`
(D) `pigString = s.substring(1, s.length()-1) + s.substring(0,0) + ayString;`
(E) `pigString = s.substring(1, s.length()) + s.substring(0,1) + ayString;`
16. This question refers to the `getString` method shown below:

```java
public static String getString(String s1, String s2)
{
    int index = s1.indexOf(s2);
    return s1.substring(index, index + s2.length());
}
```

Which is true about `getString`? It may return a string that

I Is equal to `s2`.

II Has no characters in common with `s2`.

III Is equal to `s1`.

(A) I and III only

(B) II and III only

(C) I and II only

(D) I, II, and III

(E) None is true.

17. Consider this method:

```java
public static String doSomething(String s)
{
    final String BLANK = " "; //BLANK contains a single space
    String str = ""; //empty string
    String temp;
    for (int i = 0; i < s.length(); i++)
    {
        temp = s.substring(i, i + 1);
        if (!(temp.equals(BLANK)))
            str += temp;
    }
    return str;
}
```

Which of the following is the most precise description of what `doSomething` does?

(A) It returns `s` unchanged.

(B) It returns `s` with all its blanks removed.

(C) It returns a `String` that is equivalent to `s` with all its blanks removed.

(D) It returns a `String` that is an exact copy of `s`.

(E) It returns a `String` that contains `s.length()` blanks.
Questions 18–20 refer to the classes Position and PositionTest below.

```java
public class Position implements Comparable {
    private int myRow, myCol;
    /* myRow and myCol are both >= 0 except in * the default constructor where they are initialized to -1 */

    public Position() //constructor
    {
        myRow = -1;
        myCol = -1;
    }

    public Position(int r, int c) //constructor
    {
        myRow = r;
        myCol = c;
    }

    /*Returns row of Position. */
    public intgetRow()
    { return myRow; }

    /* Returns column of Position. */
    public int getCol()
    { return myCol; }

    /* Returns Position north of (up from) this position. */
    public Position north()
    { return new Position(myRow - 1, myCol); }

    //Similar methods south, east, and west
    ...

    /* Compares this Position to another Position object.
    * Returns -1 (less than), 0 (equals), or 1 (greater than). */
    public int compareTo(Object o)
    {
        Position p = (Position) o;
        if (this.getRow() < p.getRow() || this.getRow() == p.getRow() && this.getCol() < p.getCol())
            return -1;
        if (this.getRow() > p.getRow() || this.getRow() == p.getRow() && this.getCol() > p.getCol())
            return 1;
        return 0; //row and col both equal
    }

    /* Returns string form of Position. */
    public String toString()
    { return "(" + myRow + "," + myCol + ")"; }
}
```
public class PositionTest
{
    public static void main(String[] args)
    {
        Position p1 = new Position(2, 3);
        Position p2 = new Position(4, 1);
        Position p3 = new Position(2, 3);

        //tests to compare positions
        ...
    }
}

18. Which is true about the value of p1.compareTo(p2)?
   (A) It equals true.
   (B) It equals false.
   (C) It equals 0.
   (D) It equals 1.
   (E) It equals -1.

19. Which boolean expression about p1 and p3 is true?
    I  p1 == p3
    II p1.equals(p3)
    III p1.compareTo(p3) == 0

    (A) I only
    (B) II only
    (C) III only
    (D) II and III only
    (E) I, II, and III
20. The Position class is modified so that the \texttt{equals} and \texttt{hashCode} methods of class \texttt{Object} are overridden. Here are the implementations:

```java
/* Returns true if this Position equals another Position * object, false otherwise. */
public boolean equals(Object o) {
    Position p = (Position) o;
    return p.myRow == myRow && p.myCol == myCol;
}

/* Returns a hashCode for this Position. */
public int hashCode() {
    return myRow * 10 + myCol;
}
```

Which is false about the \texttt{hashCode} method?

I Every Position object has exactly one \texttt{hashCode} value.
II For two Position objects \texttt{p1} and \texttt{p2}, if \texttt{p1.equals(p2)} is true, then \texttt{p1} and \texttt{p2} have the same \texttt{hashCode} value.
III A given \texttt{hashCode} value corresponds to exactly one Position object.

(A) I only  
(B) II only  
(C) III only  
(D) I and II only  
(E) I, II, and III

Questions 21 and 22 deal with the problem of swapping two integer values. Three methods are proposed to solve the problem, using primitive \texttt{int} types, \texttt{Integer} objects, and \texttt{IntPair} objects, where \texttt{IntPair} is defined as follows:

```java
public class IntPair
{
    private int firstValue;
    private int secondValue;

    public IntPair(int first, int second)
    {
        firstValue = first;
        secondValue = second;
    }

    public int getFirst()
    { return firstValue; }

    public int getSecond()
    { return secondValue; }

    public void setFirst(int a)
    { firstValue = a; }

    public void setSecond(int b)
    { secondValue = b; }
}
```
21. Here are three different swap methods, each intended for use in a client program.

I

```java
public static void swap(int a, int b)
{
    int temp = a;
    a = b;
    b = temp;
}
```

II

```java
public static void swap(Integer obj_a, Integer obj_b)
{
    Integer temp = new Integer(obj_a.intValue());
    obj_a = obj_b;
    obj_b = temp;
}
```

III

```java
public static void swap(IntPair pair)
{
    int temp = pair.getFirst();
    pair.setFirst(pair.getSecond());
    pair.setSecond(temp);
}
```

When correctly used in a client program with appropriate parameters, which method will swap two integers, as intended?

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III
Chapter 4  Some Standard Classes

22. Consider the following program that uses the IntPair class:

```java
public class TestSwap {
    public static void swap(IntPair pair) {
        int temp = pair.getFirst();
        pair.setFirst(pair.getSecond());
        pair.setSecond(temp);
    }

    public static void main(String[] args) {
        int x = 8, y = 6;
        /* code to swap x and y */
    }
}
```

Which is a correct replacement for /* code to swap x and y */?

I IntPair iPair = new IntPair(x, y);
    swap(x, y);
    x = iPair.getFirst();
    y = iPair.getSecond();

II IntPair iPair = new IntPair(x, y);
    swap(iPair);
    x = iPair.getFirst();
    y = iPair.getSecond();

III IntPair iPair = new IntPair(x, y);
    swap(iPair);
    x = iPair.setFirst();
    y = iPair.setSecond();

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) None is correct.
Refer to the `Name` class below for Questions 23 and 24.

```java
public class Name implements Comparable {
    private String firstName;
    private String lastName;

    public Name(String first, String last) //constructor
    {
        firstName = first;
        lastName = last;
    }

    public String toString()
    { return firstName + " " + lastName; }

    public boolean equals(Object obj)
    {
        Name n = (Name) obj;
        return n.firstName.equals(firstName) &&
        n.lastName.equals(lastName);
    }

    public int hashCode()
    { /* implementation not shown */ }

    public int compareTo(Object obj)
    {
        Name n = (Name) obj;
        /* more code */
    }
}
```
Chapter 4  Some Standard Classes

23. The `compareTo` method implements the standard name-ordering algorithm where last names take precedence over first names. Lexicographic or dictionary ordering of `String`s is used. For example, the name Scott Dentes comes before Nick Elser, and Adam Cooper comes before Sara Cooper.

Which of the following is a correct replacement for /* more code */?

I
```java
int lastComp = lastName.compareTo(n.lastName);
if (lastComp != 0)
    return lastComp;
else
    return firstName.compareTo(n.firstName);
```

II
```java
if (lastName.equals(n.lastName))
   return firstName.compareTo(n.firstName);
else
   return 0;
```

III
```java
if (!(lastName.equals(n.lastName)))
   return firstName.compareTo(n.firstName);
else
   return lastName.compareTo(n.lastName);
```

(A) I only  
(B) II only  
(C) III only  
(D) I and II only  
(E) I, II, and III

24. Which statement about the `Name` class is false?

(A) `Name` objects are immutable.  
(B) It is possible for the methods in `Name` to throw a `NullPointerException`. 
(C) The `hashCode` method should be redefined since the `Name` class redefines the `equals` method. 
(D) The `compareTo` method throws a run-time exception if the parameter is null or the parameter is incompatible with `Name` objects. 
(E) Since the `Name` class implements `Comparable`, it must provide an implementation for an `equals` method.
ANSWER KEY

7. E 15. E 23. A

ANSWERS EXPLAINED

1. (B) All the Math class methods are static methods, which means there is no instance of a Math object that calls the method. The method is invoked using the class name, Math, followed by the dot operator. Thus segment II is correct, and segment I is incorrect. Segment III will cause an error: Since the parameters of pow are of type double, the result should be stored in a double.

2. (B) The Math.sqrt method must be invoked on a primitive type double, which is the reason d.doubleValue() is needed. A correct segment must create a Double object using new, which eliminates segment III. Segment III is egregiously bad: It tries to cast Math to Double. But Math is not an object! Math.sqrt is a static method.

3. (C) The value -4.67 must be rounded to -5. Subtracting 0.5 gives a value of -5.17. Casting to int truncates the number (chops off the decimal part) and leaves a value of -5. None of the other choices produces -5. Choice A gives the absolute value of d: 4.67. Choice B is an incorrect use of Random. The parameter for nextInt should be an integer n, n ≥ 2. The method then returns a random int k, where 0 ≤ k < n. Choice D is the way to round a positive real number to the nearest integer. In the actual case it produces -4. Choice E gives the absolute value of -5, namely 5.

4. (C) The statement double x = Math.random(); generates a random double in the range 0 ≤ x < 1. Suppose myProbDeath is 0.67, or 67%. Assuming that random doubles are uniformly distributed in the interval, one can expect that 67% of the time x will be in the range 0 ≤ x < 0.67. You can therefore simulate the probability of death by testing if x is between 0 and 0.67, that is, if x < 0.67. Thus, x < myProbDeath is the desired condition for plant death, eliminating choices A and B. Choices D and E fail because (int) myProbDeath truncates myProbDeath to 0. The test x < 0 will always be false, and the test x == 0 will only be true if the random number generator returned exactly 0, an extremely unlikely occurrence! Neither of these choices correctly simulates the probability of death.

5. (A) The expression
(int) (Math.random() * 50);

returns an int from 0 to 49. Therefore, adding 1 shifts the range to be 1 to 50, which was required.

6. (D) The Integer class has no methods that can change the contents of i. However, i can be reassigned so that it refers to another object. This happens in both segments I and III. Segment II is wrong because intValue is an accessor—it cannot be used to change the value of object i.

7. (E) Choice E works because the actual type of ob is Integer, which is what the compareTo method is expecting when the calling object is an Integer. Choices C and D will cause a ClassCastException since the calling and parameter objects are incompatible types. The compareTo method will try erroneously to cast its parameter to the type of the object calling the method. Choice A almost works: It fails because the dot operator has higher precedence than casting, which means that ob.compareTo is parsed before ob is cast to Integer, generating a message that the compareTo method is not in class Object. Choice A can be fixed with an extra pair of parentheses:

   if (((Integer) ob).compareTo(intOb) < 0) ...

Choice B causes the same error message as choice A: no compareTo method in class Object.

8. (D) Test I is correct because it's OK to compare primitive types (in this case int values) using ==. Test III works because k.toString() and m.toString() are Strings, which should be compared with equals. Test II is wrong because you can't invoke a method (in this case equals) on an int.

9. (A) An Integer cannot be cast to a String. Don't confuse this with

   System.out.println(intObj.toString()); //outputs 9

Note that if the first line of the code fragment were

   Integer intObj = new Integer(9);

then the error would be detected at compile time.

10. (C) Here are the memory slots:

   Statements II and III are true because the contents of s1 and s2 are the same, and the contents of s3 and s2 are the same. Statement I is false because s1 and s2 are not the same reference. Note that the expression s1 == s3 would be true since s1 and s3 are the same reference.

11. (D) Note that "TOMATO" precedes both "tomato" and "tom", since "T" precedes "t". Also, "tom" precedes "tomato" since the length of "tom" is less than the length of "tomato". Therefore each of the following is true:
strA.compareTo(strB) < 0
strA.compareTo(strC) < 0
strC.compareTo(strB) < 0

So
Choice A is T and F which evaluates to F
Choice B is F or F which evaluates to F
Choice C is F and T which evaluates to F
Choice D is T and T which evaluates to T
Choice E is T and F which evaluates to F

12. (A) x contains the index of the first occurrence of "m" in line, namely 2. (Remember that "S" is at index 0.) The method call line.substring(10, 15) returns "silly", the substring starting at index 10 and extending though index 14. The method call line.substring(25, 27) returns "st" (don't include the character at index 27!). The concatenation operator, +, joins these.

13. (B) The statement temp = s.substring(i, i+1) places in temp the string containing the character at position i. The for loop thus cycles through "conglomeration", starting at "c", and compares each single character string to "m". If that character precedes "m", a new String reference "w" is created, which consists of the current value of "w" concatenated with that character.

14. (D) The first character of the last name starts at the first character after the space. Thus, startIndex for substring must be k+1. This eliminates expression I. Expression II takes all the characters from position k+1 to the end of the fullName string, which is correct. Expression III takes all the characters from position k+1 to position fullName.length()-1, which is also correct.

15. (E) Suppose s contains "cat". You want pigString = "at" + "c" + "ay". Now the string "at" is the substring of s starting at position 1 and ending at position s.length()-1. The correct substring call for this piece of the word is s.substring(1, s.length()), which eliminates choices A, C, and, D. (Recall that the first parameter is the starting position and the second parameter is one position past the last index of the substring.) The first letter of the word—"c" in the example—starts at position 0 and ends at position 0. The correct expression is s.substring(0, 1), which eliminates choice B.

16. (A) Statement I is true whenever s2 occurs in s1. For example, if strings s1 = "catastrophe" and s2 = "cat", then getString returns "cat". Statement II will never happen. If s2 is not contained in s1, the indexOf call will return -1. Using a negative integer as the first parameter of substring will cause a StringIndexOutOfBoundsException. Statement III will be true whenever s1 equals s2.

17. (C) The String temp represents a single-character substring of s. The method examines each character in s and, if it is a nonblank, appends it to str, which is initially empty. Each assignment str += temp assigns a new reference to str. Thus, str ends up as a copy of s but without the blanks. A reference to the final str object is returned. Choice A is correct in that s is left unchanged, but it is not the best characterization of what the method does. Choice B is not precise because an object parameter is never modified: Changes, if any, are performed on a copy. Choices D and E are wrong because the method removes blanks.

18. (E) The compareTo method returns an int, so eliminate choices A and B. In the
implementation of `compareTo`, the code segment that applies to the particular example is

```java
if (this.getRow() < p.getRow() || ...
    return -1;
```

Since $2 < 4$, the value $-1$ is returned.

19. (C) Expression III is true: the `compareTo` method is implemented to return $0$ if two `Position` objects have the same row and column. Expression I is false because `object1.equals(object2)` returns `true` only if `object1` and `object2` are the same reference. Expression II is tricky. One would like `p1` and `p3` to be equal since they have the same row and column values. This is not going to happen automatically, however. The `equals` method must explicitly be overridden for the `Position` class. If this hasn’t been done, the default `equals` method, which is inherited from class `Object`, will return `true` only if `p1` and `p3` are the same reference, which is not true.

20. (C) Here is a counterexample for statement III: a `hashCode` value of $32$ corresponds to (3,2) and (2,12).

21. (C) Recall that primitive types and object references are passed by value. This means that copies are made of the actual arguments. Any changes that are made are made to the copies. The actual parameters remain unchanged. Thus, in methods I and II, the parameters will retain their original values and remain unswapped.

To illustrate, for example, why method II fails, consider this piece of code that tests it:

```java
public static void main(String[] args) {
    int x = 8, y = 6;
    Integer xObject = new Integer(x);
    Integer yObject = new Integer(y);
    swap(xObject, yObject);
    x = xObject.intValue(); //surprise! still has value 8
    y = yObject.intValue(); //surprise! still has value 6
    ...}
```

Here are the memory slots before `swap` is called:

```
<table>
<thead>
<tr>
<th>x</th>
<th>y</th>
<th>xObject</th>
</tr>
</thead>
<tbody>
<tr>
<td>[8]</td>
<td>[6]</td>
<td>[8]</td>
</tr>
</tbody>
</table>
```

Here they are when `swap` is invoked:

```
<table>
<thead>
<tr>
<th>x</th>
<th>y</th>
<th>xObject</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>[8]</td>
</tr>
<tr>
<td>yObject</td>
<td></td>
<td>[6]</td>
</tr>
</tbody>
</table>
```

Here are the memory slots after `swap` is called:

```
<table>
<thead>
<tr>
<th>x</th>
<th>y</th>
<th>xObject</th>
</tr>
</thead>
<tbody>
<tr>
<td>[8]</td>
<td>[6]</td>
<td>[8]</td>
</tr>
</tbody>
</table>
```

Here are the memory slots after `swap` is called:

```
<table>
<thead>
<tr>
<th>x</th>
<th>y</th>
<th>xObject</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>[8]</td>
</tr>
<tr>
<td>yObject</td>
<td></td>
<td>[6]</td>
</tr>
</tbody>
</table>
```
Just before exiting the `swap` method:

After exiting, `xObject` and `yObject` have retained their original values:

The reason method III works is that instead of the object references being changed, the object *contents* are changed. Thus, after exiting the method, the `IntPair` reference is as it was, but the first and second values have been interchanged. (See explanation to next question for diagrams of the memory slots.) In this question, `IntPair` is used as a wrapper class for a pair of integers whose values need to be swapped.

22. (B) The `swap` method has just a single `IntPair` parameter, which eliminates segment I. Segment III fails because `setFirst` and `setSecond` are used incorrectly. These are mutator methods that change an `IntPair` object. What is desired is to return the (newly swapped) first and second values of the pair: Accessor methods
getFirst and getSecond do the trick. To see why this swap method works, look at the memory slots.

Before the swap method is called:

```
   x  y  iPair
     8  6

IntPair
  firstValue  8
  secondValue 6
```

Just after the swap method is called:

```
   x  y  iPair
     8  6  temp

IntPair
  firstValue  8
  secondValue 6
```

Just before exiting the swap method:

```
   x  y  iPair
     8  6  temp

IntPair
  firstValue  8
  secondValue 6
```

Just after exiting the swap method:

```
   x  y  iPair
     8  6  temp

IntPair
  firstValue  6
  secondValue 8
```

After the statements:

```java
    x = iPair.getFirst();
    y = iPair.getSecond();
```

```
   x  y  iPair
     6  8

IntPair
  firstValue  6
  secondValue 8
```

Notice that x and y have been swapped!
23. (A) The first statement of segment I compares last names. If these are different, the method returns the int value lastComp, which is negative if lastName precedes n.lastName, positive otherwise. If last names are the same, the method returns the int result of comparing first names. Segments II and III use incorrect algorithms for comparing names. Segment II would be correct if the else part were

```java
return lastName.compareTo(n.lastName);
```

Segment III would be correct if the two return statements were interchanged.

24. (E) The Comparable interface has just one method, compareTo. Choice E would be true if equals were replaced by compareTo. Choice A is true. You know this because the Name class has no mutator methods. Thus, Name objects can never be changed. Choice B is true: If a Name is initialized with null references, each of the methods will throw a NullPointerException. Choice C is true: hashCode must be redefined to satisfy the condition that two equal Name objects have the same hash code. Choice D is true: If the parameter is null, compareTo will throw a NullPointerException. If the parameter is incompatible with Name objects, its first statement will throw a ClassCastException.
Program Design and Analysis

Weeks of coding can save you hours of planning.
—Anonymous

Chapter Goals

- Program development, including design and testing
- Object-oriented program design
- Relationships between classes
- Program analysis
- Big-O notation
- Loop invariants

Students of introductory computer science typically see themselves as programmers. They no sooner have a new programming project in their heads than they’re at the computer, typing madly to get some code up and running. (Is this you?)

To succeed as a programmer, however, you have to combine the practical skills of a software engineer with the analytical mindset of a computer scientist. A software engineer oversees the life cycle of software development: initiation of the project, analysis of the specification, and design of the program, as well as implementation, testing, and maintenance of the final product. A computer scientist (among other things!) analyzes the implementation, correctness, and efficiency of algorithms. All these topics are tested on the APCS exam.

THE SOFTWARE DEVELOPMENT LIFE CYCLE

The Waterfall Model

The waterfall model of software development came about in the 1960s in order to bring structure and efficiency into the process of creating large programs. Each step in the process flows into the next: The picture resembles a waterfall.
Program Specification

The specification is a written description of the project. Typically it is based on a customer’s requirements. The first step in writing a program is to analyze the specification, make sure you understand it, and clarify with the customer anything that is unclear.

Program Design

Even for a small-scale program a good design can save programming time and enhance the reliability of the final program. The design is a fairly detailed plan for solving the problem outlined in the specification. It should include all objects that will be used in the solution, the data structures that will implement them, plus a detailed list of the tasks to be performed by the program.

A good design provides a fairly detailed overall plan at a glance, without including the minutiae of Java code.

Program Implementation

Program implementation is the coding phase. Design and implementation are discussed in more detail on p. 263.

Testing and Debugging

TEST DATA

Not every possible input value can be tested, so a programmer should be diligent in selecting a representative set of test data. Typical values in each part of a domain of the program should be selected, as well as endpoint values and out-of-range values. If only positive input is required, your test data should include a negative value just to check that your program handles it appropriately.
Example

A program must be written to insert a value into its correct position in this sorted list:

\[
\begin{align*}
2 & \quad 5 & \quad 9
\end{align*}
\]

Test data should include

- A value less than 2
- A value between 2 and 5
- A value between 5 and 9
- A value greater than 9
- 2, 5, and 9
- A negative value

TYPES OF ERRORS (BUGS)

- A compile-time error occurs during compilation of the program. The compiler is unable to translate the program into bytecode and prints an appropriate error message. A syntax error is a compile-time error caused by violating the rules of the programming language. Examples include omitting semicolons or braces, using undeclared identifiers, using keywords inappropriately, having parameters that don’t match in type and number, and invoking a method for an object whose class definition doesn’t contain that method.

- A run-time error occurs during execution of the program. The Java run-time environment throws an exception, which means that it stops execution and prints an error message. Typical causes of run-time errors include attempting to divide an integer by zero, using an array index that is out of bounds, attempting to open a file that cannot be found, and so on. An error that causes a program to run forever (“infinite loop”) can also be regarded as a run-time error. (See also Errors and Exceptions, p. 132.)

- An intent or logic error is one that fails to carry out the specification of the program. The program compiles and runs but does not do the job. These are sometimes the hardest types of errors to fix.

ROBUSTNESS

Always assume that any user of your program is not as smart as you are. You must therefore aim to write a robust program, namely one that

- Won’t give inaccurate answers for some input data.
- Won’t crash if the input data are invalid.
- Won’t allow execution to proceed if invalid data are entered.

Examples of bad input data include out-of-range numbers, characters instead of numerical data, and a response of “maybe” when “yes” or “no” was asked for.

Note that bad input data that invalidates a computation won’t be detected by Java. Your program should include code that catches the error, allows the error to be fixed, and allows program execution to resume.
Program Maintenance

Program maintenance involves upgrading the code as circumstances change. New features may be added. New programmers may come on board. To make their task easier, the original program must have clear and precise documentation.

OBJECT-ORIENTED PROGRAM DESIGN

Object-oriented programming has been the dominant programming methodology since the mid 1990s. It uses an approach that blurs the lines of the waterfall model. Analysis of the problem, development of the design, and pieces of the implementation all overlap and influence one another.

Here are the steps in object-oriented design:

- Identify classes to be written.
- Identify behaviors (i.e., methods) for each class.
- Determine the relationships between classes.
- Write the interface (public method headers) for each class.
- Implement the methods.

Identifying Classes

Identify the objects in the program by picking out the nouns in the program specification. Ignore pronouns and nouns that refer to the user. Select those nouns that seem suitable as classes, the “big-picture” nouns that describe the major objects in the application. Some of the other nouns may end up as attributes of the classes.

Identifying Behaviors

Find all verbs in the program description that help lead to the solution of the programming task. These are likely behaviors that will probably become the methods of the classes.

Encapsulation

Now decide which methods belong in which classes. Recall that the process of bundling a group of methods and data fields into a class is called encapsulation.

You will also need to decide which data fields each class will need and which data structures should store them. For example, if an object represents a list of items, consider an array or ArrayList as the data structure.

Determining Relationships Between Classes

INHERITANCE RELATIONSHIPS

Look for classes with common behaviors. This will help identify inheritance relationships. Recall the is-a relationship—if object1 is-a object2, then object2 is a candidate for a superclass.
COMPOSITION RELATIONSHIPS

Composition relationships are defined by the *has-a* relationship. For example, a Nurse *has-a* Uniform. Typically, if two classes have a composition relationship, one of them contains an instance variable whose type is the other class.

Note that a wrapper class always implements a *has-a* relationship with any objects that it wraps.

UML Diagrams

An excellent way to keep track of the relationships between classes and show the inheritance hierarchy in your programs is with a UML (Unified Modeling Language) diagram. This is a standard graphical scheme used by object-oriented programmers. Although it is not part of the AP subset, on the AP exam you may be expected to interpret simple UML diagrams and inheritance hierarchies.

Here is a simplified version of the UML rules:

- Represent classes with rectangles.
- Use angle brackets with the word “abstract” or “interface” to indicate either an abstract class or interface.
- Show the *is-a* relationship between classes with an open up-arrow.
- Show the *is-a* relationship that involves an interface with an open, dotted up-arrow.
- Show the *has-a* relationship with a down arrow (indicates composition).

Example

```
Comparable
  <<interface>>

Player
  <<abstract>>

  Board

  ScoreCard

GoodPlayer

BadPlayer

Tutor
```

From this diagram you can see at a glance that GoodPlayer and BadPlayer are subclasses of an abstract class Player, and that each Player implements the Comparable interface. Every Player has a Board and a ScoreCard, while only the BadPlayer has a Tutor.
Implementing Classes

BOTTOM-UP DEVELOPMENT

For each method in a class, list all of the other classes needed to implement that particular method. These classes are called collaborators. A class that has no collaborators is independent.

To implement the classes, often an incremental, bottom-up approach is used. This means that independent classes are fully implemented and tested before being incorporated into the overall project. These unrelated classes can be implemented by different programmers.

Note that a class can be tested using a dummy Tester class that will be discarded when the methods of the class are working. Constructors, then methods, should be added, and tested, one at a time. A driver class that contains a main method can be used to test the program as you go. The purpose of the driver is to test the class fully before incorporating it as an object in a new class.

When each of the independent classes is working, classes that depend on just one other class are implemented and tested, and so on. This may lead to a working, bare bones version of the project. New features and enhancements can be added later.

Design flaws can be corrected at each stage of development. Remember, a design is never set in stone: It simply guides the implementation.

TOP-DOWN DEVELOPMENT

In a top-down design, the programmer starts with an overview of the program, selecting the highest-level controlling object and the tasks needed. During development of the program, subsidiary classes may be added to simplify existing classes.

Implementing Methods

PROCEDURAL ABSTRACTION

A good programmer avoids chunks of repeated code wherever possible. To this end, if several methods in a class require the same task, like a search or a swap, you should use helper methods. The reduce method in the Rational class on p. 172 is an example of such a method. Also, wherever possible you should enhance the readability of your code by using helper methods to break long methods into smaller tasks. The use of helper methods within a class is known as procedural abstraction and is an example of top-down development within a class. This process of breaking a long method into a sequence of smaller tasks is sometimes called stepwise refinement.

INFORMATION HIDING

Instance variables and helper methods are generally declared as private, which prevents client classes from accessing them. This strategy is called information hiding.

STUB METHOD

Sometimes it makes more sense in the development of a class to test a calling method before testing a method it invokes. A stub is a dummy method that stands in for a method until the actual method has been written and tested. A stub typically has an output statement to show that it was called in the correct place, or it may return some reasonable values if necessary.
ALGORITHM

An algorithm is a precise step-by-step procedure that solves a problem or achieves a goal. Don’t write any code for an algorithm in a method until the steps are completely clear to you.

Example 1

A program must test the validity of a four-digit code number that a person will enter to be able to use a photocopy machine. The number is valid if the fourth digit equals the remainder when the sum of the first three digits is divided by seven.

Classes in the program may include an IDNumber, the four-digit code; Display, which would handle input and output; and IDMain, the driver for the program. The data structure used to implement an IDNumber could be an instance variable of type int, or an instance variable of type String, or four instance variables of type int—one per digit, and so on.

A top-down design for the program that tests the validity of the number is reflected in the steps of the main method of IDMain:

Create Display
Read in IDNumber
Check validity
Print message

Each method in this design is tested before the next method is added to main. If the display will be handled in a GUI (graphical user interface), stepwise refinement of the design might look like this:

Create Display
    Construct a Display
    Create window panels
    Set up text fields
    Add panels and fields to window

Read in IDNumber
    Prompt and Read

Check validity of IDNumber
    Check input
        Check characters
        Check range
    Separate into digits
    Check validity property

Print message
    Write number
    State if valid

NOTE

1. The IDNumber class, which contains the four-digit code, is responsible for the following operations:
   - Split value into separate objects
   - Check condition for validity
The `Display` class, which contains objects to read and display, must also contain an `IDNumber` object. It is responsible for the following operations:
- Set up display
- Read in code number
- Display validity message

Creating these two classes with their data fields and operations (methods) is an example of encapsulation.

2. The `Display` method `readCodeNumber` needs private helper methods to check the input: `checkCharacters` and `checkRange`. This is an example of procedural abstraction (use of helper methods) and information hiding (making them private).

3. Initially the programmer had just an `IDNumber` class and a driver class. The `Display` class was added as a refinement, when it was realized that handling the input and message display was separate from checking the validity of the `IDNumber`. This is an example of top-down development (adding an auxiliary class to clarify the code).

4. The `IDNumber` class contains no data fields that are objects. It is therefore an independent class. The `Display` class, which contains an `IDNumber` data member, has a composition relationship with `IDNumber` (Display has-a `IDNumber`).

5. When testing the final program, the programmer should be sure to include each of the following as a user-entered code number: a valid four-digit number, an invalid four-digit number, an `n`-digit number, where `n \neq 4`, and a “number” that contains a nondigit character. A robust program should be able to deal with all these cases.

**Example 2**

A program must create a teacher’s grade book. The program should maintain a class list of students for any number of classes in the teacher’s schedule. A menu should be provided that allows the teacher to

- Create a new class of students.
- Enter a set of scores for any class.
- Correct any data that’s been entered.
- Display the record of any student.
- Calculate the final average and grade for all students in a class.
- Print a class list, with or without grades.
- Add a student, delete a student, or transfer a student to another class.
- Save all the data in a file.

**IDENTIFYING CLASSES**

Use the nouns in the specification as a starting point for identifying classes in the program. The nouns are: program, teacher, grade book, class list, class, student, schedule, menu, set of scores, data, record, average, grade, and file.

Eliminate each of the following:
program (Always eliminate “program” when used in this context.)
teacher (Eliminate, because he or she is the user.)
schedule (This will be reflected in the name of the external file for each class, e.g., apcs_period3.dat.)
data, record (These are synonymous with student name, scores, grades, etc., and will be covered by these features.)
class (This is synonymous with class list.)

The following seem to be excellent candidates for classes: GradeBook, ClassList, Student, and FileHandler. Other possibilities are Menu, ScoreList, and a GUI_Display.

RELATIONSHIPS BETWEEN CLASSES

There are no inheritance relationships. There are many composition relationships between objects, however. The GradeBook has-a Menu, the ClassList has-a Student (several, in fact!), a Student has-a name, average, grade, list_of_scores, etc. The programmer must decide whether to code these attributes as classes or data fields.

IDENTIFYING BEHAVIORS

Use the verbs in the specification to identify required operations in the program. The verbs are: maintain <list>, provide <menu>, allow <user>, create <list>, enter <scores>, correct <data>, display <record>, calculate <average>, calculate <grade>, print <list>, add <student>, delete <student>, transfer <student>, and save <data>.

You must make some design decisions about which class is responsible for which behavior. For example, will a ClassList display the record of a single Student, or will a Student display his or her own record? Who will enter scores—the GradeBook, a ClassList, or a Student? There’s no right or wrong answer. You may start it one way and re-evaluate later on.

DECISIONS

Here are some preliminary decisions. The GradeBook will provideMenu. The menu selection will send execution to the relevant object.

The ClassList will maintain an updated list of each class. It will have these public methods: addStudent, deleteStudent, transferStudent, createNewClass, printClassList, printScores, and updateList. A good candidate for a helper method in this class is search for a given student.

Each Student will have complete personal and grade information. Public methods will include setName, getName, enterScore, correctData, findAverage, getAverage, getGrade, and displayRecord.

Saving and retrieving information is crucial to this program. The FileHandler will take care of openFileForReading, openFileForWriting, closeFiles, loadClass, and saveClass. The FileHandler class should be written and tested right at the beginning, using a small dummy class list.

ScoreList and Student are easy classes to implement. When these are working, the programmer can go on to ClassList. This is an example of bottom-up development.

Vocabulary Summary

Know these terms for the AP exam:
<table>
<thead>
<tr>
<th>Vocabulary</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>software development</td>
<td>Writing a program</td>
</tr>
<tr>
<td>object-oriented program</td>
<td>Uses interacting objects</td>
</tr>
<tr>
<td>program specification</td>
<td>Description of a task</td>
</tr>
<tr>
<td>program design</td>
<td>A written plan, an overview of the solution</td>
</tr>
<tr>
<td>program implementation</td>
<td>The code</td>
</tr>
<tr>
<td>test data</td>
<td>Input to test the program</td>
</tr>
<tr>
<td>program maintenance</td>
<td>Keeping the program working and up to date</td>
</tr>
<tr>
<td>top-down development</td>
<td>Implement main classes first, subsidiary classes later</td>
</tr>
<tr>
<td>independent class</td>
<td>Doesn’t use other classes of the program in its code</td>
</tr>
<tr>
<td>bottom-up development</td>
<td>Implement lowest level, independent classes first</td>
</tr>
<tr>
<td>driver class</td>
<td>Used to test other classes; contains main method</td>
</tr>
<tr>
<td>inheritance relationship</td>
<td>is-a relationship between classes</td>
</tr>
<tr>
<td>composition relationship</td>
<td>has-a relationship between classes</td>
</tr>
<tr>
<td>inheritance hierarchy</td>
<td>Inheritance relationship shown in a tree-like diagram</td>
</tr>
<tr>
<td>UML diagram</td>
<td>Graphical representation of relationship between classes</td>
</tr>
<tr>
<td>data structure</td>
<td>Java construct for storing a data field (e.g., array)</td>
</tr>
<tr>
<td>encapsulation</td>
<td>Combining data fields and methods in a class</td>
</tr>
<tr>
<td>information hiding</td>
<td>Using private to restrict access</td>
</tr>
<tr>
<td>stepwise refinement</td>
<td>Breaking methods into smaller methods</td>
</tr>
<tr>
<td>procedural abstraction</td>
<td>Using helper methods</td>
</tr>
<tr>
<td>algorithm</td>
<td>Step-by-step process that solves a problem</td>
</tr>
<tr>
<td>stub method</td>
<td>Dummy method called by another method being tested</td>
</tr>
<tr>
<td>debugging</td>
<td>Fixing errors</td>
</tr>
<tr>
<td>robust program</td>
<td>Screens out bad input</td>
</tr>
<tr>
<td>compile-time error</td>
<td>Usually a syntax error; prevents program from compiling</td>
</tr>
<tr>
<td>syntax error</td>
<td>Bad language usage (e.g., missing brace)</td>
</tr>
<tr>
<td>run-time error</td>
<td>Occurs during execution (e.g., int division by 0)</td>
</tr>
<tr>
<td>exception</td>
<td>Run-time error thrown by Java method</td>
</tr>
<tr>
<td>logic error</td>
<td>Program runs but does the wrong thing</td>
</tr>
</tbody>
</table>

**PROGRAM ANALYSIS**

**Program Correctness**

Testing that a program works does not prove that the program is correct. After all, you can hardly expect to test programs for every conceivable set of input data. Computer scientists have developed mathematical techniques to prove correctness in certain cases, but these are beyond the scope of the APCS course. Nevertheless, you are expected to be able to make assertions about the state of a program at various points during its execution.

**Assertions**

An assertion is a precise statement about a program at any given point. The idea is that if an assertion is proved to be true, then the program is working correctly at that point.

An informal step on the way to writing correct algorithms is to be able to make three kinds of assertions about your code.
PRECONDITION

The *precondition* for any piece of code, whether it is a method, loop, or block, is a statement of what is true immediately before execution of that code.

POSTCONDITION

The *postcondition* for a piece of code is a statement of what is true immediately after execution of that code.

LOOP INVARIANT

A *loop invariant* applies only to a loop. It is a precise statement, in terms of the loop variables, of what is true before and after each iteration of the loop. It includes an assertion about the range of the loop variable. Informally, it describes how much of the loop’s task has been completed at each stage.

The asterisks show the points at which the loop invariant must be true:

- After initialization
- After each iteration
- After the final exit

Example

```java
// method to generate n! //
//Precondition: n >= 0.
//Postcondition: n! has been returned.
public static int factorial(int n)
{
    int product = 1;
    int i = 0;
    while (i < n)
    {
        i++;
        product *= i;
    }
    return product;
}
```

After initialization $i = 0$, $product = 1$, i.e., $0!$

After first pass $i = 1$, $product = 1$, i.e., $1!$

After second pass $i = 2$, $product = 2$, i.e., $2!$

... 

After kth pass $i = k$, $product = k!$

The loop invariant for the *while* loop is
Here is an alternative method body for this method. (Assume the same method header, comment, and pre- and postconditions.)

```java
{  
    int product = 1;
    for (int i = 1; i <= n; i++)
        product *= i;
    return product;
}
```

The loop invariant for the for loop is

\[ \text{product} = (i-1)! \times i, \ 1 \leq i \leq n+1 \]

Here \((i-1)!\) (rather than \(i!\)) is correct because \(i\) is incremented at the end of each iteration of the loop. Also, \(n+1\) is needed in the second part of the loop invariant because \(i\) has a value of \(n+1\) after the final exit from the loop. Remember, the invariant must also be true after the final exit.

**Efficiency**

An efficient algorithm is one that is economical in the use of

- CPU time. This refers to the number of machine operations required to carry out the algorithm (arithmetic operations, comparisons, data movements, etc.).
- Memory. This refers to the number and complexity of the variables used.

Some factors that affect run-time efficiency include unnecessary tests, excessive movement of data elements, and redundant computations, especially in loops.

Always aim for early detection of output conditions: Your sorting algorithm should halt when the list is sorted; your search should stop if the key element has been found.

In discussing efficiency of an algorithm, we refer to the *best case*, *worst case*, and *average case*. The best case is a configuration of the data that causes the algorithm to run in the least possible amount of time. The worst case is a configuration that leads to the greatest possible run time. Typical configurations (i.e., not specially chosen data) give the average case. It is possible that best, worst, and average cases don’t differ much in their run times.

For example, suppose that a list of distinct random numbers must be searched for a given key value. The algorithm used is a sequential search starting at the beginning of the list. In the best case, the key will be found in the first position examined. In the worst case, it will be in the last position or not in the list at all. On average, the key will be somewhere in the middle of the list.

**Big-O Notation**

Big-O notation provides a quantitative way of describing the run time or space efficiency of an algorithm. This method is independent of both the programming language and the computer used.

Let \(n\) be the number of elements to be processed. For a given algorithm, express the number of comparisons, exchanges, data movements, and primitive operations as a function of \(n\), \(T(n)\). (Primitive operations involve simple built-in types and take one unit of time, for example, adding two ints, multiplying two doubles, assigning an int,
and performing simple tests.) The type of function that you get for $T(n)$ determines the “order” of the algorithm. For example, if $T(n)$ is a linear function of $n$, we say the algorithm is $O(n)$ (“order $n$”). The idea is that for large values of $n$, the run time will be proportional to $n$. Here is a list of the most common cases.

<table>
<thead>
<tr>
<th>Function Type for $T(n)$</th>
<th>Big-O Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>constant</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>logarithmic</td>
<td>$O(\log n)$</td>
</tr>
<tr>
<td>linear</td>
<td>$O(n)$</td>
</tr>
<tr>
<td>quadratic</td>
<td>$O(n^2)$</td>
</tr>
<tr>
<td>cubic</td>
<td>$O(n^3)$</td>
</tr>
<tr>
<td>exponential</td>
<td>$O(2^n)$</td>
</tr>
</tbody>
</table>

**Example 1**

An algorithm that searches an unordered list of $n$ elements for the largest value could need $n$ comparisons and $n$ reassignments to a variable $\text{max}$. Thus, $T(n) \approx 2n$, which is linear, so the search algorithm is $O(n)$.

**Example 2**

An algorithm that prints out the last five elements of a long list stored as an array takes the same amount of time irrespective of the length of the list. Thus, $T(n) = 5$, a constant, and the algorithm is $O(1)$.

**Example 3**

Algorithm 1 executes with $T(n) = 3n^2 - 5n + 10$ and Algorithm 2 has $T(n) = \frac{1}{2}n^2 - 50n + 100$. Both of these are quadratic, and the algorithms are therefore $O(n^2)$. Constants, low-order terms, and coefficients of the highest order term are ignored in assessing big-O run times.

**NOTE**

1. Big-O notation is only meaningful for large $n$. When $n$ is large, there is some value $n$ above which an $O(n^2)$ algorithm will always take longer than an $O(n)$ algorithm, or an $O(n)$ algorithm will take longer than an $O(\log n)$ algorithm, and so on.

2. The following table shows approximately how many computer operations could be expected given $n$ and the big-O description of the algorithm. For example, an $O(n^2)$ algorithm performed on 100 elements would require on the order of $100^2 = 10^4$ computer operations, whereas an $O(\log_2 n)$ algorithm would require approximately seven operations.

<table>
<thead>
<tr>
<th>$n$</th>
<th>$O(\log_2 n)$</th>
<th>$O(n)$</th>
<th>$O(n^2)$</th>
<th>$O(2^n)$</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>4</td>
<td>16</td>
<td>256</td>
<td>$2^{16}$</td>
</tr>
<tr>
<td>100</td>
<td>7</td>
<td>100</td>
<td>$10^4$</td>
<td>$2^{100}$</td>
</tr>
<tr>
<td>1000</td>
<td>10</td>
<td>1000</td>
<td>$10^6$</td>
<td>$2^{1000}$</td>
</tr>
</tbody>
</table>

3. Notice that one can solve only very small problems with an algorithm that has exponential behavior. At the other extreme, a logarithmic algorithm is very efficient.
Chapter Summary

There’s a lot of vocabulary that you are expected to know in this chapter. Learn the words!

Never make assumptions about a program specification, and always write a design before starting to write code. Even if you don’t do this for your own programs, these are the answers you will be expected to give on the AP exam. You are certain to get questions about program design. Know the procedures and terminology involved in developing an object-oriented program.

Be sure you understand what is meant by best case, worst case, and average case for an algorithm. There will be many questions about efficiency on the AP exam. Level AB students must know the big-O run time for all standard algorithms.

By now you should know what a precondition and postcondition are. Level AB students only, practice some loop invariants.
MULTIPLE-CHOICE QUESTIONS ON PROGRAM DESIGN AND ANALYSIS

1. A program that reads in a five-digit identification number is to be written. The specification does not state whether zero can be entered as a first digit. The programmer should
   (A) Write the code to accept zero as a first digit since zero is a valid digit.
   (B) Write the code to reject zero as a first digit since five-digit integers do not start with zero.
   (C) Eliminate zero as a possibility for any of the digits.
   (D) Treat the identification number as a four-digit number if the user enters a number starting with zero.
   (E) Check with the writer of the specification whether zero is acceptable as a first digit.

2. Refer to the following three program descriptions:
   I Test whether there exists at least one three-digit integer whose value equals the sum of the squares of its digits.
   II Read in a three-digit code number and check if it is valid according to some given formula.
   III Passwords consist of three digits and three capital letters in any order. Read in a password, and check if there are any repeated characters.

   For which of the preceding program descriptions would a ThreeDigitNumber class be suitable?
   (A) I only
   (B) II only
   (C) III only
   (D) I and II only
   (E) I, II, and III

3. Top-down programming is illustrated by which of the following?
   (A) Writing a program from top to bottom in Java
   (B) Writing an essay describing how the program will work, without including any Java code
   (C) Using driver programs to test all methods in the order that they’re called in the program
   (D) Writing and testing the lowest level methods first and then combining them to form appropriate abstract operations
   (E) Writing the program in terms of the operations to be performed and then refining these operations by adding more detail
4. Which of the following should influence your choice of a particular algorithm?

I The run time of the algorithm
II The memory requirements of the algorithm
III The ease with which the logic of the algorithm can be understood

(A) I only
(B) III only
(C) I and III only
(D) I and II only
(E) I, II, and III

5. A list of numbers is stored in a sorted array. It is required that the list be maintained in sorted order. This requirement leads to inefficient execution for which of the following processes?

I Summing the five smallest numbers in the list
II Finding the maximum value in the list
III Inserting and deleting numbers

(A) I only
(B) III only
(C) II and III only
(D) I and III only
(E) I, II, and III

6. Which of the following is not necessarily a feature of a robust program?

(A) Does not allow execution to proceed with invalid data
(B) Uses algorithms that give correct answers for extreme data values
(C) Will run on any computer without modification
(D) Will not allow division by zero
(E) Will anticipate the types of errors that users of the program may make

7. A certain freight company charges its customers for shipping overseas according to this scale:

$80 per ton for a weight of 10 tons or less
$40 per ton for each additional ton over 10 tons but not exceeding 25 tons
$30 per ton for each additional ton over 25 tons

For example, to ship a weight of 12 tons will cost $80 + 2 * $40 = $136. To ship 26 tons will cost $80 + 15 * $40 + 1 * $30 = $830.

A method takes as parameter an integer that represents a valid shipping weight and outputs the charge for the shipment. Which of the following is the smallest set of input values for shipping weights that will adequately test this method?

(A) 10, 25
(B) 10, 15, 30
(C) 0, 5, 10, 15, 25, 30
(D) 5, 10, 15, 20, 25, 30
(E) 5, 10, 15, 20, 25, 30
8. A code segment calculates the mean of values stored in integers \( n1, n2, n3, \) and \( n4 \) and stores the result in \( \text{average} \), which is of type \texttt{double}. What kind of error is caused with this statement?

\[
\text{double average} = \frac{n1 + n2 + n3 + n4}{(\text{double}) 4};
\]

(A) Logic
(B) Run-time
(C) Overflow
(D) Syntax
(E) Type mismatch

9. A program evaluates binary arithmetic expressions that are read from an input file. All of the operands are integers, and the only operators are \( +, -, \) \( \ast \), and \( \div \). In writing the program, the programmer forgot to include a test that checks whether the right-hand operand in a division expression equals zero. When will this oversight be detected?

(A) At compile time
(B) While editing the program
(C) As soon as the data from the input file is read
(D) During evaluation of the expressions
(E) When at least one incorrect value for the expressions is output

10. Which best describes the precondition of a method? It is an assertion that

(A) describes precisely the conditions that must be true at the time the method is called.
(B) initializes the parameters of the method.
(C) describes the effect of the method on its postcondition.
(D) explains what the method does.
(E) states what the initial values of the local variables in the method must be.
11. Consider the following code fragment:

```java
//Precondition: a1, a2, a3 contain 3 distinct integers.
//Postcondition: max contains the largest of a1, a2, a3.

//first set max equal to larger of a1 and a2
if (a1 > a2)
    max = a1;
else
    max = a2;
//set max equal to larger of max and a3
if (max < a3)
    max = a3;
```

For this algorithm, which of the following initial setups for \(a_1\), \(a_2\), and \(a_3\) will cause
(1) the least number of computer operations (best case) and
(2) the greatest number of computer operations (worst case)?

(A) (1) largest value in \(a_1\) or \(a_2\) (2) largest value in \(a_3\)
(B) (1) largest value in \(a_2\) or \(a_3\) (2) largest value in \(a_1\)
(C) (1) smallest value in \(a_1\) (2) largest value in \(a_2\)
(D) (1) largest value in \(a_2\) (2) smallest value in \(a_3\)
(E) (1) smallest value in \(a_1\) or \(a_2\) (2) largest value in \(a_3\)

Refer to the following code segment for Questions 12 and 13.

```java
//Compute the mean of integers 1 .. N.
//N is an integer >= 1 and has been initialized.
int k = 1;
double mean, sum = 1.0;
while (k < N)
{
    /* loop body */
}
mean = sum / N;
```

12. What is the precondition for the while loop?

(A) \(k \geq N\), \(\text{sum} = 1.0\)
(B) \(\text{sum} = 1 + 2 + 3 + \ldots + k\)
(C) \(k < N\), \(\text{sum} = 1.0\)
(D) \(N \geq 1\), \(k = 1\), \(\text{sum} = 1.0\)
(E) \(\text{mean} = \text{sum} / N\)
13. What should replace /* loop body */ so that the following is the loop invariant for the while loop:

\[ \text{sum} = 1 + 2 + \ldots + k, \ 1 \leq k \leq N \]

(A) `sum += k; k++;`
(B) `k++; sum += k;`
(C) `sum++; k += sum;`
(D) `k += sum; sum++;`
(E) `sum += k;`

Questions 14 and 15 refer to the Fibonacci sequence described here. The sequence of Fibonacci numbers is 1, 1, 2, 3, 5, 8, 13, 21, \ldots. The first two Fibonacci numbers are each 1. Each subsequent number is obtained by adding the previous two. Consider this method:

```java
// Precondition: n >= 1.
// Postcondition: The nth Fibonacci number has been returned.
public static int fib(int n) {
    int prev = 1, next = 1, sum = 1;
    for (int i = 3; i <= n; i++)
    {
        sum = next + prev;
        prev = next;
        next = sum;
    }
    return sum;
}
```

14. Which of the following is a correct assertion about the loop variable `i`?
   (A) `1 \leq i \leq n`
   (B) `0 \leq i \leq n`
   (C) `3 \leq i \leq n`
   (D) `3 \leq i \leq n+1`
   (E) `3 < i < n+1`

15. Which of the following is a correct loop invariant for the for loop, assuming the correct bounds for the loop variable `i`?
   (A) `sum = i\text{th Fibonacci number}
   (B) `sum = (i+1)\text{th Fibonacci number}
   (C) `sum = (i-1)\text{th Fibonacci number}
   (D) `sum = (prev-1)\text{th Fibonacci number}
   (E) `sum = (next+1)\text{th Fibonacci number}
16. An efficient algorithm that must delete the last two elements in a long list of \( n \) elements stored as an array is
   (A) \( O(n) \)
   (B) \( O(n^2) \)
   (C) \( O(1) \)
   (D) \( O(2) \)
   (E) \( O(\log n) \)

17. An algorithm to remove all negative values from a list of \( n \) integers sequentially examines each element in the array. When a negative value is found, each element is moved down one position in the list. The algorithm is
   (A) \( O(1) \)
   (B) \( O(\log n) \)
   (C) \( O(n) \)
   (D) \( O(n^2) \)
   (E) \( O(n^3) \)

18. A certain algorithm is \( O(\log_2 n) \). Which of the following will be closest to the number of computer operations required if the algorithm manipulates 1000 elements?
   (A) 10
   (B) 100
   (C) 1000
   (D) \( 10^6 \)
   (E) \( 10^9 \)

19. A certain algorithm examines a list of \( n \) random integers and outputs the number of times the value 5 appears in the list. Using big-O notation, this algorithm is
   (A) \( O(1) \)
   (B) \( O(5) \)
   (C) \( O(n) \)
   (D) \( O(n^2) \)
   (E) \( O(\log n) \)
Refer to the following method for Questions 20 and 21.

//Precondition: a and b are initialized integers.
public static int mystery(int a, int b)
{
    int total = 0, count = 1;
    while (count <= b)
    {
        total += a;
        count++;
    }
    return total;
}

20. What is the postcondition for method mystery?
   (A) total = a + b
   (B) total = a * b
   (C) total = b^a
   (D) total = a * b
   (E) total = a / b

21. Which is a loop invariant for the while loop?
   (A) total = (count-1) * a, 0 ≤ count ≤ b
   (B) total = count * a, 1 ≤ count ≤ b
   (C) total = (count-1) * a, 1 ≤ count ≤ b
   (D) total = count * a, 1 ≤ count ≤ b + 1
   (E) total = (count-1) * a, 1 ≤ count ≤ b + 1

22. A program is to be written that prints an invoice for a small store. A copy of the invoice will be given to the customer and will display
   • A list of items purchased.
   • The quantity, unit price, and total price for each item.
   • The amount due.

Three candidate classes for this program are Invoice, Item, and ItemList, where an Item is a single item purchased and ItemList is the list of all items purchased. Which class is a reasonable choice to be responsible for the amountDue method, which returns the amount the customer must pay?
   I Item
   II ItemList
   III Invoice
   (A) I only
   (B) III only
   (C) I and II only
   (D) II and III only
   (E) I, II, and III
23. Which is a false statement about classes in object-oriented program design?
(A) If a class $C_1$ has an instance variable whose type is another class, $C_2$, then $C_1$ has-a $C_2$.
(B) If a class $C_1$ is associated with another class, $C_2$, then $C_1$ depends on $C_2$ for its implementation.
(C) If classes $C_1$ and $C_2$ are related such that $C_1$ is-a $C_2$, then $C_2$ has-a $C_1$.
(D) If class $C_1$ is independent, then none of its methods will have parameters that are objects of other classes.
(E) Classes that have common methods do not necessarily define an inheritance relationship.

24. A Java program maintains a large database of vehicles and parts for a car dealership. Some of the classes in the program are `Vehicle`, `Car`, `Truck`, `Tire`, `Circle`, `SteeringWheel`, and `AirBag`. The declarations below show the relationships between classes. Which is a poor choice?
(A) `public class Vehicle {
    ...  
    private Tire[] tires;
    private SteeringWheel sw;
    ...  
}  

(B) `public class Tire extends Circle {
    ...  
    //inherits methods that compute circumference  
    //and center point  
}  

(C) `public class Car extends Vehicle {
    ...  
    //inherits private Tire[] tires from Vehicle class  
    //inherits private SteeringWheel sw from Vehicle class  
    ...  
}  

(D) `public class Tire {
    ...  
    private String rating;  //speed rating of tire  
    private Circle boundary;  
}  

(E) `public class SteeringWheel {
    ...  
    private AirBag ab;  //AirBag is stored in SteeringWheel  
    private Circle boundary;  
}  

25. A Java programmer has completed a preliminary design for a large program. The programmer has developed a list of classes, determined the methods for each class, established the relationships between classes, and written an interface for each class. Which class(es) should be implemented first?

(A) Any superclasses
(B) Any subclasses
(C) All collaborator classes (classes that will be used to implement other classes)
(D) The class that represents the dominant object in the program
(E) All independent classes (classes that have no references to other classes)

Use the program description below for Questions 26–28.

A program is to be written that simulates bumper cars in a video game. The cars move on a square grid and are located on grid points \((x, y)\), where \(x\) and \(y\) are integers between \(-20\) and \(20\). A bumper car moves in a random direction, either left, right, up, or down. If it reaches a boundary (i.e., \(x\) or \(y\) is \(\pm 20\)), then it reverses direction. If it is about to collide with another bumper car, it reverses direction. Your program should be able to add bumper cars and run the simulation. One step of the simulation allows each car in the grid to move. After a bumper car has reversed direction twice, its turn is over and the next car gets to move.

26. To identify classes in the program, the nouns in the specification are listed:

- program
- bumper car
- grid
- grid point
- integer
- direction
- boundary
- simulation

How many nouns in the list should immediately be discarded because they are unsuitable as classes for the program?

(A) 0
(B) 1
(C) 2
(D) 3
(E) 4
A programmer decides to include the following classes in the program. Refer to them for Questions 27 and 28.

- Simulation will run the simulation.
- Display will show the state of the game.
- BumperCar will know its identification number, position in the grid, and current direction when moving.
- GridPoint will be a position in the grid. It will be represented by two integer fields, x_coord and y_coord.
- Grid will keep track of all bumper cars in the game, the number of cars, and their positions in the grid. It will update the grid each time a car moves. It will be implemented with a two-dimensional array of BumperCar.

27. Which operation should not be the responsibility of the GridPoint class?

(A) isEmpty returns false if grid point contains a BumperCar, true otherwise
(B) atBoundary returns true if x or y coordinate = ±20, false otherwise
(C) left if not at left boundary, change grid point to 1 unit left of current point
(D) up if not at top of grid, change grid point to 1 unit above current point
(E) get_x return x-coordinate of this point

28. Which method is not suitable for the BumperCar class?

(A) public boolean atBoundary()
   //Returns true if BumperCar at boundary, false otherwise.
(B) public void selectRandomDirection()
   //Select random direction (up, down, left, or right)
   //at start of turn.
(C) public void reverseDirection()
   //Move to grid position that is in direction opposite to
   //current direction.
(D) public void move()
   //Take turn to move. Stop move after two changes
   //of direction.
(E) public void update()
   //Modify Grid to reflect new position after each stage
   //of move.
ANSWER KEY

2. D  12. D  22. D
7. C  17. D  27. A
10. A  20. D

ANSWERS EXPLAINED

1. (E) A programmer should never make unilateral decisions about a program specification. When in doubt, check with the person who wrote the specification.

2. (D) In I and II a three-digit number is the object being manipulated. For III, however, the object is a six-character string, which suggests a class other than a ThreeDigitNumber.

3. (E) Top-down programming consists of listing the methods for the main object and then using stepwise refinement to break each method into a list of subtasks. Eliminate choices A, C, and D: Top-down programming refers to the design and planning stage and does not involve any actual writing of code. Choice B is closer to the mark, but “top-down” implies a list of operations, not an essay describing the methods.

4. (E) All three considerations are valid when choosing an algorithm. III is especially important if your code will be part of a larger project created by several programmers. Yet even if you are the sole writer of a piece of software, be aware that your code may one day need to be modified by others.

5. (B) A process that causes excessive data movement is inefficient. Inserting an element into its correct (sorted) position involves moving elements to create a slot for this element. In the worst case, the new element must be inserted into the first slot, which involves moving every element up one slot. Similarly, deleting an element involves moving elements down a slot to close the “gap.” In the worst case, where the first element is deleted, all elements in the array will need to be moved. Summing the five smallest elements in the list means summing the first five elements. This requires no testing of elements and no excessive data movement, so it is efficient. Finding the maximum value in a sorted list is very fast—just select the element at the appropriate end of the list.

6. (C) “Robustness” implies the ability to handle all data input by the user and to give correct answers even for extreme values of data. A program that is not robust
may well run on another computer without modification, and a robust program may need modification before it can run on another computer.

7. (C) Eliminate choice D because 0 is an invalid weight, and you may infer from the method description that invalid data have already been screened out. Eliminate choice E because it tests two values in the range 10–25. (This is not wrong, but choice C is better.) Eliminate choice A since it tests only the endpoint values. Eliminate B because it tests no endpoint values.

8. (A) The statement is syntactically correct, but as written it will not find the mean of the integers. The bug is therefore an intent or logic error. To execute as intended, the statement needs parentheses:

```java
double average = (n1 + n2 + n3 + n4) / (double) 4;
```

9. (D) The error that occurs is a run-time error caused by an attempt to divide by zero (ArithmeticException). Don’t be fooled by choice C. Simply reading an expression 8/0 from the input file won’t cause the error. Note that if the operands were of type double, the correct answer would be E. In this case, dividing by zero does not cause an exception; it gives an answer of Infinity. Only on inspecting the output would it be clear that something was wrong.

10. (A) A precondition does not concern itself with the action of the method, the local variables, the algorithm, or the postcondition. Nor does it initialize the parameters. It simply asserts what must be true directly before execution of the method.

11. (A) The best case causes the fewest computer operations, and the worst case leads to the maximum number of operations. In the given algorithm, the initial test `if (a1 > a2)` and the assignment to `max` will occur irrespective of which value is the largest. The second test, `if (max < a3)`, will also always occur. The final statement, `max = a3`, will occur only if the largest value is in `a3`; thus, this represents the worst case. So the best case must have the biggest value in `a1` or `a2`.

12. (D) The precondition is an assertion about the variables in the loop just before the loop is executed. Variables `N`, `k`, and `sum` have all been initialized to the values shown in choice D. Choice C is wrong because `k` may equal `N`. Choice A is wrong because `k` may be less than `N`. Choice E is wrong because `mean` is not defined until the loop has been exited. Choice B is wrong because it omits the assertions about `N` and `k`.

13. (B) Note that A and B are the only reasonable choices. Choice E results in an infinite loop, and choices C and D increment `sum` by 1 instead of by `k`. For choice A, 1 is added to `sum` in the first pass through the loop, which is wrong; 2 should be added. Thus, `k` should be incremented before updating `sum`. Note that for choice B after the first pass `k = 2` and `sum = 1 + 2`. After the second pass, `k = 3` and `sum = 1 + 2 + 3`. Also note that `k`’s initial value is 1 and final value on exiting the loop for the last time is `N`, as in the given loop invariant.

14. (D) Eliminate choices A, B, and E since `i` is initialized to 3 in the `for` loop. Choice C is wrong because the value of `i` after final exit from the loop is `n+1`.

15. (C) Eliminate choices D and E, since the loop invariant should include the loop variable in its statement. Notice that the first exit from the `for` loop has `i = 4` and `sum = 2`, which is the third Fibonacci number. In general, at each exit from the loop, `sum` is equal to the `(i-1)th` Fibonacci number.
16. (C) Deleting a constant number of elements at the end of an array is independent of \(n\), and therefore \(O(1)\). Don’t let yourself be caught by choice D: There is no such thing as \(O(2)\)!

17. (D) In the worst case, every element in the array is negative. Thus, the number of data moves will be \((n-1)+(n-2)+\ldots+2+1 = n(n-1)/2\). This is a quadratic function, so the algorithm is \(O(n^2)\). Alternatively, you can see that each of the \(n\) elements must be examined, and in the average case it is moved about \(n/2\) places. So again you get \(O(n^2)\). Note that unless you are specifically asked, you should not quote the order of the best case—always assume worst case or average case behavior. Here in the best case there are no negative values in the list and so no data movements. The algorithm is \(O(n)\).

18. (A) If \(n = 1000\), \(\log_2 n \approx 10\) since \(2^{10} \approx 1000\).

19. (C) The entire list of \(n\) integers must be examined once; thus, the algorithm is \(O(n)\).

20. (D) \(a\) is being added to \(b\) \(n\) times, which means that at the end of execution \(\text{total} = a \times b\).

21. (E) Since \(\text{count}\) is incremented at the end of the loop, \(\text{total} = (\text{count}-1) \times a\), not \(\text{count} \times a\). Thus, eliminate choices B and D. Choice A is wrong because \(\text{count}\) is initialized to 1, not 0. Note that after the final exit from the loop, \(\text{count}\) has value \(b+1\), which eliminates choice C.

22. (D) It makes sense for an \texttt{Item} to be responsible for its name, unit price, quantity, and total price. It is not reasonable for it to be responsible for other \texttt{Items}. Since an \texttt{ItemList}, however, will contain information for all the \texttt{Items} purchased, it is reasonable to have it also compute the total \texttt{amountDue}. It makes just as much sense to give an \texttt{Invoice} the responsibility for displaying information for the items purchased, as well as providing a final total, \texttt{amountDue}.

23. (C) The \texttt{is-a} relationship defines inheritance, while the \texttt{has-a} relationship defines association. These types of relationship are mutually exclusive. For example, a graduate student \texttt{is-a} student. It doesn’t make sense to say a student \texttt{has-a} graduate student!

24. (B) Even though it’s convenient for a \texttt{Tire} object to inherit \texttt{Circle} methods, an inheritance relationship between a \texttt{Tire} and a \texttt{Circle} is incorrect: It is false to say that a \texttt{Tire} \texttt{is-a} \texttt{Circle}. A \texttt{Tire} is a car part, while a \texttt{Circle} is a geometric shape. Notice that there is an \texttt{association} relationship between a \texttt{Tire} and a \texttt{Circle}: A \texttt{Tire} \texttt{has-a} \texttt{Circle} as its boundary.

25. (E) Independent classes do not have relationships with other classes and can therefore be more easily coded and tested.

26. (C) The word “program” is never included when it’s used in this context. The word “integer” describes the type of coordinates \(x\) and \(y\) and has no further use in the specification. While words like “direction,” “boundary,” and “simulation” may later be removed from consideration as classes, it is not unreasonable to keep them as candidates while you ponder the design.

27. (A) A \texttt{GridPoint} object knows only its \(x\) and \(y\) coordinates. It has no information about whether a \texttt{BumperCar} is at that point. Notice that operations in all of the other choices depend on the \(x\) and \(y\) coordinates of a \texttt{GridPoint} object. An \texttt{isEmpty} method should be the responsibility of the \texttt{Grid} class that keeps track of
the status of each position in the grid.

28. (E) A BumperCar is responsible for itself—keeping track of its own position, selecting an initial direction, making a move, and reversing direction. It is not, however, responsible for maintaining and updating the grid. That should be done by the Grid class.
CHAPTER 6

Arrays and Array Lists

Should array indices start at 0 or 1?
My compromise of 0.5 was rejected,
without, I thought, proper consideration.
—S. Kelly-Bootle

Chapter Goals

- One-dimensional arrays
- The ArrayList<E> class
- Two-dimensional arrays

ONE-DIMENSIONAL ARRAYS

An array is a data structure used to implement a list object, where the elements in the list are of the same type; for example, a class list of 25 test scores, a membership list of 100 names, or a store inventory of 500 items.

For an array of \( N \) elements in Java, index values (“subscripts”) go from 0 to \( N - 1 \). Individual elements are accessed as follows: If \( \text{arr} \) is the name of the array, the elements are \( \text{arr}[0], \text{arr}[1], \ldots, \text{arr}[N-1] \). If a negative subscript is used, or a subscript \( k \) where \( k \geq N \), an ArrayIndexOutOfBoundsException is thrown.

Initialization

In Java, an array is an object; therefore, the keyword \textit{new} must be used in its creation. The size of an array remains fixed once it has been created. As with \texttt{String} objects, however, an array reference may be reassigned to a new array of a different size.

Example

All of the following are equivalent. Each creates an array of 25 \texttt{double} values and assigns the reference \texttt{data} to this array.

1. \texttt{double[]} \texttt{data} = \texttt{new double[25]};
2. \texttt{double data[]} = \texttt{new double[25]};
3. \texttt{double[]} \texttt{data};
   \hspace{1em} \texttt{data} = \texttt{new double[25]};

A subsequent statement like
data = new double[40];

reassigns data to a new array of length 40. The memory allocated for the previous data array is recycled by Java’s automatic garbage collection system.

When arrays are declared, the elements are automatically initialized to zero for the primitive numeric data types (int and double), to false for boolean variables, or to null for object references.

It is possible to declare several arrays in a single statement. For example,

```java
int[] intList1, intList2;  // declares intList1 and intList2 to contain int values
int[] arr1 = new int[15], arr2 = new int[30];  // reserves 15 slots
   // for arr1, 30 for arr2
```

**INITIALIZER LIST**

Small arrays whose values are known can be declared with an *initializer list*. For example, instead of writing

```java
int[] coins = new int[4];
goals[0] = 1;
goals[1] = 5;
goals[2] = 10;
goals[3] = 25;
```

you can write

```java
int[] coins = {1, 5, 10, 25};
```

This construction is the one case where *new* is not required to create an array.

**Length of Array**

A Java array has a final public instance variable (i.e., a constant), `length`, which can be accessed when you need the number of elements in the array. For example,

```java
String[] names = new String[25];
< code to initialize names >

// loop to process all names in array
for (int i = 0; i < names.length; i++)
   < process names >
```

**NOTE**

1. The array subscripts go from 0 to `names.length-1`; therefore, the test on `i` in the for loop must be strictly less than `names.length`.
2. `length` is not a method and therefore is not followed by parentheses. Contrast this with String objects, where `length` is a method and must be followed by parentheses. For example,

```java
String s = "Confusing syntax!";
int size = s.length();  // assigns 17 to size
```
Traversing an Array

Use a for-each loop whenever you need access to every element in an array without replacing or removing any elements. Use a for loop in all other cases: to access the index of any element, to replace or remove elements, or to access just some of the elements.

Note that if you have an array of objects (not primitive types), you can use the for-each loop and mutator methods of the object to modify the fields of any instance (see the shuffleAll method on p. 294).

Example 1

//Return the number of even integers in array arr of integers.
public static int countEven(int[] arr)
{
    int count = 0;
    for (int num : arr)
    {
        if (num % 2 == 0) //num is even
            count++;
    }
    return count;
}

Example 2

//Change each even-indexed element in array arr to 0.
//Precondition: arr contains integers.
//Postcondition: arr[0], arr[2], arr[4], ... have value 0.
public static void changeEven(int[] arr)
{
    for (int i = 0; i < arr.length; i += 2)
    {
        arr[i] = 0;
    }
}

Arrays as Parameters

Since arrays are treated as objects, passing an array as a parameter means passing its object reference. No copy is made of the array. Thus, the elements of the actual array can be accessed—and modified.

Example 1

Array elements accessed but not modified:

//Return index of smallest element in array arr of integers.
public static int findMin (int[] arr)
{
    int min = arr[0];
    int minIndex = 0;
    for (int i = 1; i < arr.length; i++)
    {
        if (arr[i] < min) //found a smaller element
        {
            min = arr[i];
            minIndex = i;
        }
    }
    return minIndex;
}
One-Dimensional Arrays

int[] array;
<code to initialize array>
int min = findMin(array);

NOTE
An alternative header for the method is

public static int findMin(int arr[])

Example 2
Array elements modified:

//Add 3 to each element of array b.
public static void changeArray(int[] b)
{
    for (int i = 0; i < b.length; i++)
        b[i] += 3;
}

To call this method (in the same class):

int[] list = {1, 2, 3, 4};
changeArray(list);
System.out.print("The changed list is ");
for (int num : list)
    System.out.print(num + " ");

The output produced is

The changed list is 4 5 6 7

Look at the memory slots to see how this happens:

Before the method call:

| list | 1 2 3 4 |

At the start of the method call:

| list | 1 2 3 4 |

| b    | 

Just before exiting the method:

| list | 4 5 6 7 |

| b    | 

After exiting the method:

| list | 4 5 6 7 |

Example 3

Contrast the changeArray method with the following attempt to modify one array element:

//Add 3 to an element.
public static void changeElement(int n)
{ n += 3; }

Here is some code that invokes this method:

When an array is passed as a parameter, it is possible to alter the contents of the array.
int[] list = {1, 2, 3, 4};
System.out.print("Original array: ");
for (int num : list)
    System.out.print(num + " ");
changeElement(list[0]);
System.out.print("\nModified array: ");
for (int num : list)
    System.out.print(num + " ");

Contrary to the programmer’s expectation, the output is

Original array: 1 2 3 4
Modified array: 1 2 3 4

A look at the memory slots shows why the list remains unchanged.

Before the method call: At the start of the method call:
list    1 2 3 4
        list    1 2 3 4
     \    \     n
   4 1

Just before exiting the method: After exiting the method:
list    1 2 3 4
        list    1 2 3 4
     \    \     n
   4

The point of this is that primitive types—including single array elements of type int or double—are passed by value. A copy is made of the actual parameter, and the copy is erased on exiting the method.

Example 4

    //Swap arr[i] and arr[j] in array arr.
    public static void swap(int[] arr, int i, int j)
    {
        int temp = arr[i];
        arr[i] = arr[j];
        arr[j] = temp;
    }

To call the swap method:

    int[] list = {1, 2, 3, 4};
    swap(list, 0, 3);
    System.out.print("The changed list is: ");
    for (int num : list)
        System.out.print(num + " ");

The output shows that the program worked as intended:

    The changed list is: 4 2 3 1
Example 5

//Precondition: Array undefined.
//Postcondition: Returns array containing NUM_ELEMENTS integers
//read from the keyboard.
public int[] getIntegers()
{
    int[] arr = new int[NUM_ELEMENTS];
    for (int i = 0; i < arr.length; i++)
    {
        System.out.println("Enter integer: ");
        arr[i] = IO.readInt(); //read user input
    }
    return arr;
}

To call this method:

int[] list = getIntegers();

Array Variables in a Class

Consider a simple Deck class in which a deck of cards is represented by the integers 0 to 51.

public class Deck
{
    private int[] myDeck;
    public static final int NUMCARDS = 52;

    //constructor
    public Deck()
    {
        myDeck = new int[NUMCARDS];
        for (int i = 0; i < NUMCARDS; i++)
            myDeck[i] = i;
    }

    //Write contents of Deck.
    public void writeDeck()
    {
        for (int card : myDeck)
            System.out.print(card + " ");
        System.out.println();
        System.out.println();
    }

    //Swap arr[i] and arr[j] in array arr.
    private void swap(int[] arr, int i, int j)
    {
        int temp = arr[i];
        arr[i] = arr[j];
        arr[j] = temp;
    }
}
//Shuffle Deck: Generate a random permutation by picking a
// random card from those remaining and putting it in the
// next slot, starting from the right.
public void shuffle()
{
    int index;
    for (int i = NUMCARDS - 1; i > 0; i--)
    {
        //generate an int from 0 to i
        index = (int) (Math.random() * (i + 1));
        swap(myDeck, i, index);
    }
}

Here is a simple driver class that tests the Deck class:

public class DeckMain
{
    public static void main(String args[])
    {
        Deck d = new Deck();
        d.shuffle();
        d.writeDeck();
    }
}

NOTE
There is no evidence of the array that holds the deck of cards—myDeck is a private
instance variable and is therefore invisible to clients of the Deck class.

Array of Class Objects
Suppose a large card tournament needs to keep track of many decks. The code to do
this could be implemented with an array of Deck:

public class ManyDecks
{
    private Deck[] allDecks;
    public static final int NUMDECKS = 500;

    //constructor
    public ManyDecks()
    {
        allDecks = new Deck[NUMDECKS];
        for (int i = 0; i < NUMDECKS; i++)
            allDecks[i] = new Deck();
    }

    //Shuffle the Decks.
    public void shuffleAll()
    {
        for (Deck d : allDecks)
            d.shuffle();
    }
}
// Write contents of all the Decks.
public void printDecks()
{
   for (Deck d : allDecks)
      d.writeDeck();
}

NOTE
The statement

   allDecks = new Deck[NUMDECKS];

creates an array, allDecks, of 500 Deck objects. The default initialization for these Deck objects is null. In order to initialize them with actual decks, the Deck constructor must be called for each array element. This is achieved with the for loop of the ManyDecks constructor.

Analyzing Array Algorithms

Example 1

(a) Discuss the efficiency of the countNegs method below. What are the best and worst case configurations of the data?

(b) What is the big-O run time?

// Precondition: arr[0],...,arr[arr.length-1] contain integers.
// Postcondition: Number of negative values in arr has been returned.
public static int countNegs(int[] arr)
{
   int count = 0;
   for (int num : arr)
      if (num < 0)
         count++;
   return count;
}

Solution:

(a) This algorithm sequentially examines each element in the array. In the best case, there are no negative elements, and count++ is never executed. In the worst case, all the elements are negative, and count++ is executed in each pass of the for loop.

(b) The run time is $O(n)$, since each element in the list is examined.

Example 2

The code fragment below inserts a value, num, into its correct position in a sorted array of integers.

(a) Discuss the efficiency of the algorithm.

(b) What is the big-O run time of the algorithm?

(c) What is the loop invariant of the while loop?
//Precondition: arr[0],...,arr[n-1] contain integers sorted in increasing order. n < arr.length.
//Postcondition: num has been inserted in its correct position.
{
    //find insertion point
    int i = 0;
    while (i < n && num > arr[i])
        i++;
    //if necessary, move elements arr[i]...arr[n-1] up 1 slot
    for (int j = n; j >= i + 1; j--)
        arr[j] = arr[j-1];
    //insert num in i-th slot and update n
    arr[i] = num;
    n++
}

Solution:

(a) In the best case, num is greater than all the elements in the array: Because it gets inserted at the end of the list, no elements must be moved to create a slot for it. The worst case has num less than all the elements in the array. In this case, num must be inserted in the first slot, arr[0], and every element in the array must be moved up one position to create a slot.

This algorithm illustrates a disadvantage of arrays: Insertion and deletion of an element in an ordered list is inefficient, since, in the worst case, it may involve moving all the elements in the list.

(b) Insertion or deletion of a single element in an ordered list is $O(n)$. Note that if $n$ elements must be inserted (or deleted) with this algorithm, the algorithm becomes $O(n^2)$.

(c) The loop invariant for the while loop is

$$num > arr[0], num > arr[1], ..., num > arr[i-1], \text{ where } 0 \leq i \leq n$$

Loop invariants for array algorithms can be nicely illustrated with a diagram showing a snapshot of what is happening. Each rectangle represents a portion of array arr. The labels on top of the rectangle are array indexes for elements at the beginning and end of each portion. Here is the diagram that illustrates this loop invariant:

```
<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>i-1</td>
<td>i</td>
<td>n-1</td>
</tr>
<tr>
<td>num &gt; all elements in here</td>
<td>still to be examined</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

### ARRAY LISTS

This section contains the material that Level A students need to know. Level AB students should also see Chapter 11 for a fuller discussion of ArrayList and the other container classes.
The ArrayList Class

The ArrayList class is part of java.util, one of Java’s standard packages. An ArrayList provides an alternative way of storing a list of objects and has the following advantages over an array:

- An ArrayList shrinks and grows as needed in a program, whereas an array has a fixed length that is set when the array is created.
- In an ArrayList list, the last slot is always list.size()-1, whereas in a partially filled array, you, the programmer, must keep track of the last slot currently in use.
- For an ArrayList, you can do insertion or deletion with just a single statement. Any shifting of elements is handled automatically. In an array, however, insertion or deletion requires you to write the code that shifts the elements.

Generics

In Java 5.0, the ArrayList class is generic, which means that it has a type parameter. Here is part of the class header for ArrayList:

```
public class ArrayList<E> ...
```

The type parameter E acts as a placeholder for any nonprimitive type. The type must be defined whenever an ArrayList is used in a program. The main idea behind this is that you express your intent that the list will be restricted to a particular data type. At compile time, the types are checked and the compiler keeps track of the element type, eliminating the need for casting when you access objects in the list. All this provides built-in type safety for your programs. Note that arrays in Java do not have this generic feature.

The Methods of ArrayList

You should know the following methods:

```java
ArrayList()
```
Constructs an empty list.

```java
int size()
```
Returns the number of elements currently in the list.

```java
boolean add(E obj)
```
Appends obj to the end of the list. Always returns true.

```java
E get(int index)
```
Returns the element at the specified index in the list.
E set(int index, E element)
Replaces the item at a specified index in the list with the specified element. Returns the element that was previously at index.

void add(int index, E element)
Inserts element at the specified index in the list. If the insertion is not at the end of the list, shifts the element currently at that position and all elements following it one unit to the right (i.e., adds 1 to their indexes). Adjusts the size of the list.

E remove(int index)
Removes and returns the element at the specified index in the list. Shifts all elements following that element one unit to the left (i.e., subtracts 1 from their indexes). Adjusts the size of the list.

NOTE
Each method above that has an index parameter—add, get, remove, and set—throws an IndexOutOfBoundsException if index is out of range. For get, remove, and set, index is out of range if

index < 0 || index >= size()

For add, however, it is OK to add an element at the end of the list. Therefore, index is out of range if

index < 0 || index > size()

Auto-Boxing and -Unboxing
Recall that an ArrayList must contain objects, not primitive types like double and int. Numbers must therefore be boxed—placed in wrapper classes like Integer and Double—before insertion into an ArrayList.

Auto-boxing is the automatic wrapping of primitive types in their wrapper classes.

To retrieve the numerical value of an Integer (or Double) stored in an ArrayList, the intValue() (or doubleValue()) method must be invoked.

Auto-unboxing is the automatic conversion of a wrapper class to its corresponding primitive type. Be aware that if a program tries to auto-unbox null, the method will throw a NullPointerException.

Note that while auto-boxing and -unboxing cut down on code clutter, these operations must still be performed behind the scenes, leading to decreased run-time efficiency. It is much more efficient to assign and access primitive types in an array than an ArrayList. You should therefore consider using an array for a program that manipulates sequences of numbers and does not need to use objects.

NOTE
Auto-boxing and -unboxing is a new feature in Java 5.0 and will not be tested on the AP exam. It is OK, however, to use this convenient feature in code that you write in the free-response questions.
Using ArrayList

Example 1

```java
//Create an ArrayList containing 0 1 4 9.
ArrayList<Integer> list = new ArrayList<Integer>();
for (int i = 0; i < 4; i++)
    list.add(i * i); //example of auto-boxing
    //i*i wrapped in an Integer before insertion
Integer intOb = list.get(2); //assigns Integer with value 4 to intOb.
    //Leaves list unchanged.
int n = list.get(3); //example of auto-unboxing
    //Integer is retrieved and converted to int
    //n contains 9
Integer x = list.set(3, 5); //list is 0 1 4 5
    //x contains Integer with value 9
x = list.remove(2); //list is 0 1 5
    //x contains Integer with value 4
list.add(1, 7); //list is 0 7 1 5
list.add(2, 8); //list is 0 7 8 1 5
```

Example 2

```java
//Traversing an ArrayList of Integer.
//Print the elements of list, one per line.
for (Integer i : list)
    System.out.println(i);
```

Example 3

```java
/* Precondition: ArrayList list contains Integer values
* sorted in increasing order.
* Postcondition: value inserted in its correct position in list. */
public static void insert(ArrayList<Integer> list, Integer value)
{
    int index = 0;
    //find insertion point
    while (index < list.size() &&
          value.compareTo(list.get(index)) > 0)
        index++;
    //insert value
    list.add(index, value);
}
```

NOTE

Suppose value is larger than all the elements in list. Then the insert method will
throw an IndexOutOfBoundsException if the first part of the test is omitted, namely
index < list.size().

TWO-DIMENSIONAL ARRAYS

A two-dimensional array (matrix) is often the data structure of choice for objects like
board games, tables of values, theater seats, and mazes.

Look at the following 3 × 4 matrix:
If \( mat \) is the matrix variable, the row subscripts go from 0 to 2 and the column subscripts go from 0 to 3. The element \( mat[1][2] \) is 4, whereas \( mat[0][2] \) and \( mat[2][3] \) are both 8. As with one-dimensional arrays, if the subscripts are out of range an \texttt{ArrayIndexOutOfBoundsException} is thrown.

### Declarations

Each of the following declares a two-dimensional array:

```java
int[][] table; //table can reference a 2-D array of integers
//table is currently a null reference
double[][] matrix = new double[3][4]; //matrix references a 3 x 4
//array of real numbers.
//Each element has value 0.0
String[][] strs = new String[2][5]; //strs references a 2 x 5
//array of String objects.
//Each element is null
```

An \textit{initializer list} can be used to specify a two-dimensional array:

```java
int[][] mat = { {3, 4, 5}, //row 0
               {6, 7, 8} }; //row 1
```

This defines a \( 2 \times 3 \) \textit{rectangular} array (i.e., one in which each row has the same number of elements).

The initializer list is a list of lists in which each inside list represents a row of the matrix. Since a matrix is implemented as an array of rows (where each row is a one-dimensional array of elements), the quantity \( mat.length \) represents the number of rows. For any given row \( k \), the quantity \( mat[k].length \) represents the number of elements in that row, namely the number of columns. (Java allows a variable number of elements in each row. Since these “jagged arrays” are not part of the AP Java subset, you can assume that \( mat[k].length \) is the same for all rows \( k \) of the matrix, i.e., that the matrix is rectangular.)

### Processing a Two-Dimensional Array

#### Example 1

Find the sum of all elements in a matrix \( mat \).

//Precondition: mat is initialized with integer values.
```java
int sum = 0;
for (int r = 0; r < mat.length; r++)
    for (int c = 0; c < mat[r].length; c++)
        sum += mat[r][c];
```

**NOTE**

1. \( mat[r][c] \) represents the \( r \)th row and the \( c \)th column.
2. Rows are numbered from 0 to \( mat.length-1 \), and columns are numbered from 0 to \( mat[r].length-1 \). Any index that is outside these bounds will generate an \texttt{ArrayIndexOutOfBoundsException}.
3. Since elements are not being replaced, nested for-each loops can be used instead:
Two-Dimensional Arrays

for (int[] row : mat) //for each row array in mat
    for (int element : row) //for each element in this row
        sum += element;

4. The AP Java subset does not include nested for-each loops for two-dimensional arrays. You can, however, use this construct in free-response questions where applicable—use it for accessing each element, but not for replacing or removing elements.

Example 2
Add 10 to each element in row 2 of matrix mat.

for (int c = 0; c < mat[2].length; c++)
    mat[2][c] += 10;

NOTE
1. In the for loop, you can use c < mat[k].length, where 0 ≤ k < mat.length, since each row has the same number of elements.
2. You cannot use a for-each loop here because elements are being replaced.

Example 3
The major and minor diagonals of a square matrix are shown below:

![Major diagonal](image)

You can process the diagonals as follows:

```java
int[][] mat = new int[SIZE][SIZE]; //SIZE is a constant int value

for (int i = 0; i < SIZE; i++)
    Process mat[i][i]; //major diagonal
    OR
    Process mat[i][SIZE - i - 1]; //minor diagonal
```

Two-Dimensional Array as Parameter

Example 1
Here is a method that counts the number of negative values in a matrix.

//Precondition: mat is initialized with integers.
//Postcondition: Returns count of negative values in mat.
public static int countNegs (int[][] mat)
{
    int count = 0;
    for (int[] row : mat)
        for (int element : row)
            if (element < 0)
                count++;
    return count;
}
A method in the same class can invoke this method with a statement such as

```java
int negs = countNegs(mat);
```

**Example 2**

Reading elements into a matrix:

```java
//Precondition: Number of rows and columns known.
//Returns matrix containing rows x cols integers
//read from the keyboard.
public static int[][] getMatrix(int rows, int cols)
{
    int[][] mat = new int[rows][cols]; //initialize slots
    System.out.println("Enter matrix, one row per line:");
    System.out.println();

    //read user input and fill slots
    for (int r = 0; r < rows; r++)
        for (int c = 0; c < cols; c++)
            mat[r][c] = IO.readInt(); //read user input
    return mat;
}
```

To call this method:

```java
//prompt for number of rows and columns
int rows = IO.readInt(); //read user input
int cols = IO.readInt(); //read user input
int[][] mat = getMatrix(rows, cols);
```

---

**Chapter Summary**

Manipulation of one-dimensional arrays and array lists should be second nature to you by now. Know the Java subset methods for the `ArrayList<E>` class. You must also know when these methods throw an `IndexOutOfBoundsException` and when an `ArrayIndexOutOfBoundsException` can occur.

Be sure you understand that a for-each loop can only be used for traversal if you wish to access each element in a list without replacing or removing any elements.

Level AB students only should be able to manipulate and traverse two-dimensional arrays.
1. Which of the following correctly initializes an array \( \text{arr} \) to contain four elements each with value 0?

- I \( \text{int}[] \text{ arr} = \{0, 0, 0, 0\}; \)
- II \( \text{int}[] \text{ arr} = \text{new int}[4]; \)
- III \( \text{int}[] \text{ arr} = \text{new int}[4]; \quad \text{for (int i = 0; i < arr.length; i++)} \)
  \( \text{arr}[i] = 0; \)

(A) I only
(B) III only
(C) I and III only
(D) II and III only
(E) I, II, and III

2. The following program segment is intended to find the index of the first negative integer in \( \text{arr}[0] \ldots \text{arr}[\text{arr.length}-1] \), where \( \text{arr} \) is an array of \( \text{N} \) integers.

\begin{verbatim}
int i = 0;
while (arr[i] >= 0) {
    i++;
}
location = i;
\end{verbatim}

This segment will work as intended
(A) always.
(B) never.
(C) whenever \( \text{arr} \) contains at least one negative integer.
(D) whenever \( \text{arr} \) contains at least one nonnegative integer.
(E) whenever \( \text{arr} \) contains no negative integers.

3. Refer to the following code segment. You may assume that \( \text{arr} \) is an array of \( \text{int} \) values.

\begin{verbatim}
int sum = arr[0], i = 0;
while (i < arr.length) {
    i++;
    sum += arr[i];
}
\end{verbatim}

Which of the following will be the result of executing the segment?
(A) Sum of \( \text{arr}[0], \text{arr}[1], \ldots, \text{arr}[\text{arr.length}-1] \) will be stored in \( \text{sum} \).
(B) Sum of \( \text{arr}[1], \text{arr}[2], \ldots, \text{arr}[\text{arr.length}-1] \) will be stored in \( \text{sum} \).
(C) Sum of \( \text{arr}[0], \text{arr}[1], \ldots, \text{arr}[\text{arr.length}] \) will be stored in \( \text{sum} \).
(D) An infinite loop will occur.
(E) A run-time error will occur.
4. The following code fragment is intended to find the smallest value in 
arr[0]...arr[n-1].

```java
//Precondition: arr[0]...arr[n-1] initialized with integers.
// arr is an array, arr.length = n.
//Postcondition: min = smallest value in arr[0]...arr[n-1].
int min = arr[0];
int i = 1;
while (i < n)
{
    i++;
    if (arr[i] < min)
        min = arr[i];
}
```

This code is incorrect. For the segment to work as intended, which of the following modifications could be made?

I Change the line
```
int i = 1;
```

II Change the body of the while loop to
```
{
    i++;
    if (arr[i] < min)
        min = arr[i];
}
```

III Change the test for the while loop as follows:
```
while (i <= n)
```

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
Questions 5 and 6 refer to the following code segment. You may assume that array arr1 contains elements \( \text{arr1}[0], \text{arr1}[1], \ldots, \text{arr1}[N-1] \), where \( N = \text{arr1}.\text{length} \).

```java
int count = 0;
for (int i = 0; i < N; i++)
    if (arr1[i] != 0)
    {
        arr1[count] = arr1[i];
        count++;
    }
int[] arr2 = new int[count];
for (int i = 0; i < count; i++)
    arr2[i] = arr1[i];
```

5. If array arr1 initially contains the elements 0, 6, 0, 4, 0, 0, 2 in this order, what will arr2 contain after execution of the code segment?
(A) 6, 4, 2
(B) 0, 0, 0, 0, 6, 4, 2
(C) 6, 4, 2, 4, 0, 0, 2
(D) 0, 6, 0, 4, 0, 0, 2
(E) 6, 4, 2, 0, 0, 0, 0

6. The algorithm has run time
(A) \( O(N^2) \)
(B) \( O(N) \)
(C) \( O(1) \)
(D) \( O(\log N) \)
(E) \( O(N \log N) \)

7. Consider this program segment:

```java
for (int i = 2; i <= k; i++)
    if (arr[i] < someValue)
        System.out.print("SMALL");
```

What is the maximum number of times that SMALL can be printed?
(A) 0
(B) 1
(C) \( k - 1 \)
(D) \( k - 2 \)
(E) \( k \)
8. What will be output from the following code segment, assuming it is in the same class as the doSomething method?

```java
int[] arr = {1, 2, 3, 4};
doSomething(arr);
System.out.print(arr[1] + " ");
System.out.print(arr[3]);
...
public void doSomething(int[] list)
{
    int[] b = list;
    for (int i = 0; i < b.length; i++)
        b[i] = i;
}
```

(A) 0 0
(B) 2 4
(C) 1 3
(D) 0 2
(E) 0 3

9. Consider writing a program that reads the lines of any text file into a sequential list of lines. Which of the following is a good reason to implement the list with an ArrayList of String objects rather than an array of String objects?

(A) The get and set methods of ArrayList are more convenient than the [] notation for arrays.
(B) The size method of ArrayList provides instant access to the length of the list.
(C) An ArrayList can contain objects of any type, which leads to greater generality.
(D) If any particular text file is unexpectedly long, the ArrayList will automatically be resized. The array, by contrast, may go out of bounds.
(E) The String methods are easier to use with an ArrayList than with an array.

10. Consider writing a program that produces statistics for long lists of numerical data. Which of the following is the best reason to implement each list with an array of int (or double), rather than an ArrayList of Integer (or Double) objects?

(A) An array of primitive number types is more efficient to manipulate than an ArrayList of wrapper objects that contain numbers.
(B) Insertion of new elements into a list is easier to code for an array than for an ArrayList.
(C) Removal of elements from a list is easier to code for an array than for an ArrayList.
(D) Accessing individual elements in the middle of a list is easier for an array than for an ArrayList.
(E) Accessing all the elements is more efficient in an array than in an ArrayList.
Refer to the following classes for Questions 11–14.

```java
public class Address {
    private String myName;
    private String myStreet;
    private String myCity;
    private String myState;
    private String myZip;

    //constructors
    ...

    //accessors
    public String getName() { return myName; }
    public String getStreet() { return myStreet; }
    public String getCity() { return myCity; }
    public String getState() { return myState; }
    public String getZip() { return myZip; }
}

public class Student {
    private int idNum;
    private double gpa;
    private Address myAddress;

    //constructors
    ...

    //accessors
    public Address getAddress() { return myAddress; }
    public int getIdNum() { return idNum; }
    public double getGpa() { return gpa; }
}
```
11. A client method has this declaration, followed by code to initialize the list:

```java
Address[] list = new Address[100];
```

Here is a code segment to generate a list of *names only*.

```java
for (Address a : list)
    /* line of code */
```

Which is a correct /* line of code */?
(A) `System.out.println(Address[i].getName());`
(B) `System.out.println(list[i].getName());`
(C) `System.out.println(a[i].getName());`
(D) `System.out.println(a.getName());`
(E) `System.out.println(list.getName());`

12. The following code segment is to print out a list of addresses:

```java
for (Address addr : list)
{
    /* more code */
}
```

Which is a correct replacement for /* more code */?

I System.out.println(list[i].getName());
    System.out.println(list[i].getStreet());
    System.out.println(list[i].getCity() + ", ");
    System.out.println(list[i].getState() + " ");
    System.out.println(list[i].getZip());

II System.out.println(addr.getName());
    System.out.println(addr.getStreet());
    System.out.println(addr.getCity() + ", ");
    System.out.println(addr.getState() + " ");
    System.out.println(addr.getZip());

III System.out.println(addr);

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
13. A client method has this declaration:

\[
\text{Student[]} \text{ allStudents = new Student[NUM_STUDS]; //NUM_STUDS is //an int constant}
\]

Here is a code segment to generate a list of Student names only. (You may assume that allStudents has been initialized.)

\[
\text{for (Student student : allStudents) */ code to print list of names */}
\]

Which is a correct replacement for /* code to print list of names */?

(A) \text{System.out.println(allStudents.getName());}
(B) \text{System.out.println(student.getName());}
(C) \text{System.out.println(student.getAddress().getName());}
(D) \text{System.out.println(allStudents.getAddress().getName());}
(E) \text{System.out.println(student[i].getAddress().getName());}
14. Here is a method that locates the Student with the highest idNum:

//Precondition: Array stuArr of Student is initialized.
//Postcondition: Student with highest idNum has been returned.
public static Student locate(Student[] stuArr)
{
    /* method body */
}

Which of the following could replace /* method body */ so that the method works as intended?

I int max = stuArr[0].getIdNum();
    for (Student student : stuArr)
        if (student.getIdNum() > max)
        {
            max = student.getIdNum();
            return student;
        }
    return stuArr[0];

II Student highestSoFar = stuArr[0];
    int max = stuArr[0].getIdNum();
    for (Student student : stuArr)
        if(student.getIdNum() > max)
        {
            max = student.getIdNum();
            highestSoFar = student;
        }
    return highestSoFar;

III int maxPos = 0;
    for(int i = 1; i < stuArr.length; i++)
        if(stuArr[i].getIdNum() > stuArr[maxPos].getIdNum())
            maxPos = i;
    return stuArr[maxPos];

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) II and III only
Questions 15–17 refer to the Ticket and Transaction classes below.

```java
public class Ticket {
    private String myRow;
    private int mySeat;
    private double myPrice;

    // constructor
    public Ticket(String row, int seat, double price) {
        myRow = row;
        mySeat = seat;
        myPrice = price;
    }

    // accessors: getRow(), getSeat(), and getPrice()
}
```

```java
public class Transaction {
    private int myNumTickets;
    private Ticket[] tickList;

    // constructor
    public Transaction(int numTicks) {
        myNumTickets = numTicks;
        tickList = new Ticket[numTicks];
        String row;
        int seat;
        double price;
        for (int i = 0; i < numTicks; i++) {
            // read user input for row, seat, and price
            ... 

            /* more code */
        }
    }

    // Returns total amount paid for this transaction.
    public double totalPaid() {
        double total = 0.0;
        /* code to calculate amount */
        return total;
    }
}
```
15. Which of the following correctly replaces /* more code */ in the `Transaction` constructor to initialize the `tickList` array?

(A) `tickList[i] = new Ticket(getRow(), getSeat(), getPrice());`
(B) `tickList[i] = new Ticket(row, seat, price);`
(C) `tickList[i] = new tickList(getRow(), getSeat(), getPrice());`
(D) `tickList[i] = new tickList(row, seat, price);`
(E) `tickList[i] = new tickList(numTicks);`

16. Which represents correct /* code to calculate amount */ in the `totalPaid` method?

(A) `for (Ticket t : tickList)`
   `total += t.myPrice;`
(B) `for (Ticket t : tickList)`
   `total += tickList.getPrice();`
(C) `for (Ticket t : tickList)`
   `total += t.getPrice();`
(D) `Transaction T;` `for (Ticket t : T)`
   `total += t.getPrice();`
(E) `Transaction T;` `for (Ticket t : T)`
   `total += t.myPrice;`

17. Suppose it is necessary to keep a list of all ticket transactions. A suitable declaration would be

(A) `Transaction[] listOfSales = new Transaction[NUMSALES];`
(B) `Transaction[] listOfSales = new Ticket[NUMSALES];`
(C) `Ticket[] listOfSales = new Transaction[NUMSALES];`
(D) `Ticket[] listOfSales = new Ticket[NUMSALES];`
(E) `Transaction[] Ticket = new listOfSales[NUMSALES];`
18. Refer to method match below:

```java
//Precondition: v[0]..v[N-1] and w[0]..w[M-1] initialized with
// int egers. v[0] < v[1] < .. < v[N-1] and
// w[0] < w[1] < .. < w[M-1].
//Postcondition: Returns true if there is an integer k that occurs
// in both arrays, otherwise returns false.
public static boolean match(int[] v, int[] w, int N, int M)
{
    int vIndex = 0, wIndex = 0;
    while (vIndex < N && wIndex < M)
    {
        if (v[vIndex] == w[wIndex])
            return true;
        else if (v[vIndex] < w[wIndex])
            vIndex++;
        else
            wIndex++;
    }
    return false;
}
```

Assuming that the method has not been exited, which assertion is true at the end of every execution of the while loop?

(A) v[0]..v[vIndex-1] and w[0]..w[wIndex-1] contain no common value,
    vIndex ≤ N and wIndex ≤ M.
(B) v[0]..v[vIndex] and w[0]..w[wIndex] contain no common value,
    vIndex ≤ N and wIndex ≤ M.
(C) v[0]..v[vIndex-1] and w[0]..w[wIndex-1] contain no common value,
    vIndex ≤ N-1 and wIndex ≤ M-1.
(D) v[0]..v[vIndex] and w[0]..w[wIndex] contain no common value,
    vIndex ≤ N-1 and wIndex ≤ M-1.
(E) v[0]..v[N-1] and w[0]..w[M-1] contain no common value,
    vIndex ≤ N and wIndex ≤ M.
19. Consider this class:

```java
public class Book
{
    private String myTitle;
    private String myAuthor;
    private boolean myCheckoutStatus;

    //constructor
    public Book(String title, String author)
    {
        myTitle = title;
        myAuthor = author;
        myCheckoutStatus = false;
    }

    //Change checkout status.
    public void changeStatus()
    { myCheckoutStatus = !myCheckoutStatus; }

    //other methods not shown ...
}
```

A client program has this declaration:

```java
Book[] bookList = new Book[SOME_NUMBER];
```

Suppose bookList is initialized so that each Book in the list has a title, author, and checkout status. The following piece of code is written, whose intent is to change the checkout status of each book in bookList.

```java
for (Book b : bookList)
    b.changeStatus();
```

Which is true about this code?

(A) The bookList array will remain unchanged after execution.
(B) Each book in the bookList array will have its checkout status changed, as intended.
(C) A NullPointerException may occur.
(D) A run-time error will occur because it is not possible to modify objects using the for-each loop.
(E) A logic error will occur because it is not possible to modify objects in an array without accessing the indexes of the objects.
Consider this class for Questions 20 and 21:

```java
public class BingoCard {
    private int[] myCard;

    /* Default constructor: Creates BingoCard with
     * 20 random digits in the range 1 - 90. */
    public BingoCard() {
        /* implementation not shown */
    }

    /* Display BingoCard. */
    public void display() {
        /* implementation not shown */
    }
    ...
}
```

A program that simulates a bingo game declares an array of BingoCard. The array has `NUMPLAYERS` elements, where each element represents the card of a different player. Here is a code segment that creates all the bingo cards in the game:

```java
/* declare array of BingoCard */
/* construct each BingoCard */
```

20. Which of the following is a correct replacement for
   /* declare array of BingoCard */?

   (A) int[] BingoCard = new BingoCard[NUMPLAYERS];
   (B) BingoCard[] players = new int[NUMPLAYERS];
   (C) BingoCard[] players = new BingoCard[20];
   (D) BingoCard[] players = new BingoCard[NUMPLAYERS];
   (E) int[] players = new BingoCard[NUMPLAYERS];

21. Assuming that players has been declared as an array of BingoCard, which of the following is a correct replacement for
   /* construct each BingoCard */

   I for (BingoCard card : players)
       card = new BingoCard();
   II for (BingoCard card : players)
       players[card] = new BingoCard();
   III for (int i = 0; i < players.length; i++)
       players[i] = new BingoCard();

   (A) I only
   (B) II only
   (C) III only
   (D) I and III only
   (E) I, II, and III
22. Which declaration will cause an error?
   
   I ArrayList<String> stringList = new ArrayList<String>();
   II ArrayList<int> intList = new ArrayList<int>();
   III ArrayList<Comparable> compList = new ArrayList<Comparable>();

   (A) I only
   (B) II only
   (C) III only
   (D) I and III only
   (E) II and III only

23. Consider these declarations:

   ArrayList<String> stringList = new ArrayList<String>();
   String ch = " ";
   Integer intOb = new Integer(5);

   Which statement will cause an error?
   (A) strList.add(ch);
   (B) strList.add(new String("handy andy"));
   (C) strList.add(intOb.toString());
   (D) strList.add(ch + 8);
   (E) strList.add(intOb + 8);

24. Let list be an ArrayList<Integer> containing these elements:

   2 5 7 6 0 1

   Which of the following statements would not cause an error to occur? Assume that each statement applies to the given list, independent of the other statements.
   (A) Object ob = list.get(6);
   (B) Integer intOb = list.add(3.4);
   (C) list.add(6, 9);
   (D) Object x = list.remove(6);
   (E) Object y = list.set(6, 8);
25. Refer to method insert below:

```java
/* Precondition: ArrayList list contains Comparable values
 * sorted in decreasing order.
 * Postcondition: Element inserted in its correct position
 * in list. */
public void insert(ArrayList<Comparable> list,
                   Comparable element)
{
    int index = 0;
    while (element.compareTo(list.get(index)) < 0)
        index++;
    list.add(index, element);
}
```

Assuming that the type of `element` is compatible with the objects in the list, which is a true statement about the `insert` method?

(A) It works as intended for all values of `element`.
(B) It fails for all values of `element`.
(C) It fails if `element` is greater than the first item in `list` and works in all other cases.
(D) It fails if `element` is smaller than the last item in `list` and works in all other cases.
(E) It fails if `element` is either greater than the first item or smaller than the last item in `list` and works in all other cases.

26. Consider the following code segment, applied to `list`, an `ArrayList` of `Integer` values.

```java
int len = list.size();
for (int i = 0; i < len; i++)
    list.add(i + 1, new Integer(i));
Object x = list.set(i, new Integer(i + 2));
```

If `list` is initially 6 1 8, what will it be following execution of the code segment?

(A) 2 3 4 2 1 8
(B) 2 3 4 6 2 2 0 1 8
(C) 2 3 4 0 1 2
(D) 2 3 4 6 1 8
(E) 2 3 3 2
Questions 27 and 28 are based on the Coin and Purse classes given below:

```java
/* A simple coin class */
public class Coin {
    private double myValue;
    private String myName;

    //constructor
    public Coin(double value, String name) {
        myValue = value;
        myName = name;
    }

    //Return the value and name of this coin.
    public double getValue() {
        return myValue;
    }

    public String getName() {
        return myName;
    }

    //Define equals method for Coin objects.
    public boolean equals(Object obj) {
        // implementation not shown */
    }

    //Other methods not shown.
    ...
}

/* A purse holds a collection of coins */
public class Purse {
    private ArrayList<Coin> coins;

    //constructor
    //Creates an empty purse.
    public Purse() {
        coins = new ArrayList<Coin>();
    }

    //Adds aCoin to the purse.
    public void add(Coin aCoin) {
        coins.add(aCoin);
    }

    //Returns total value of coins in purse.
    public double getTotal() {
        // implementation not shown */
    }
}
```
27. Here is the getTotal method from the Purse class:

```java
//Returns total value of coins in purse.
public double getTotal()
{
    double total = 0;
    /* more code */
    return total;
}
```

Which of the following is a correct replacement for /* more code */?

(A) for (Coin c : coins)
{
    c = coins.get(i);
    total += c.getValue();
}

(B) for (Coin c : coins)
{
    Coin value = c.getValue();
    total += value;
}

(C) for (Coin c : coins)
{
    Coin c = coins.get(i);
    total += c.getValue();
}

(D) for (Coin c : coins)
{
    total += coins.getValue();
}

(E) for (Coin c : coins)
{
    total += c.getValue();
}
28. A boolean method `find` is added to the `Purse` class:

```java
/* Returns true if the purse has a coin that matches aCoin, false otherwise. */
public boolean find(Coin aCoin)
{
    for (Coin c : coins)
    {
        /* code to find match */
    }
    return false;
}
```

Which is a correct replacement for `/* code to find match */`?

I. if (c.equals(aCoin))
   return true;

II. if ((c.getName()).equals(aCoin.getName()))
    return true;

III. if ((c.getValue()).equals(aCoin.getValue()))
    return true;

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III

29. Which of the following initializes an 8 × 10 matrix with integer values that are perfect squares? (0 is a perfect square.)

I. int[][] mat = new int[8][10];
   int[][] mat = new int[8][10];
   for (int r = 0; r < mat.length; r++)
      for (int c = 0; c < mat[r].length; c++)
         mat[r][c] = r * r;

II. int[][] mat = new int[8][10];
    for (int r = 0; r < mat.length; r++)
       for (int c = 0; c < mat[r].length; c++)
          mat[r][c] = r * r;

III. int[][] mat = new int[8][10];
    for (int c = 0; c < mat[r].length; c++)
       for (int r = 0; r < mat.length; r++)
          mat[r][c] = c * c;

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
30. Consider the following method that will alter the matrix mat:

```java
// Precondition: mat is initialized.
public static void matStuff(int[][] mat, int row) {
    int numCols = mat[0].length;
    for (int col = 0; col < numCols; col++)
        mat[row][col] = row;
}
```

Suppose mat is originally

```
1 4 9 0
2 7 8 6
5 1 4 3
```

After the method call `matStuff(mat, 2)`, matrix mat will be

(A) 1 4 9 0
    2 7 8 6
    2 2 2 2

(B) 1 4 9 0
    2 2 2 2
    5 1 4 3

(C) 2 2 2 2
    2 2 2 2
    2 2 2 2

(D) 1 4 2 0
    2 7 2 6
    5 1 2 3

(E) 1 2 9 0
    2 2 8 6
    5 2 4 3
31. Assume that a square matrix `mat` is defined by

```java
int[][] mat = new int[SIZE][SIZE];
//SIZE is an integer constant >= 2
```

What does the following code segment do?

```java
for (int i = 0; i < SIZE - 1; i++)
    for (int j = 0; j < SIZE - i - 1; j++)
        swap(mat, i, j, SIZE - j - 1, SIZE - i - 1);
```

You may assume the existence of this `swap` method:

```java
//Interchange mat[a][b] and mat[c][d].
public void swap(int[][] mat, int a, int b, int c, int d)
```

(A) Reflects `mat` through its major diagonal. For example,

```
2 6  2 4
4 3  6 3
```

(B) Reflects `mat` through its minor diagonal. For example,

```
2 6  3 6
4 3  4 2
```

(C) Reflects `mat` through a horizontal line of symmetry. For example,

```
2 6  4 3
4 3  2 6
```

(D) Reflects `mat` through a vertical line of symmetry. For example,

```
2 6  6 2
4 3  3 4
```

(E) Leaves `mat` unchanged.
32. A square matrix is declared as

```java
int[][] mat = new int[SIZE][SIZE];
```

where `SIZE` is an appropriate integer constant. Consider the following method:

```java
public void mystery(int[][] mat, int value, int top, int left, int bottom, int right)
{
    for (int i = left; i <= right; i++)
    {
        mat[top][i] = value;
        mat[bottom][i] = value;
    }
    for (int i = top + 1; i <= bottom - 1; i++)
    {
        mat[i][left] = value;
        mat[i][right] = value;
    }
}
```

Assuming that there are no out-of-range errors, which best describes what method `mystery` does?

(A) Places value in corners of the rectangle with corners (top, left) and (bottom, right).

(B) Places value in the diagonals of the square with corners (top, left) and (bottom, right).

(C) Places value in each element of the rectangle with corners (top, left) and (bottom, right).

(D) Places value in each element of the border of the rectangle with corners (top, left) and (bottom, right).

(E) Places value in the topmost and bottommost rows of the rectangle with corners (top, left) and (bottom, right).
public static boolean isThere(String[][] mat, int row, int col, String symbol) {
    boolean yes;
    int i, count = 0;
    for (i = 0; i < SIZE; i++)
        if (mat[i][col].equals(symbol))
            count++;
    yes = (count == SIZE);
    count = 0;
    for (i = 0; i < SIZE; i++)
        if (mat[row][i].equals(symbol))
            count++;
    return (yes || count == SIZE);
}

Now consider this code segment:

public final int SIZE = 8;
String[][] mat = new String[SIZE][SIZE];

Which of the following conditions on a matrix mat of the type declared in the code segment will by itself guarantee that

isThere(mat, 2, 2, "$")

will have the value true when evaluated?

I  The element in row 2 and column 2 is "$"
II  All elements in both diagonals are "$"
III All elements in column 2 are "$"

(A) I only
(B) III only
(C) I and II only
(D) I and III only
(E) II and III only
Questions 34–37 use the nested for-each loop for two-dimensional arrays. This will not be tested on the AP exam.

34. The method changeNegs below should replace every occurrence of a negative integer in its matrix parameter with 0.

```java
//Precondition: mat is initialized with integers.
//Postcondition: All negative values in mat replaced with 0.
public static void changeNegs(int[][] mat)
{
    /* code */
}
```

Which is correct replacement for /* code */?

I for (int r = 0; r < mat.length; r++)
    for (int c = 0; c < mat[r].length; c++)
        if (mat[r][c] < 0)
            mat[r][c] = 0;

II for (int c = 0; c < mat[0].length; c++)
    for (int r = 0; r < mat.length; r++)
        if (mat[r][c] < 0)
            mat[r][c] = 0;

III for (int[] row : mat)
    for (int element : row)
        if (element < 0)
            element = 0;

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
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AB (continued)

Chapter 6

Arrays and Array Lists

35. This question is based on the Point class below:
public class Point
{
private int x;
private int y;
//constructor
public Point (int x, int y)
{
this.x = x;
this.y = y;
}
//accessors
public int getx()
{ return x; }
public int gety()
{ return y; }
//Set x and y to new_x and new_y.
public void setPoint(int new_x, int new_y)
{
x = new_x;
y = new_y;
}
//Return Point in String form.
public String toString()
{
return "(" + x + "," + y + ")";
}
//other methods not shown
...
}

The method changeNegs below takes a matrix of Point objects as parameter and
replaces every Point that has as least one negative coordinate with the Point
(0, 0).
/* Precondition: pointMat is initialized with Point objects.
* Postcondition: Every point with at least one negative
*
coordinate has been changed to have both
*
coordinates equal to zero. */
public static void changeNegs (Point [][] pointMat)
{
/* code */
}


Which is a correct replacement for /* code */?

I
for (int r = 0; r < pointMat.length; r++)
    for (int c = 0; c < pointMat[r].length; c++)
        if (pointMat[r][c].getx() < 0
            || pointMat[r][c].gety() < 0)
            pointMat[r][c].setPoint(0, 0);

II
for (int c = 0; c < pointMat[0].length; c++)
    for (int r = 0; r < pointMat.length; r++)
        if (pointMat[r][c].getx() < 0
            || pointMat[r][c].gety() < 0)
            pointMat[r][c].setPoint(0, 0);

III
for (Point[] row : pointMat)
    for (Point p : row)
        if (p.getx() < 0 || p.gety() < 0)
            p.setPoint(0, 0);

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
36. A simple Tic-Tac-Toe board is a $3 \times 3$ array filled with either X’s, O’s, or blanks. Here is a class for a game of Tic-Tac-Toe:

```java
public class TicTacToe
{
    private String[][] board;
    private static final int ROWS = 3;
    private static final int COLS = 3;

    //constructor. constructs empty board
    public TicTacToe()
    {
        board = new String[ROWS][COLS];
        for (int r = 0; r < ROWS; r++)
            for (int c = 0; c < COLS; c++)
                board[r][c] = " ";
    }

    /* Precondition: square on Tic-Tac-Toe board is empty
     * Postcondition: symbol placed in that square */
    public void makeMove(int r, int c, String symbol)
    {
        board[r][c] = symbol;
    }

    /* Creates a string representation of the board, e.g.
     * |o |
     * |xx |
     * | o|
     * Postcondition: returns the string representation */
    public String toString()
    {
        String s = ""; //empty string
        for (int r = 0; r < ROWS; r++)
            for (int c = 0; c < COLS; c++)
                s = s + board[r][c] + "|" + " 

        return s;
    }
}
```

Which segment represents a correct replacement for `<more code>` for the `toString` method?

(A) for (int r = 0; r < ROWS; r++)
    {
        for (int c = 0; c < COLS; c++)
            {
                s = s + "|"
                s = s + board[r][c];
                s = s + "|\n"
            }
    }

(B) for (int r = 0; r < ROWS; r++)
{
    s = s + "|";
    for (int c = 0; c < COLS; c++)
    {
        s = s + board[r][c];
        s = s + "|\n";
    }
}

(C) for (int r = 0; r < ROWS; r++)
{
    s = s + "|";
    for (int c = 0; c < COLS; c++)
    {
        s = s + board[r][c];
    }
    s = s + "|\n";
}

(D) for (int r = 0; r < ROWS; r++)
{
    s = s + "|";
    for (int c = 0; c < COLS; c++)
    {
        s = s + board[r][c];
        s = s + "|\n";
    }
}

(E) for (int r = 0; r < ROWS; r++)
{
    s = s + "|";
    for (int c = 0; c < COLS; c++)
    {
        s = s + board[r][c];
        s = s + "|\n";
    }
}
37. A two-dimensional array of `double`, `rainfall`, will be used to represent the daily rainfall for a given year. In this scheme, `rainfall[month][day]` represents the amount of rain on the given day and month. For example,

\[
\begin{align*}
\text{rainfall}[1][15] & \quad \text{is the amount of rain on Jan. 15} \\
\text{rainfall}[12][25] & \quad \text{is the amount of rain on Dec. 25}
\end{align*}
\]

The array can be declared as follows:

```java
double[][] rainfall = new double[13][32];
```

This creates 13 rows indexed from 0 to 12 and 32 columns indexed from 0 to 31, all initialized to 0.0. Row 0 and column 0 will be ignored. Column 31 in row 4 will be ignored, since April 31 is not a valid day. In years that are not leap years, columns 29, 30, and 31 in row 2 will be ignored since Feb. 29, 30, and 31 are not valid days.

Consider the method `averageRainfall` below:

```java
/* Precondition: rainfall is initialized with values representing amounts of rain on all valid days. Invalid days are initialized to 0.0. Feb 29 is not a valid day. */
public double averageRainfall(double rainfall[][]) {
    double total = 0.0;
    /* more code */
}
```

Which of the following is a correct replacement for `/* more code */` so that the postcondition for the method is satisfied?

I. `for (int month = 1; month < rainfall.length; month++)
   for (int day = 1; day < rainfall[month].length; day++)
       total += rainfall[month][day];
    return total / (13 * 32);`

II. `for (int month = 1; month < rainfall.length; month++)
    for (int day = 1; day < rainfall[month].length; day++)
        total += rainfall[month][day];
    return total / 365;`

III. `for (double[] month : rainfall)
        for (double rainAmt : month)
            total += rainAmt;
        return total / 365;`

(A) None
(B) I only
(C) II only
(D) III only
(E) II and III only
38. The following code segment reverses the elements of arr[first] ... arr[last].

```c
int k = first, j = last;
while (k < j)
{
    swap(arr, k, j); //interchanges arr[k] and arr[j]
    k++;
    j--;
}
```

Which of the following diagrams represents the loop invariant for the while loop? (Each rectangle represents a segment of array arr. The labels above the rectangles represent the indexes of array elements at the beginning and end of each segment.)

(A) first k k+1 j-1 j last
    | swapped | original elements | swapped |
(B) first k k+1 j-1 j last
    | original elements | swapped | original elements |
(C) first k-1 k j j+1 last
    | swapped | original elements | swapped |
(D) first k-1 k j j+1 last
    | original elements | swapped | original elements |
(E) first k-1 k j-1 j last
    | swapped | original elements | swapped |

39. The following algorithm sets min equal to the smallest value in
arr[0] ... arr[n-1]:

```c
min = arr[0];
i = 1;
while (i < n)
{
    if (arr[i] < min)
        min = arr[i];
    i++;
}
```
The loop invariant for the while loop is
(A) min is smallest value in arr[0] ... arr[i], 1 ≤ i ≤ n
(B) min is smallest value in arr[0] ... arr[i-1], 1 ≤ i ≤ n-1
(C) min is smallest value in arr[0] ... arr[i-1], 1 ≤ i ≤ n-1
(D) min is smallest value in arr[0] ... arr[i-1], 1 < i ≤ n
(E) min is smallest value in arr[0] ... arr[i-1], 1 ≤ i ≤ n
## ANSWER KEY

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>4. B</td>
<td>17. A</td>
<td>30. A</td>
<td></td>
</tr>
<tr>
<td>8. C</td>
<td>21. C</td>
<td>34. D</td>
<td></td>
</tr>
<tr>
<td>10. A</td>
<td>23. E</td>
<td>36. E</td>
<td></td>
</tr>
</tbody>
</table>

## ANSWERS EXPLAINED

1. **(E)** Segment I is an initializer list which is equivalent to
   ```java
   int[] arr = new int[4];
   arr[0] = 0;
   arr[1] = 0;
   arr[2] = 0;
   arr[3] = 0;
   ```
   Segment II creates four slots for integers, which by default are initialized to 0. The for loop in segment III is therefore unnecessary. It is not, however, incorrect.

2. **(C)** If `arr` contains no negative integers, the value of `i` will eventually exceed `N-1`, and `arr[i]` will cause an `ArrayIndexOutOfBoundsException` to be thrown.

3. **(E)** The intent is to sum elements `arr[0], arr[1], ..., arr[arr.length-1]`. Notice, however, that when `i` has the value `arr.length-1`, it is incremented to `arr.length` in the loop, so the statement `sum += arr[i]` uses `arr[arr.length]`, which is out of range.

4. **(B)** There are two problems with the segment as given:
   1. `arr[1]` is not tested.
   2. When `i` has a value of `n-1`, incrementing `i` will lead to an out-of-range error for the `if(arr[i] < min)` test.
   Modification II corrects both these errors. The change suggested in III corrects neither of these errors. The change in I corrects (1) but not (2).

5. **(A)** The code segment has the effect of removing all occurrences of 0 from array `arr1`. Then the nonzero elements are transferred to array `arr2`. 
6. (B) The algorithm is linear. It passes once through the array, making a single assignment if a nonzero element is found.

7. (C) If \( \text{arr}[i] < \text{someValue} \) for all \( i \) from 2 to \( k \), SMALL will be printed on each iteration of the for loop. Since there are \( k - 1 \) iterations, the maximum number of times that SMALL can be printed is \( k - 1 \).

8. (C) Array \( \text{arr} \) is changed by \( \text{doSomething} \). Here are the memory slots:

   - Just before \( \text{doSomething} \) is called:
     - \( \text{arr} \):
       - 1 2 3 4
   - Just after \( \text{doSomething} \) is called, but before the for loop is executed:
     - \( \text{arr} \):
       - 1 2 3 4
     - \( \text{list} \):
       - b

   - Just before exiting \( \text{doSomething} \):
     - \( \text{arr} \):
       - 0 1 2 3
   - Just after exiting \( \text{doSomething} \):
     - \( \text{arr} \):
       - 0 1 2 3

9. (D) Arrays are of fixed length and do not shrink or grow if the size of the data set varies. An \( \text{ArrayList} \) automatically resizes the list. Choice A is false: The \( [ ] \) notation is compact and easy to use. Choice B is not a valid reason because an array \( \text{arr} \) also provides instant access to its length with the quantity \( \text{arr.length} \). Choice C is invalid because an array can also contain objects. Also, generality is beside the point in the given program: The list \( \text{must} \) hold \( \text{String} \) objects. Choice E is false: Whether a \( \text{String} \) object is \( \text{arr}[i] \) or \( \text{list.get(i)} \), the \( \text{String} \) methods are equally easy to invoke.

10. (A) In order for numerical elements to be added to an \( \text{ArrayList} \), each element must be wrapped in a wrapper class before insertion into the list. Then, to retrieve a numerical value from the \( \text{ArrayList} \), the element must be unboxed using the \( \text{intValue} \) or \( \text{doubleValue} \) methods. Even though these operations can be taken care of with auto-boxing and -unboxing, there are efficiency costs. In an array, you simply use the \( [ ] \) notation for assignment (as in \( \text{arr}[i] = \text{num} \)) or retrieval (\( \text{value} = \text{arr[i]} \)). Note that choices B and C are false statements: Both insertion and deletion for an array involve writing code to shift elements. An \( \text{ArrayList} \) automatically takes care of this through its \( \text{add} \) and \( \text{remove} \) methods. Choice D is a poor reason for choosing an array. While the \( \text{get} \) and \( \text{set} \) methods of \( \text{ArrayList} \) might be slightly more awkward than using the \( [ ] \) notation, both mechanisms work pretty easily. Choice E is false: Efficiency of access is roughly the same.

11. (D) For each \( \text{Address} \) object \( a \) in \( \text{list} \), access the name of the object with \( a \cdot \text{name}() \).
12. (B) Since the Address class does not have a toString method, each data field must explicitly be printed. Segment III would work if there were a toString method for the class (but there isn’t, so it doesn’t!). Segment I fails because of incorrect use of the for-each loop: The array index should not be accessed.

13. (C) Each Student name must be accessed through the Address class accessor getName(). The expression student.getAddress() accesses the entire address of that student. The myName field is then accessed using the getName() accessor of the Address class.

14. (E) Both correct solutions are careful not to lose the student who has the highest idNum so far. Segment II does it by storing a reference to the student, highestSoFar. Segment III does it by storing the array index of that student. Code segment I is incorrect because it returns the first student whose idNum is greater than max, not necessarily the student with the highest idNum in the list.

15. (B) For each i, tickList[i] is a new Ticket object that must be constructed using the Ticket constructor. Therefore eliminate choices C, D, and E. Choice A is wrong because getRow(), getSeat(), and getPrice() are accessors for values that already exist for some Ticket object. Note also the absence of the dot member construct.

16. (C) To access the price for each Ticket in the tickList array, the getPrice() accessor in the Ticket class must be used, since myPrice is private to that class. This eliminates choices A and E. Choice B uses the array name incorrectly. Choices D and E incorrectly declare a Transaction object. (The method applies to an existing Transaction object.)

17. (A) An array of type Transaction is required. This eliminates choices C and D. Additionally, choices B and D incorrectly use type Ticket on the right-hand side. Choice E puts the identifier listOfSales in the wrong place.

18. (A) Notice that either vIndex or wIndex is incremented at the end of the loop. This means that, when the loop is exited, the current values of v[vIndex] and w[wIndex] have not been compared. Therefore, you can only make an assertion for values v[0]..v[vIndex-1] and w[0]..w[wIndex-1]. Also, notice that if there is no common value in the arrays, the exiting condition for the while loop will be that the end of one of the arrays has been reached, namely vIndex equals N or wIndex equals M.

19. (B) Objects in an array can be changed in a for-each loop by using mutator methods of the objects’ class. The changeStatus method, a mutator in the Book class, will work as intended in the given code. Choice C would be true if it were not given that each Book in bookList was initialized. If any given b had a value of null, then a NullPointerException would be thrown.

20. (D) The declaration must start with the type of value in the array, namely BingoCard. This eliminates choices A and E. Eliminate choice B: The type on the right of the assignment should be BingoCard. Choice C is wrong because the number of slots in the array should be NUMPLAYERS, not 20.

21. (C) Segment III is the only segment that works, since the for-each loop cannot be used to replace elements in an array. After the declaration

\[
\text{BingoCard[]} \text{ players } = \text{ new BingoCard[NUMPLAYERS];}
\]

each element in the players array is null. The intent in the given code is to
replace each null reference with a newly constructed BingoCard.

22. (B) The type parameter in a generic ArrayList must be a class type, not a primitive.

23. (E) All elements added to strList must be of type String. Each choice satisfies this except choice E. Note that in choice D, since ch is a String, the expression \( ch + 8 \) becomes a String (just one of the operands needs to be a String to convert the whole expression to a String). In choice E, neither intOb nor 8 is a String.

24. (C) The effect of choice C is to adjust the size of the list to 7 and to add the Integer 9 to the last slot (i.e., the slot with index 6). Choices A, D, and E will all cause an IndexOutOfBoundsException because there is no slot with index 6: the last slot has index 5. Choice B will cause a compile-time error, since it is attempting to add an element of type Double to a list of type Integer.

25. (D) If element is smaller than the last item in the list, it will be compared with every item in the list. Eventually index will be incremented to a value that is out of bounds. To avoid this error, the test in the while loop should be

\[
\text{while}(\text{index} < \text{list.size()} \&\& \\
\quad \text{element.compareTo(list.get(index)) < 0})
\]

Notice that if element is greater than or equal to at least one item in list, the test as given in the problem will eventually be false, preventing an out-of-range error.

26. (A) Recall that \( \text{add(index, obj)} \) shifts all elements, starting at index, one unit to the right, then inserts \( \text{obj} \) at position \( \text{index} \). The \( \text{set(index, obj)} \) method replaces the element in position \( \text{index} \) with \( \text{obj} \). So here is the state of list after each change:

- \( i = 0 \) 6 0 1 8
- \( i = 1 \) 2 0 1 8
- \( i = 2 \) 2 3 1 8

27. (E) The value of each Coin \( c \) in coins must be accessed with \( c \text{.getValue()} \). This eliminates choice D. Eliminate choices A and B: The loop accesses each Coin in the coins ArrayList, which means that there should not be any statements attempting to get the next Coin. Choice B would be correct if the first statement in the loop body were

\[
\text{double value} = c \text{.getValue();}
\]

28. (D) The equals method is defined for objects only. Since \( \text{getValue} \) returns a double, the quantities \( c \text{.getValue()} \) and \( a \text{.Coin.getValue()} \) must be compared either using \( == \), or as described in the box on p. 122 (better).

29. (D) Segment II is the straightforward solution. Segment I is correct because it initializes all slots of the matrix to 0, a perfect square. (By default, all arrays of int or double are initialized to 0.) Segment III fails because \( r \) is undefined in the condition \( c < \text{mat}[r].\text{length} \). In order to do a column-by-column traversal, you need to get the number of columns in each row. The outer for loop could be

\[
\text{for (int c = 0; c < mat[0].length; c++)}
\]
Now segment III works. Note that since the array is rectangular, you can use any index \( k \) in the conditional \( c < \text{mat}[k].\text{length} \), provided that \( k \) satisfies \( 0 \leq k < \text{mat}.\text{length} \).

30. (A) \texttt{matStuff} processes the row selected by the row parameter, 2 in the method call. The row value, 2, overwrites each element in row 2. Don’t make the mistake of selecting choice B—the row labels are 0, 1, 2.

31. (B) Hand execute this for a \( 2 \times 2 \) matrix. \( i \) goes from 0 to 0, \( j \) goes from 0 to 0, so the only interchange is swap \( \text{mat}[0][0] \) with \( \text{mat}[1][1] \), which suggests choice B. Check with a \( 3 \times 3 \) matrix:

\[
\begin{array}{ccc}
1 & 2 & 3 \\
4 & 5 & 6 \\
7 & 8 & 9 \\
\end{array}
\]

The elements to be interchanged are shown paired in the following figure. The result will be a reflection through the minor diagonal.

32. (D) The first for loop places \texttt{value} in the top and bottom rows of the defined rectangle. The second for loop fills in the remaining border elements on the sides. Note that the \texttt{top + 1} and \texttt{bottom - 1} initializer and terminating conditions avoid filling in the corner elements twice.

33. (B) For the method call \texttt{isThere(mat, 2, 2, "$")}, the code counts how many times "$" appears in row 2 and how many times in column 2. The method returns \texttt{true} only if \texttt{count == SIZE} for either the row or column pass (i.e., the whole of row 2 or the whole of column 2 contains the symbol "$"). This eliminates choices I and II.

34. (D) Segment I is a row-by-row traversal; segment II is a column-by-column traversal. Each achieves the correct postcondition. Segment III traverses the matrix but does not alter it. All that is changed is the local variable \texttt{element}. You cannot use this kind of loop to replace elements in an array.

35. (E) This is similar to the previous question, but in this case segment III is also correct. This is because instead of \textit{replacing} a matrix element, you are \textit{modifying} it using a mutator method.

36. (E) There are three things that must be done in each row:

- Add an opening boundary line:
  \[
s = s + "|";
  \]

- Add the symbol in each square:
  \[
  \text{for (int } c = 0; c < \text{COLS}; c++) \\
  s = s + \text{board}[r][c];
  \]

- Add a closing boundary line and go to the next line:
\begin{verbatim}
    s = s + "|\n";
\end{verbatim}

All of these statements must therefore be enclosed in the outer \texttt{for} loop, that is,

\begin{verbatim}
    for (int r = ...)
\end{verbatim}

37. (E) Since there are 365 valid days in a year, the divisor in calculating the average must be 365. It may appear that segments II and III are incorrect because they include rainfall for invalid days in total. Since these values are initialized to 0.0, however, including them in the total won't affect the final result.

38. (C) Since \( k \) and \( j \) are changed at the \textit{end} of the loop, the invariant is:

\begin{verbatim}
    arr[first]...arr[k-1] have been swapped with elements arr[last] down to arr[j+1].
\end{verbatim}

The middle part of the array has not been processed, and these elements are still in their original positions.

39. (E) \( i \) is incremented at the end of the loop, which means that on exiting the loop \( arr[i] \) has not yet been examined. This eliminates choices A and C. The loop invariant must be true on the final exit from the loop, at which time \( i = n \). This eliminates choice B. Choice D is wrong because \( i \) is initialized to 1. Thus, \( 1 \leq i \ldots \)
Recursion

CHAPTER 7

recursion n. See recursion.

Chapter Goals

- Recursive methods
- Recursion in two-dimensional grids
- Recursive helper methods
- Analysis of recursive algorithms

RECURSIVE METHODS

A recursive method is a method that calls itself. For example, here is a program that calls a recursive method stackWords.

```java
public class WordPlay {
    public static void stackWords() {
        String word = IO.readString(); // read user input
        if (word.equals("."))
            System.out.println();
        else
            stackWords();
        System.out.println(word);
    }

    public static void main(String args[]) {
        System.out.println("Enter list of words, one per line.");
        System.out.println("Final word should be a period (.)");
        stackWords();
    }
}
```

Here is the output if you enter

```
hold
my
hand.
```
You get

```java
hand
my
hold
```

The program reads in a list of words terminated with a period, and prints the list in reverse order, starting with the period. How does this happen?

Each time the recursive call to `stackWords()` is made, execution goes back to the start of a new method call. The computer must remember to complete all the pending calls to the method. It does this by stacking the statements that must still be executed as follows: The first time `stackWords()` is called, the word "hold" is read and tested for being a period. No it’s not, so `stackWords()` is called again. The statement to output "hold" (which has not yet been executed) goes on a stack, and execution goes to the start of the method. The word "my" is read. No, it’s not a period, so the command to output "my" goes on the stack. And so on. The stack looks something like this before the recursive call in which the period is read:

<table>
<thead>
<tr>
<th>System.out.println(&quot;hand&quot;);</th>
</tr>
</thead>
<tbody>
<tr>
<td>System.out.println(&quot;my&quot;);</td>
</tr>
<tr>
<td>System.out.println(&quot;hold&quot;);</td>
</tr>
</tbody>
</table>

Imagine that these statements are stacked like plates. In the final `stackWords()` call, `word` has the value ".". Yes, it is a period, so the `stackWords()` line is skipped, the period is printed on the screen, and the method call terminates. The computer now completes each of the previous method calls in turn by “popping” the statements off the top of the stack. It prints "hand", then "my", then "hold", and execution of method `stackWords()` is complete.¹

**NOTE**

1. Each time `stackWords()` is called, a new local variable `word` is created.
2. The first time the method actually terminates, the program returns to complete the most recently invoked previous call. That’s why the words get reversed in this example.

---

**GENERAL FORM OF SIMPLE RECURSIVE METHODS**

Every recursive method has two distinct parts:

- A base case or termination condition that causes the method to end.
- A nonbase case whose actions move the algorithm toward the base case and termination.

¹Actually, the computer stacks the pending statements in a recursive method call more efficiently than the way described. But conceptually this is how it is done.
Here is the framework for a simple recursive method that has no specific return type.

```
public void recursiveMeth( ... )
{
    if (base case)
        <Perform some action >
    else
    {
        <Perform some other action >
        recursiveMeth( ... ); //recursive method call
    }
}
```

The base case typically occurs for the simplest case of the problem, such as when an integer has a value of 0 or 1. Other examples of base cases are when some key is found, or an end-of-file is reached. A recursive algorithm can have more than one base case.

In the else or nonbase case of the framework shown, the code fragment <Perform some other action > and the method call recursiveMeth can sometimes be interchanged without altering the net effect of the algorithm. Be careful though, because what does change is the order of executing statements. This can sometimes be disastrous. (See the eraseBlob example at the end of this chapter, or the tree traversals and recursive tree algorithms in Chapter 10.)

**Example 1**

```
public void drawLine(int n)
{
    if (n == 0)
        System.out.println("That’s all, folks!");
    else
    {
        for (int i = 1; i <= n; i++)
            System.out.print("*");
        System.out.println();
        drawLine(n - 1);
    }
}
```

The method call `drawLine(3)` produces this output:

```
***
**
*
That’s all, folks!
```

**NOTE**

1. A method that has no pending statements following the recursive call is an example of **tail recursion**. Method `drawLine` is such a case, but `stackWords` is not.

2. The base case in the `drawLine` example is `n == 0`. Notice that each subsequent call, `drawLine(n - 1)`, makes progress toward termination of the method. If your method has no base case, or if you never reach the base case, you will
create *infinite recursion*. This is a catastrophic error that will cause your computer eventually to run out of memory and give you heart-stopping messages like `java.lang.StackOverflowError ...`.

**Example 2**

```java
// Illustrates infinite recursion.
public void catastrophe(int n) {
    System.out.println(n);
    catastrophe(n);
}
```

Try running the case `catastrophe(1)` if you have lots of time to waste!

---

**WRITING RECURSIVE METHODS**

To come up with a recursive algorithm, you have to be able to frame a process recursively (i.e., in terms of a simpler case of itself). This is different from framing it iteratively, which repeats a process until a final condition is met. A good strategy for writing recursive methods is to first state the algorithm recursively in words.

**Example 1**

Write a method that returns \(n!\) (\(n\) factorial).

<table>
<thead>
<tr>
<th>(n!) defined iteratively</th>
<th>(n!) defined recursively</th>
</tr>
</thead>
<tbody>
<tr>
<td>(0! = 1)</td>
<td>(0! = 1)</td>
</tr>
<tr>
<td>(1! = 1)</td>
<td>(1! = (1)(0!)</td>
</tr>
<tr>
<td>(2! = (2)(1))</td>
<td>(2! = (2)(1)!)</td>
</tr>
<tr>
<td>(3! = (3)(2)(1))</td>
<td>(3! = (3)(2)!)</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>

The general recursive definition for \(n!\) is

\[
 n! = \begin{cases} 
  1 & n = 0 \\
  n(n-1)! & n > 0 
\end{cases}
\]

The definition seems to be circular until you realize that if \(0!\) is defined, all higher factorials are defined. Code for the recursive method follows directly from the recursive definition:

```java
/* Compute n! recursively.
 * Precondition: n >= 0.
 * Postcondition: returns n! */
public static int factorial(int n) {
    if (n == 0) // base case
        return 1;
    else
        return n * factorial(n - 1);
}
```
Example 2

Write a recursive method `revDigs` that outputs its integer parameter with the digits reversed. For example,

\[
\begin{align*}
\text{revDigs}(147) & \quad \text{outputs} \quad 741 \\
\text{revDigs}(4) & \quad \text{outputs} \quad 4
\end{align*}
\]

First, describe the process recursively: Output the rightmost digit. Then, if there are still digits left in the remaining number \(n/10\), reverse its digits. Repeat this until \(n/10\) is 0. Here is the method:

```java
/* Precondition: n >= 0. 
* Postcondition: Outputs n with digits reversed. */
public static void revDigs(int n)
{
    System.out.print(n % 10); // rightmost digit
    if (n / 10 != 0) // base case
        revDigs(n / 10);
}
```

ANALYSIS OF RECURSIVE METHODS

Recall the Fibonacci sequence 1, 1, 2, 3, 5, 8, 13, … . The \(n\)th Fibonacci number equals the sum of the previous two numbers if \(n \geq 3\). Recursively,

\[
\text{Fib}(n) = \begin{cases} 
1, & n = 1, 2 \\
\text{Fib}(n - 1) + \text{Fib}(n - 2), & n \geq 3 
\end{cases}
\]

Here is the method:

```java
/* Precondition: n >= 1. 
* Postcondition: Returns the nth Fibonacci number. */
public static int fib(int n)
{
    if (n == 1 || n == 2)
        return 1;
    else
        return fib(n - 1) + fib(n - 2);
}
```

Notice that there are two recursive calls in the last line of the method. So to find \(\text{Fib}(5)\), for example, takes eight recursive calls to \(\text{fib}\). 

```
Fib(5)
  / \    /  \    /  \    /  \    /  \    /  \  
Fib(4)  Fib(3)  Fib(3)  Fib(2)  Fib(2)  Fib(1)  
     /   \    /   \    /   \    /   \    /   \  
Fib(3)  Fib(2)  Fib(2)  Fib(1)  
     /   \    /   \    /   \    /   \  
Fib(2)  Fib(1)  
```
In general, each call to $\text{fib}$ makes two more calls, which is the tipoff for an exponential algorithm (i.e., the run time is $O(2^n)$). This is much slower than the $O(n)$ run time of the corresponding iterative algorithm (see Chapter 5, preamble to Question 14).

You may ask: Since every recursive algorithm can be written iteratively, when should one use recursion? Bear in mind that recursive algorithms can incur extra run time and memory. Their major plus is elegance and simplicity of code.

### General Rules for Recursion

1. Avoid recursion for algorithms that involve large local arrays—too many recursive calls can cause memory overflow.
2. Use recursion when it significantly simplifies code.
3. Avoid recursion for simple iterative methods like factorial, Fibonacci, and the linear search on the next page.
4. Recursion is especially useful for
   - Branching processes like traversing trees or directories.
   - Divide-and-conquer algorithms like mergesort and quicksort.

### SORTING ALGORITHMS THAT USE RECURSION

Mergesort and quicksort are discussed in Chapter 12.

### RECURSIVE HELPER METHODS

A common technique in designing recursive algorithms is to have a public nonrecursive driver method that calls a private recursive helper method to carry out the task. The main reasons for doing this are

- To change the value of an object reference. Recall that in Java if such an object is passed as a parameter in the method, it won’t be changed. A helper must be used that returns the object reference (see Recursion That Alters the Tree Structure on p. 444).
- To hide the implementation details of the recursion from the user.
- To enhance the efficiency of the program.
Example 1

Consider the simple example of recursively finding the sum of the first $n$ positive integers.

//Returns 1 + 2 + 3 + ... + n.
public static int sum(int n)
{
    if (n == 1)
        return 1;
    else
        return n + sum(n - 1);
}

Notice that you get infinite recursion if $n \leq 0$. Suppose you want to include a test for $n > 0$ before you execute the algorithm. Placing this test in the recursive method is inefficient because if $n$ is initially positive, it will remain positive in subsequent recursive calls. You can avoid this problem by using a driver method called getSum, which does the test on $n$ just once. The recursive method sum becomes a private helper method.

public class FindSum
{
    /* Private recursive helper method. *
     * Finds 1 + 2 + 3 + ... + n.
     * Precondition: n > 0. */
    private static int sum(int n)
    {
        if (n == 1)
            return 1;
        else
            return n + sum(n - 1);
    }

    /* Driver method */
    public static int getSum(int n)
    {
        if (n > 0)
            return sum(n);
        else
        {
            throw new IllegalArgumentException
                      ("Error: n must be positive");
        }
    }
}

NOTE

This is a trivial method used to illustrate a private recursive helper method. In practice, you would never use recursion to find a simple sum!

Example 2

Consider a recursive solution to the problem of doing a sequential search for a key in an array of elements that are Comparable. If the key is found, the method returns true, otherwise it returns false.
The solution can be stated recursively as follows:

- If the key is in a[0], then the key is found.
- If not, recursively search the array starting at a[1].
- If you are past the end of the array, then the key wasn’t found.

Here is a straightforward (but inefficient) implementation:

```java
public class Searcher
{
    /* Recursively search array a for key. 
    * Postcondition: If a[k] equals key for 0 <= k < a.length 
    * returns true, otherwise returns false. */
    public boolean search(Comparable[] a, Comparable key)
    {
        if (a.length == 0) //base case. key not found
            return false;
        else if (a[0].compareTo(key) == 0) //base case 
            return true; //key found
        else 
        {
            Comparable[] shorter = new Comparable[a.length-1];
            for (int i = 0; i < shorter.length; i++)
                shorter[i] = a[i+1];
            return search(shorter, key);
        }
    }

    public static void main(String[] args)
    {
        String[] list = {"Mary", "Joe", "Lee", "Jake"};
        Searcher s = new Searcher();
        System.out.println("Enter key: Mary, Joe, Lee or Jake.");
        String key = IO.readString(); //read user input
        boolean result = s.search(list, key);
        if (!result)
            System.out.println(key + " was not found.");
        else
            System.out.println(key + " was found.");
    }
}
```

Notice how horribly inefficient the `search` method is: For each recursive call, a new array `shorter` has to be created! It is much better to use a parameter, `startIndex`, to keep track of where you are in the array. Replace the `search` method above with the following one, which calls the private helper method `recurSearch`:

```java
/* Driver method. Searches array a for key. 
* Precondition: a contains at least one element. 
* Postcondition: If a[k] equals key for 0 <= k < a.length 
* returns true, otherwise returns false. */
public boolean search(Comparable[] a, Comparable key)
{
    return recurSearch(a, 0, key);
}
```
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/* Recursively search array a for key, starting at startIndex.
 * Precondition: a contains at least one element and
 *  0 <= startIndex <= a.length.
 * Postcondition: If a[k] equals key for 0 <= k < a.length
 *  returns true, otherwise returns false. */
private boolean recurSearch(Comparable[] a, int startIndex, Comparable key)
{
    if(startIndex == a.length)  //base case. key not found
        return false;
    else if(a[startIndex].compareTo(key) == 0)  //base case
        return true;  //key found
    else
        return recurSearch(a, startIndex+1, key);
}

NOTE
1. Using the parameter startIndex avoids having to create a new array object for
   each recursive call. Making startIndex a parameter of a helper method hides
   implementation details from the user.
2. Since String implements Comparable, it is OK to use an array of String. It
   would also have been OK to test with an array of Integer or Double, since
   they too implement Comparable.
3. The helper method is private because it is called only by search within the
   Searcher class.
4. It’s easy to modify the search method to return the index in the array where
   the key is found: Make the return type int and return startIndex if the key is
   found, -1 (say) if it isn’t.

RECURSION IN TWO-DIMENSIONAL GRIDS

A certain type of problem crops up occasionally on the AP exam: using recursion to
traverse a two-dimensional array. The problem comes in several different guises. For
example,

    1. A game board from which you must remove pieces.
    2. A maze with walls and paths from which you must try to escape.
    3. White “containers” enclosed by black “walls” into which you must “pour paint.”

In each case, you will be given a starting position (row, col) and instructions on
what to do. The recursive solution typically involves these steps:

    Check that the starting position is not out of range:
        If (starting position satisfies some requirement)
            Perform some action to solve problem
            RecursiveCall(row + 1, col)
            RecursiveCall(row - 1, col)
            RecursiveCall(row, col + 1)
            RecursiveCall(row, col - 1)
Example

On the right is an image represented as a square grid of black and white cells. Two cells in an image are part of the same “blob” if each is black and there is a sequence of moves from one cell to the other, where each move is either horizontal or vertical to an adjacent black cell. For example, the diagram represents an image that contains two blobs, one of them consisting of a single cell.

Assuming the following Image class declaration, you are to write the body of the eraseBlob method, using a recursive algorithm.

```java
public class Image {
    private final int BLACK = 1;
    private final int WHITE = 0;
    private int[][] image; // square grid
    private int size; // number of rows and columns

    public Image() // constructor
        { /* implementation not shown */ } 

    public void display() // displays Image
        { /* implementation not shown */ }

    /* Precondition: Image is defined with either BLACK or WHITE cells.
     * Postcondition: If 0 <= row < size, 0 <= col < size,
     *     and image[row][col] is BLACK, set all cells
     *     in the same blob to WHITE. Otherwise image
     *     is unchanged. */
    public void eraseBlob(int row, int col)
        /* your code goes here */
}
```

Solution:

```java
public void eraseBlob(int row, int col)
{
    if (row >= 0 && row < size && col >= 0 && col < size)
        if (image[row][col] == BLACK)
        {
            image[row][col] = WHITE;
            eraseBlob(row - 1, col);
            eraseBlob(row + 1, col);
            eraseBlob(row, col - 1);
            eraseBlob(row, col + 1);
        }
}
```

NOTE

1. The ordering of the four recursive calls is irrelevant.
2. The test

```java
if (image[row][col] == BLACK)
```

can be included as the last piece of the test in the first line:

```java
if (row >= 0 && ...
```

If `row` or `col` are out of range, the test will short-circuit, avoiding the dreaded `ArrayIndexOutOfBoundsException`.

3. If you put the statement

```java
image[row][col] = WHITE;
```

_after_ the four recursive calls, you get infinite recursion if your blob has more than one cell. This is because, when you visit an adjacent cell, one of its recursive calls visits the original cell. If this cell is still `BLACK`, yet more recursive calls are generated, *ad infinitum*.

A final thought: Recursive algorithms can be tricky. Try to state the solution recursively _in words_ before you launch into code. Oh, and don’t forget the base case!

### Chapter Summary

On the AP exam you will be expected to calculate the results of recursive method calls. Recursion becomes second nature when you practice a lot of examples. For the more difficult questions, use box diagrams to untangle the statements. Learn the format for recursion in a two-dimensional array—these questions occasionally come up on the AP exam.

All students should understand that recursive algorithms can be very inefficient. Level AB students should be able to recognize which of these algorithms is exponential, that is, $O(2^n)$. 
MULTIPLE-CHOICE QUESTIONS ON RECURSION

1. Which of the following statements about recursion are true?

   I. Every recursive algorithm can be written iteratively.
   II. Tail recursion is always used in “divide-and-conquer” algorithms.
   III. In a recursive definition, an object is defined in terms of a simpler case of itself.

   (A) I only
   (B) III only
   (C) I and II only
   (D) I and III only
   (E) II and III only

2. Which of the following, when used as the /* body */ of method sum, will enable that method to compute $1 + 2 + \cdots + n$ correctly for any $n > 0$?

   public int sum(int n)
   //Precondition: n > 0.
   //Postcondition: $1 + 2 + \cdots + n$ has been returned.
   {
     /* body */
   }
   I. return n + sum(n - 1);
   II. if (n == 1)
       return 1;
       else
       return n + sum(n - 1);
   III. if (n == 1)
       return 1;
       else
       return sum(n) + sum(n - 1);

   (A) I only
   (B) II only
   (C) III only
   (D) I and II only
   (E) I, II, and III
3. Refer to the method `stringRecur`:

```java
public void stringRecur(String s)
{
    if (s.length() < 15)
        System.out.println(s);
    stringRecur(s + "*");
}
```

When will method `stringRecur` terminate without error?
(A) Only when the length of the input string is less than 15
(B) Only when the length of the input string is greater than or equal to 15
(C) Only when an empty string is input
(D) For all string inputs
(E) For no string inputs

4. Refer to method `strRecur`:

```java
public void strRecur(String s)
{
    if (s.length() < 15)
    {
        System.out.println(s);
        strRecur(s + "*");
    }
}
```

When will method `strRecur` terminate without error?
(A) Only when the length of the input string is less than 15
(B) Only when the length of the input string is greater than or equal to 15
(C) Only when an empty string is input
(D) For all string inputs
(E) For no string inputs

Questions 5 and 6 refer to method `result`:

```java
public int result(int n)
{
    if (n == 1)
        return 2;
    else
        return 2 * result(n - 1);
}
```

5. What value does `result(5)` return?
(A) 64
(B) 32
(C) 16
(D) 8
(E) 2
6. If $n > 0$, how many times will result be called to evaluate result(n) (including the initial call)?
   (A) 2  
   (B) $2^n$  
   (C) $n$  
   (D) $2n$  
   (E) $n^2$

7. Refer to method mystery:
   ```java
   public int mystery(int n, int a, int d)
   {
       if (n == 1)
           return a;
       else
           return d + mystery(n - 1, a, d);
   }
   ```

   What value is returned by the call mystery(3, 2, 6)?
   (A) 20  
   (B) 14  
   (C) 10  
   (D) 8  
   (E) 2

8. Refer to method $f$:
   ```java
   public int f(int k, int n)
   {
       if (n == k)
           return k;
       else
           if (n > k)
               return f(k, n - k);
           else
               return f(k - n, n);
   }
   ```

   What value is returned by the call $f(6, 8)$?
   (A) 8  
   (B) 4  
   (C) 3  
   (D) 2  
   (E) 1
9. What does method recur do?

```java
//Precondition: x is an array of n integers.
public int recur(int[] x, int n)
{
    int t;
    if (n == 1)
        return x[0];
    else
    {
        t = recur(x, n - 1);
        if (x[n-1] > t)
            return x[n-1];
        else
            return t;
    }
}
```

(A) It finds the largest value in x and leaves x unchanged.
(B) It finds the smallest value in x and leaves x unchanged.
(C) It sorts x in ascending order and returns the largest value in x.
(D) It sorts x in descending order and returns the largest value in x.
(E) It returns x[0] or x[n-1], whichever is larger.

10. Which best describes what the printString method below does?

```java
public void printString(String s)
{
    if (s.length() > 0)
    {
        printString(s.substring(1));
        System.out.print(s.substring(0, 1));
    }
}
```

(A) It prints string s.
(B) It prints string s in reverse order.
(C) It prints only the first character of string s.
(D) It prints only the first two characters of string s.
(E) It prints only the last character of string s.
11. Refer to the method power:

    //Precondition: expo is any integer, base is not zero.
    //Postcondition: base raised to expo power returned.
    public double power(double base, int expo)
    {
        if (expo == 0)
            return 1;
        else if (expo > 0)
            return base * power(base, expo - 1);
        else
            return /* code */;
    }

Which /* code */ correctly completes method power?
(Recall that $a^{-n} = 1/a^n$, $a \neq 0$; for example, $2^{-3} = 1/2^3 = 1/8$.)

(A) (1 / base) * power(base, expo + 1)
(B) (1 / base) * power(base, expo - 1)
(C) base * power(base, expo + 1)
(D) base * power(base, expo - 1)
(E) (1 / base) * power(base, expo)

12. Consider the following method:

    public void doSomething(int n)
    {
        if (n > 0)
        {
            doSomething(n - 1);
            System.out.print(n);
            doSomething(n - 1);
        }
    }

What would be output following the call doSomething(3)?

(A) 3211211
(B) 1121213
(C) 1213121
(D) 1211213
(E) 1123211
13. A user enters several positive integers at the keyboard and terminates the list with a sentinel (-999). A `writeEven` method reads those integers and outputs the even integers only, in the reverse order that they are read. Thus, if the user enters

```
3 5 14 6 1 8 -999
```

the output for the `writeEven` method will be

```
8 6 14
```

Here is the method:

```java
/* Assume user enters at least one positive integer, 
* and terminates the list with -999. 
* Postcondition: All even integers in the list are 
* output in reverse order. */
public static void writeEven()
{
    int num = IO.readInt(); //read user input
    if (num != -999)
    {
        /* code */
    }
}
```

Which `/* code */` satisfies the postcondition of method `writeEven`?

I if (num % 2 == 0)
    System.out.print(num + " ");
writeEven();

II if (num % 2 == 0)
    writeEven();
    System.out.print(num + " ");

III writeEven();
    if (num % 2 == 0)
        System.out.print(num + " ");

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
Questions 14–16 refer to method t:

```java
//Precondition: n >= 1.
public int t(int n)
{
    if (n == 1 || n == 2)
        return 2 * n;
    else
        return t(n - 1) - t(n - 2);
}
```

14. What will be returned by t(5)?
   (A) 4
   (B) 2
   (C) 0
   (D) -2
   (E) -4

15. For the method call t(6), how many calls to t will be made, including the original call?
   (A) 6
   (B) 7
   (C) 11
   (D) 15
   (E) 25

16. The run time of method t is
   (A) O(n)
   (B) O(n^2)
   (C) O(2^n)
   (D) O(n^3)
   (E) O(log n)
Chapter 7  Recursion

17. This question refers to methods \( f1 \) and \( f2 \) that are in the same class:

\[
\text{public int } f1(\text{int } a, \text{int } b) \\
\{ \\
\quad \text{if } (a == b) \\
\quad \quad \text{return } b; \\
\quad \text{else} \\
\quad \quad \text{return } a + f2(a - 1, b); \\
\}\]

\[
\text{public int } f2(\text{int } p, \text{int } q) \\
\{ \\
\quad \text{if } (p < q) \\
\quad \quad \text{return } p + q; \\
\quad \text{else} \\
\quad \quad \text{return } p + f1(p - 2, q); \\
\}\]

What value will be returned by a call to \( f1(5, 3) \)?
(A) 5  
(B) 6  
(C) 7  
(D) 12  
(E) 15

18. Consider method \( \text{foo} \):

\[
\text{public int } \text{foo}(\text{int } x) \\
\{ \\
\quad \text{if } (x == 1 \text{ || } x == 3) \\
\quad \quad \text{return } x; \\
\quad \text{else} \\
\quad \quad \text{return } x \times \text{foo}(x - 1); \\
\}\]

Assuming no possibility of integer overflow, what will be the value of \( z \) after execution of the following statement?

\[
\text{int } z = \text{foo}(\text{foo}(3) + \text{foo}(4));
\]

(A) \((15!)/(2!))\)  
(B) \(3! + 4!\)  
(C) \(7!\)  
(D) \((3! + 4)!\)  
(E) 15
Multiple-Choice Questions on Recursion

Questions 19 and 20 refer to the IntFormatter class below.

```java
public class IntFormatter {
    //Write 3 digits adjacent to each other.
    public static void writeThreeDigits(int n) {
        System.out.print(n / 100);
        System.out.print((n / 10) % 10);
        System.out.print(n % 10);
    }

    //Insert commas in n, every 3 digits starting at the right.
    //Precondition: n >= 0.
    public static void writeWithCommas(int n) {
        if (n < 1000)
            System.out.print(n);
        else
            {
                writeThreeDigits(n % 1000);
                System.out.print(",");
                writeWithCommas(n / 1000);
            }
    }
}
```

19. The method `writeWithCommas` is supposed to print its nonnegative `int` argument with commas properly inserted (every three digits, starting at the right). For example, the integer 27048621 should be printed as 27,048,621. Method `writeWithCommas` does not always work as intended, however. Assuming no integer overflow, which of the following integer arguments will **not** be printed correctly?
(A) 896
(B) 251462251
(C) 365051
(D) 278278
(E) 4

20. Which change in the code of the given methods will cause method `writeWithCommas` to work as intended?
(A) Interchange the lines `System.out.print(n / 100)` and `System.out.print(n % 10)` in method `writeThreeDigits`.
(B) Interchange the lines `writeThreeDigits(n % 1000)` and `writeWithCommas(n / 1000)` in method `writeWithCommas`.
(C) Change the test in `writeWithCommas` to `if (n > 1000)`.
(D) In the method `writeWithCommas`, change the line `writeThreeDigits(n % 1000)` to `writeThreeDigits(n / 1000)`.
(E) In the method `writeWithCommas`, change the recursive call `writeWithCommas(n / 1000)` to `writeWithCommas(n % 1000)`. 
21. Consider triangles that are formed by stacking squares, each with area 1.

The area of each such triangle is a triangular number. Note that the area of the \(n\)th such triangle equals the area of the \((n - 1)\)th triangle plus the area of the new base.

Here are two different implementations of a \texttt{Triangle} class that provides a recursive method to find the area of these \texttt{Triangle} objects, given their base. (The differences between the two implementations are in bold face.)

\textbf{Implementation I}

\begin{verbatim}
public class Triangle {
    private int base;

    //constructor
    public Triangle(int b) { base = b; }

    public int getArea() {
        if (base == 1)
            return 1;
        Triangle smaller = new Triangle(base - 1);
        return base + smaller.getArea();
    }
}
\end{verbatim}

\textbf{Implementation II}

\begin{verbatim}
public class Triangle {
    private int base;

    //constructor
    public Triangle(int b) { base = b; }

    public int getArea() {
        return area(base); }

    private int area(int b) {
        if (b == 1)
            return 1;
        return b + area(b - 1);
    }
}
\end{verbatim}

Which of the following is a true statement?

(A) When \texttt{getArea} is invoked in a client program, neither Implementation I nor Implementation II will work correctly.

(B) Implementations I and II are equally efficient in speed and memory usage.

(C) Implementation I is more run-time efficient than Implementation II.

(D) Implementation I is more efficient in memory usage than Implementation II.

(E) Implementation II has greater run-time efficiency and memory usage efficiency than Implementation I.
**ANSWER KEY**

1. D  
2. B  
3. E  
4. D  
5. B  
6. C  
7. B  
8. D  
9. A  
10. B  
11. A  
12. C  
13. C  
14. E  
15. D  
16. C  
17. E  
18. A  
19. C  
20. B  
21. E

**ANSWERS EXPLAINED**

1. **(D)** Tail recursion is when the recursive call of a method is made as the last executable step of the method. Divide-and-conquer algorithms like those used in mergesort or quicksort have recursive calls **before** the last step. Thus, statement II is false.

2. **(B)** Code segment I is wrong because there is no base case. Code segment III is wrong because, besides anything else, `sum(n)` prevents the method from terminating—the base case `n == 1` will not be reached.

3. **(E)** When `stringRecur` is invoked, it calls itself irrespective of the length of `s`. Since there is no action that leads to termination, the method will not terminate until the computer runs out of memory (run-time error).

4. **(D)** The base case is `s.length() ≥ 15`. Since `s` gets longer on each method call, the method will eventually terminate. If the original length of `s` is ≥ 15, the method will terminate without output on the first call.

5. **(B)** Letting `R` denote the method `result`, we have

   \[ R(5) = 2 \ast R(4) \]
   \[ = 2 \ast (2 \ast (R(3))) \]
   \[ = \ldots \]
   \[ = 2 \ast (2 \ast (2 \ast R(1))) \]
   \[ = 2^5 \]
   \[ = 32 \]

6. **(C)** For `result(n)` there will be `(n-1)` recursive calls before `result(1)`, the base case, is reached. Adding the initial call gives a total of `n` method calls.

7. **(B)** This method returns the `n`th term of an arithmetic sequence with first term `a` and common difference `d`. Letting `M` denote method `mystery`, we have

   \[ M(3,2,6) = 6 + M(2,2,6) \]
   \[ = 6 + (6 + M(1,2,6)) \] (base case)
   \[ = 6 + 6 + 2 \]
   \[ = 14 \]
8. (D) Here are the recursive calls that are made, in order: $f(6, 8) \rightarrow f(6, 2) \rightarrow f(4, 2) \rightarrow f(2, 2)$, base case. Thus, 2 is returned.

9. (A) If there is only one element in $x$, then recur returns that element. Having the recursive call at the beginning of the else part of the algorithm causes the if part for each method call to be stacked until t eventually gets assigned to $x[0]$. The pending if statements are then executed, and t is compared to each element in x. The largest value in x is returned.

10. (B) Since the recursive call is made directly following the base case, the System.out.print... statements are stacked up. If printString("cat") is called, here is the sequence of recursive calls and pending statements on the stack:

```
printString("at")  → print "c"  →   print "t"
p
printString("tt")  → print "a"  →   print "t"
p
printString("\n")  → print "t"  → "a"  → "c"
```

Execution stack

When printString("\n"), the base case, is called, the print statements are then popped off the stack in reverse order, which means that the characters of the string will be printed in reverse order.

11. (A) The required code is for a negative expo. For example, power(2, -3) should return $2^{-3} = 1/8$. Notice that

\[
2^{-3} = \frac{1}{2} \left( 2^{-2} \right) \\
2^{-2} = \frac{1}{2} \left( 2^{-1} \right) \\
2^{-1} = \frac{1}{2} \left( 2^0 \right)
\]

In general:

\[2^n = \frac{1}{2} (2^{n+1}) \text{ whenever } n < 0\]

This is equivalent to $(1 / \text{base}) \times \text{power}(\text{base}, \text{expo} + 1)$.

12. (C) Each box in the diagram below represents a recursive call to doSomething. The numbers to the right of the boxes show the order of execution of the statements. Let D denote doSomething.
The numbers in each box refer to that method call only. D(0) is the base case, so the statement immediately following it is executed next. When all statements in a given box (method call) have been executed, backtrack along the arrow to find the statement that gets executed next. The circled numbers represent the statements that produce output. Following them in order, statements 4, 6, 9, 11, 15, 17, and 20 produce the output in choice C.

13. (C) Since even numbers are printed before the recursive call in segment I, they will be printed in the order in which they are read from the keyboard. Contrast this with the correct choice, segment III, in which the recursive call is made before the test for evenness. These tests will be stacked until the last number is read. Recall that the pending statements are removed from the stack in reverse order (most recent recursive call first), which leads to even numbers being printed in reverse order. Segment II is wrong because all numbers entered will be printed, irrespective of whether they are even or not. Note that segment II would work if the input list contained only even numbers.

14. (E) The method generates a sequence. The first two terms, \( t(1) \) and \( t(2) \), are 2 and 4. Each subsequent term is generated by subtracting the previous two terms. This is the sequence: 2, 4, 2, -2, -4, -2, 2, 4, … Thus, \( t(5) = -4 \). Alternatively,

\[
\begin{align*}
t(5) &= t(4) - t(3) \\
&= [t(3) - t(2)] - t(3) \\
&= -t(2) \\
&= -4
\end{align*}
\]

15. (D) 15. Count them! (Note that you stop at \( t(2) \) since it’s a base case.)

```
\[
\begin{array}{c}
t(6) \\
\downarrow \\
t(5) \\
\downarrow \\
t(4) \\
\downarrow \\
t(3) \\
\downarrow \\
t(2) \\
\downarrow \\
t(1)
\end{array}
\]
```

16. (C) A simple way of seeing this is that each call makes two more calls. This is the signature of an \( O(2^n) \) process.

17. (E) This is an example of mutual recursion, where two methods call each other.

\[
\begin{align*}
f_1(5, 3) &= 5 + f_2(4, 3) \\
&= 5 + (4 + f_1(2, 3)) \\
&= 5 + (4 + (2 + f_2(1, 3))) \\
&= 5 + (4 + (2 + 4)) \\
&= 15
\end{align*}
\]

Note that \( f_2(1, 3) \) is a base case.
18. (A) foo(3) = 3 (This is a base case). Also, foo(4) = 4 × foo(3) = 12. So you need to find foo(foo(3) + foo(4)) = foo(15).

\[
\begin{align*}
\text{foo}(15) &= 15 \times \text{foo}(14) \\
&= 15 \times (14 \times \text{foo}(13)) \\
&= \cdots \\
&= 15 \times 14 \times \cdots \times 4 \times \text{foo}(3) \\
&= 15 \times 14 \times \cdots \times 4 \times 3 \\
&= (15)!/(2!)
\end{align*}
\]

19. (C) Suppose that \( n = 365051 \). The method call \text{writeWithCommas}(365051) will write 051 and then execute the call \text{writeWithCommas}(365). This is a base case, so 365 will be written out, resulting in 051,365. A number like 278278 (two sets of three identical digits) will be written out correctly, as will a “symmetrical” number like 251462251. Also, any \( n < 1000 \) is a base case and the number will be written out correctly as is.

20. (B) The cause of the problem is that the numbers are being written out with the sets of three digits in the wrong order. The problem is fixed by interchanging \text{writeThreeDigits}(n \% 1000) and \text{writeWithCommas}(n / 1000). For example, here is the order of execution for \text{writeWithCommas}(365051).

\begin{verbatim}
writeWithCommas(365) → Base case. Writes 365
System.out.print(","); → 365,
writeThreeDigits(051) → 365,051 which is correct
\end{verbatim}

21. (E) Both \text{getArea} methods should work correctly in a client program. Implementation I, however, is less efficient since it constructs a new \text{Triangle} object with each recursive call. This slows down the run time and uses more memory than Implementation II, which accesses only the current \text{Triangle} object.
Linked Lists

But it really doesn’t matter whom you put upon the list.
For they’d none of ’em be missed—they’d none of ’em be missed!
—Gilbert and Sullivan, The Mikado

Chapter Goals

- Linear linked lists
- The ListNode class
- Circular linked lists
- Doubly linked lists
- Run time of linked list vs. array algorithms

LINKED LIST

One way of implementing a list object in Java is as an array. An alternative implementation is as a linked list. Unlike an array, the elements of a linked list are not necessarily in contiguous memory slots. Instead, each element stores the address of the next item in the list. We say that it contains a link or pointer to the next item. In Java a linked list item actually stores a reference to the next object in the list. The last element of the list has a null reference in its pointer field to signify the end of the list.

A linked list is a dynamic data structure, growing and shrinking during run time. Memory slots are allocated as the need arises. Slots no longer needed are automatically recycled in Java. Contrast this with a built-in Java array, whose size is fixed at construction time.

Implementing a linked list in Java is part of the AB course and is described in this chapter. You also need to understand how to use the class java.util.LinkedList<E>, which is discussed with the other “container” classes in Chapter 11.

LINEAR LINKED LISTS

Features of a Linked List

The term “linked list” is often used to mean a linear linked list. Picture a linked list as a collection of memory slots called nodes, each of which has a data field and a pointer field.
The arrows correspond to reference values in Java. The pointer field in the last item is the null reference. The variable `firstNode` is a reference to the first element in the list. A linked list can be implemented in Java using a `ListNode` class for each node and a `LinkedList` class for the whole list.

**The ListNode Class**

A `ListNode` class similar to the following will be provided on the AP exam.¹

```java
/* Linked list node */
public class ListNode
{
    private Object value;
    private ListNode next;

    public ListNode(Object initValue, ListNode initNext)
    {
        value = initValue;
        next = initNext;
    }

    public Object getValue()
    { return value; }

    public ListNode getNext()
    { return next; }

    public void setValue(Object theNewValue)
    { value = theNewValue; }

    public void setNext(ListNode theNewNext)
    { next = theNewNext; }
}
```

**THE INSTANCE VARIABLES**

- `private Object value`

  Any `Object` can be placed in a `ListNode`. Primitive types like `int` or `double` will first be auto-boxed. See Example 1 on the next page.

- `private ListNode next`

  The `ListNode` class is said to be *self-referential*, since it has an instance variable `next` that refers to itself. Self-referential objects can be linked together to form objects like lists, trees, stacks, and so on. Thus, the variable `next` is called a *link* or *pointer*.

¹Based on the College Board’s *AP Computer Science AB: Implementation Classes for Linked Lists and Tree Nodes.*
THE METHODS

```java
public ListNode(Object initValue, ListNode initNext)
```

The `ListNode` constructor, with `initValue` and `initNext` parameters, allows a single statement to assign the value and next fields to a `ListNode`.

**Example 1**

The following statement uses the constructor to create a single `ListNode` containing the value 8.

```java
ListNode p = new ListNode(new Integer(8), null); //8 wrapped to //create an Integer object
```

Alternatively,

```java
ListNode p = new ListNode(8, null); //8 auto-boxed to create an //Integer object. Not tested on the AP exam.
```

```java
public Object getValue()
```

This is an accessor method that returns the value of the current `ListNode`. Since the type is `Object`, a cast to `Integer`, `Double`, or `String`, and so on will be needed, unless you plan to assign it to a variable of type `Object`.

```java
public ListNode getNext()
```

This is an accessor method that returns `next`, the pointer value of the current `ListNode`.

```java
public void setValue(Object theNewValue)
```

This is a mutator method that allows the value of the current `ListNode` to be changed to `theNewValue`.

```java
public void setNext(ListNode theNewNext)
```

This is a mutator method that allows the `next` field of the current `ListNode` to be changed to `theNewNext`.

**Example 2**

Consider this linked list of `ListNode` objects, where `firstNode`, `lastNode`, and `current` are all of type `ListNode`.
Integer first = (Integer) firstNode.getValue();  //first has value 2
ListNode p = current.getNext();  //p refers to ListNode containing 9
int last = ((Integer) current.getNext().getValue()).intValue();  
        //last has value 9

NOTE

An alternative for the last line in Example 2 is

    int last = (Integer) current.getNext().getValue();
        //Uses auto-unboxing to create an int.
        //Not tested on the AP exam.

Now consider the statements

current.setNext(null);
lastNode = current;

These two statements result in this setup:

You may wonder what happened to the node containing 9. Java has automatic garbage collection that recycles any memory slot that is no longer in use (i.e., there are no references to the object in that slot).

To change the value in the first node to 5:

    firstNode.setValue(new Integer(5));

Alternatively,

    firstNode.setValue(5);  //auto-boxing

Example 3

Consider a linked list of ListNode objects.

Here is a code segment that traverses the list and outputs the contents to the screen, one element per line.

    ListNode p = firstNode;
    while (p != null)
    {
        System.out.println(p.getValue());
        p = p.getNext();
    }
NOTE

The quantity p.getValue() does not need to be cast to the actual object type if the object in the linked list has a toString method. Java will polymorphically select the correct toString method and print the value accordingly.

A Linear Linked List Class

You are expected to know how to implement linked lists. The LinearLinkedList class shown below implements a singly linked list of nodes, in which items are of type Object, and the references are of type ListNode. A reference to the first node of the list is an instance variable.

Methods provided in the class will allow

- A test for an empty list.
- Elements to be added or removed from either end of the list.
- Printing a list object by providing a toString method.
- List traversal by a client, via a getFirstNode method.

/*Linear linked list class */
import java.util.NoSuchElementException;

public class LinearLinkedList
{
    private ListNode firstNode;

    //Construct an empty list.
    public LinearLinkedList()
    { firstNode = null; }

    //Return true if list is empty, false otherwise.
    public boolean isEmpty()
    { return firstNode == null; }

    //Accesses the first node; needed to traverse the list.
    public ListNode getFirstNode()
    { return firstNode; }

    //Changes first node of list.
    public void setFirstNode(ListNode node)
    { firstNode = node; }

    // Insert object o at front of list.
    public void addFirst(Object o)
    {
        if (isEmpty())
            firstNode = new ListNode(o, null);
        else
            firstNode = new ListNode(o, firstNode);
    }

    // Insert object o at end of list.
    public void addLast(Object o)
    {
        if (isEmpty())
            firstNode = new ListNode(o, null);
        else
            firstNode = new ListNode(o, firstNode);
    }
```
// Remove and return first element.
public Object removeFirst() {
    if (isEmpty())
        throw new NoSuchElementException("Can't remove from empty list");
    Object item = firstNode.getValue();
    firstNode = firstNode.getNext();
    return item;
}

// Remove and return last element.
public Object removeLast() {
    if (isEmpty())
        throw new NoSuchElementException("Can't remove from empty list");
    ListNode current = firstNode;
    ListNode follow = null;
    while (current.getNext() != null) // at least 2 nodes
    {
        follow = current;
        current = current.getNext();
    }
    if (follow == null) // list had just 1 node
        firstNode = null;
    else
        follow.setNext(null);
    return current.getValue();
}

// Return LinearLinkedList as String.
public String toString() {
    if (isEmpty())
        return "empty.");
    else
    {
        String s = "";
        ListNode current = firstNode;
        while (current != null)
        {
            s = s + current.getValue() + " ";
            current = current.getNext();
        }
        return s;
    }
```
NOTE

1. You need to know how to throw a NoSuchElementException. This error occurs when there’s an attempt to access a nonexistent element in a list. (See also the next() method of the Iterator interface on p. 475.) In the LinearLinkedList class, the exception is thrown if an attempt is made to remove an element from an empty list. To throw the exception, you need to include the statement

   import java.util.NoSuchElementException;

   in the file with the class whose methods will throw the exception. In the relevant methods, the statement

   if (isEmpty())
       throw new NoSuchElementException();

   will cause the program to terminate if the list is empty. Additionally, you can provide your own error message when the exception is thrown:

   if (isEmpty())
       throw new NoSuchElementException(  
           "Can’t remove from empty list");

2. The class shown is not a generic class (i.e., has no type parameter). You do not need to know how to implement generic classes for the AP exam.

3. The Java Collections library provides a class java.util.LinkedList<E>. So you may wonder why you need to know how to implement such a class. The answer is that you could tailor your own class to fit any application, by providing additional methods.

Here is a program that tests the LinearLinkedList methods:

/* Tests LinearLinkedList class. */

public class LinkedListTest
{
    //Return linear linked list of strings.
    public static LinearLinkedList getList()
    {
        final String SENTINEL = "-999";
        LinearLinkedList list = new LinearLinkedList();
        System.out.print("Enter list of words. ");
        System.out.println("Terminate with " + SENTINEL);
        String word = IO.readWord(); //read user input
        while (!(word.equals(SENTINEL)))
        {
            list.addLast(word);
            word = IO.readWord(); //read user input
        }
        return list;
    }
}
//Search for key in LinearLinkedList list.
//Return true if found, false otherwise.
public static boolean search(LinearLinkedList list, Object key)
{
    ListNode current = list.getFirstNode();
    while (current != null)
    {
        if (current.getValue().equals(key))
            return true;
        current = current.getNext();
    }
    return false;
}

public static void main(String[] args)
{
    //TESTING getList AND toString
    LinearLinkedList list = getList();
    System.out.print("List is: ");
    System.out.println(list);

    //TESTING removeFirst AND removeLast
    String first = (String) list.removeFirst();
    System.out.println("First element was: " + first);
    String last = (String) list.removeLast();
    System.out.println("Last element was: " + last);
    System.out.print("List is: ");
    System.out.println(list);

    //TESTING search
    System.out.print("Enter key word for search: ");
    String key = IO.readWord(); //read user input
    if (search(list, key))
        System.out.println(key + " is in the list.");
    else
        System.out.println(key + " is not in the list.");
}

Here is some sample output.

Enter list of words. Terminate with -999
the cat sat on the mat -999
List is: the cat sat on the mat
First element was: the
Last element was: mat
List is: cat sat on the
Enter key word for search: on
on is in the list.

NOTE
The method getFirstNode in the LinearLinkedList class is a crucial method to gain access to the list for traversal outside the class.
CIRCULAR LINKED LISTS

A linear linked list allows easy access to the first node but requires traversal of the whole list to reach the final node. A small change converts a linear linked list into a circular linked list, which allows easy access to both the first and last nodes. Let the pointer field of the last node point to the first node, instead of being null.

Implementing a Circular Linked List

A circular linked list can be implemented using a ListNode class for each node and a CircularLinkedList class for the whole list. The ListNode class is the same class used for linear linked lists. The CircularLinkedList class has the same methods as the LinearLinkedList class, but most of the implementation code is different if you use the instance variable

\[
\text{private ListNode lastNode;}
\]

to replace

\[
\text{private ListNode firstNode;}
\]

Also, instead of a getFirstNode accessor, the CircularLinkedList class would provide a getLastNode method.

Having a reference to lastNode allows easy access to both the first and last elements of the list. Insertion and deletion operations at both ends of the list can be done in O(1) (constant) time. The data in the first node can be accessed with lastNode.getNext().getValue().

Note that in traversing a circular linked list, there’s no longer a null reference in the last node. The lastNode reference must therefore be used as a stoplight for list traversal.

Example 1

Here is code for the addLast method of a CircularLinkedList class.

```java
//Insert object o at end of list.
public void addLast(Object o) {
    if (isEmpty()) {
        lastNode = new ListNode(o, null);
        lastNode.setNext(lastNode);
    } else {
        ListNode p = new ListNode(o, lastNode.getNext());
        lastNode.setNext(p);
        lastNode = p;
    }
}
```
NOTE

1. You may think that adding a node to an empty list can be accomplished with the single statement

   \[
   \text{lastNode} = \text{new ListNode}(o, \text{lastNode});
   \]

   This, however, won’t work. Since the current value of \text{lastNode} is \text{null}, the right-hand side, which is evaluated first, will create a node that has a null reference in its \text{next} field.

2. The else part of the addLast method can also be written as follows:

   \[
   \begin{align*}
   \text{lastNode}.\text{setNext}(\text{new ListNode}(o, \text{lastNode}.\text{getNext}())); \\
   \text{lastNode} = \text{lastNode}.\text{getNext}();
   \end{align*}
   \]

Example 2

Here is code for the \text{toString} method of the \text{CircularLinkedList} class.

```java
//Return contents of circular linked list as a string.
public String toString()
{
    if (isEmpty())
        return "empty";
    else
    {
        String s = "";
        ListNode current = lastNode.getNext();
        while (current != lastNode)
        {
            s = s + current.getValue() + " ";
            current = current.getNext();
        }
        s = s + current.getValue();
        return s;
    }
}
```

NOTE

The \text{while} loop stops when \text{current} refers to the last node:

If you omit the final \text{s} = \text{s} + \text{current}.\text{getValue()} statement, the returned string \text{s} will not have the data from the last node.
DOUBLY LINKED LISTS

Why Doubly Linked Lists?

Singly linked linear and circular lists have several disadvantages:

1. Traversal is in just one direction.
2. To access previous nodes, you must go to one end of the list and start again.
3. Given a reference to a node, you cannot easily delete that node. There is no direct access to the previous pointer field.

A data structure that overcomes these disadvantages is a **doubly linked list**, where each node has three fields: a data field, a reference to the next node, and a reference to the previous node. The price paid for the capability of moving in either direction of the list is the extra memory required for one more instance variable in a doubly linked list node.

Picture a doubly linked list as follows:

Here is a circular doubly linked list:

If the pointer fields are `next` and `prev`, notice that `firstNode.prev` refers to the last (rightmost) node in the list. This means that you can dispense with a `lastNode` variable: `firstNode` provides $O(1)$ access to both the first and last nodes of the list.

**Header and Trailer Nodes**

*Header and trailer nodes* are nodes at the front and back of a linked list that do not contain elements of the list. Think of them as dummy nodes with no values.

The effect of having header and trailer nodes is that you avoid some special-case testing for the first and last nodes: Insertion and deletion is always done in the “middle” of the list.

Here is an empty doubly linked list with header and trailer nodes:
Implementing Doubly Linked Lists

As with linear and circular linked lists, the implementation can be achieved with two classes, one for the node and one for the list.

THE DoublyListNode CLASS

The DoublyListNode class is very similar to the ListNode class. It requires an additional pointer field, prev, and additional methods for accessing and setting values and links for the previous node.

```java
/* Doubly linked list node */
public class DoublyListNode {
    private Object value;
    private DoublyListNode next;
    private DoublyListNode prev;

    public DoublyListNode(DoublyListNode initPrev, Object initValue, DoublyListNode initNext)
    {
        prev = initPrev;
        value = initValue;
        next = initNext;
    }

    public DoublyListNode getPrev()
    { return prev; }

    public void setPrev(DoublyListNode theNewPrev)
    { prev = theNewPrev; }

    public Object getValue()
    { return value; }

    public void setValue(Object theNewValue)
    { value = theNewValue; }

    public DoublyListNode getNext()
    { return next; }

    public void setNext(DoublyListNode theNewNext)
    { next = theNewNext; }
}
```

A DoublyLinkedList CLASS

There are several design choices for implementing doubly linked lists—linear, circular, with or without header and/or trailer. The class below is for a linear doubly linked
Doubly Linked Lists

A doubly linked list with header and trailer nodes. Having a header and trailer eliminates many of the special end-of-list cases for insertion and deletion.

```java
/* Doubly linked list class with header and trailer */

import java.util.NoSuchElementException;

class DoublyLinkedList
{
    private DoublyListNode headerNode;
    private DoublyListNode trailerNode;

    //Construct an empty list.
    public DoublyLinkedList()
    {
        headerNode = new DoublyListNode(null, null, null);
        trailerNode = new DoublyListNode(headerNode, null, null);
        headerNode.setNext(trailerNode);
    }

    //Return true if list is empty, false otherwise.
    public boolean isEmpty()
    {
        return headerNode.getNext() == trailerNode;
    }

    //Return first node in a nonempty list.
    public DoublyListNode getFirstNode()
    { return headerNode.getNext(); }

    //Return last node in a nonempty list.
    public DoublyListNode getLastNode()
    { return trailerNode.getPrev(); }

    //Insert object o at end of list.
    public void addLast(Object o)
    {
        DoublyListNode p = new DoublyListNode(trailerNode.getPrev(),
                o, trailerNode);
        trailerNode.getPrev().setNext(p);
        trailerNode.setPrev(p);
    }

    //Insert object o at front of list.
    public void addFirst(Object o)
    { /* implementation code similar to addLast */ }

    //Remove and return first element.
    public Object removeFirst()
    {
        if (isEmpty())
            throw new NoSuchElementException
            ("Can't remove from empty list");

        DoublyListNode p = headerNode.getNext();
        Object item = p.getValue();
    }
```
headerNode.setNext(p.getNext());
p.getNext().setPrev(headerNode);
return item;
}

//Remove and return last element.
public Object removeLast()
{ /* implementation code similar to removeFirst */  }

//Add item to the left of node.
//Precondition: node refers to an element in a nonempty list.
void addLeft(Object item, DoublyListNode node)
{
    DoublyListNode p = new DoublyListNode(node.getPrev(),
            item, node);
    node.setPrev(p);
    p.getPrev().setNext(p);
}

//Add item to the right of node.
//Precondition: node refers to an element in a nonempty list.
void addRight(Object item, DoublyListNode node)
{ /*implementation code similar to addLeft */  }

//Remove element referred to by node from list.
//Precondition: node points to element in list.
public void remove(DoublyListNode node)
{
    node.getPrev().setNext(node.getNext());
    node.getNext().setPrev(node.getPrev());
}

//Return DoublyLinkedList as String.
public String toString()
{
    if (isEmpty())
        return "empty.";
    else
    {
        String s = "";
        DoublyListNode p = headerNode.getNext();
        while (p != trailerNode)
        {
            s = s + p.getValue() + " ";
            p = p.getNext();
        }
        return s;
    }
}

NOTE

1. Here's an illustration of the addLeft method. Start with a nonempty doubly linked list, with node pointing to one of the items. Because of the header and trailer nodes, node will not be at either end of the list:
Each statement of the method is illustrated below:

DoublyListNode p = new DoublyListNode(node.getPrev(), item, node);

node.setPrev(p);

p.getPrev().setNext(p);

2. Here’s an illustration of remove. Again, node points to some element in the “middle” of the list. This is the element that will be removed.
Here are pictures of what happens to the pointers:

```java
node.getPrev().setNext(node.getNext());
```

Note that as soon as the method is exited, there will be no references to the deleted element, and its memory slot will be recycled.

**Example**

Here is a piece of code in a client method that tests `addRight`:

```java
DoublyLinkedList dLL = getList(); // reads number strings into dLL
DoublyListNode current = dLL.getFirstNode();
while (current != dLL.getLastNode() && !((String) current.getValue()).equals("6"))
    current = current.getNext();
dLL.addRight("66", current);
System.out.print("List is: ");
System.out.println(dLL);
```

If the list entered is `2 4 6 8`, the output is

```
List is: 2 4 6 66 8
```

If the list entered is `5 10 15`, the output is

```
List is: 5 10 15 66
```

**NOTE**

Because of the symmetry of a doubly linked list, similar results can be achieved by initializing `current` with `dLL.getLastNode()`, and then traveling “left” with

```java
current = current.getPrev();
```
RUN TIME OF LINKED LIST VS. ARRAY ALGORITHMS

In each case, assume $n$ elements in a singly linked linear linked list (LLL) and also in an array that has sufficient slots for the operations described below. You may also assume that the linked list implementation has a reference to the first node only.

<table>
<thead>
<tr>
<th>Algorithm</th>
<th>LLL</th>
<th>Array</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add or remove element at end</td>
<td>$O(n)$</td>
<td>$O(1)$</td>
<td>For LLL, must traverse whole list. For array, simple assignment: $a[n+1] = element.$</td>
</tr>
<tr>
<td>Add or remove element at front</td>
<td>$O(1)$</td>
<td>$O(n)$</td>
<td>For array, must move each element up one slot to create empty slot in $a[0]$. For LLL, simple pointer adjustment.</td>
</tr>
<tr>
<td>Linear search for key</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
<td>In worst case, need to search entire LLL or array.</td>
</tr>
<tr>
<td>Insert element in correct position in sorted list</td>
<td>$O(n)$</td>
<td>$O(1)$</td>
<td>Insertion in LLL requires just pointer adjustments. For array, binary search to find insertion; but then may have to move $n$ elements to create a slot.</td>
</tr>
<tr>
<td>Delete all occurrences of value from list</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
<td>For LLL, find value, adjust pointers, find value, adjust pointers, etc. For array, $O(n^2)$ if all elements moved each time you find value. $O(n)$ algorithm in Chapter 6, Question 5.</td>
</tr>
</tbody>
</table>

Chapter Summary

Know the difference between each type of linked list. You could be asked to produce code that manipulates or traverses each type. Know how to use the ListNode class and how to write linked list classes of your own.

You should also be able to discuss the types of applications for which each kind of list is suitable as a data structure.

Know the big-O run times for the various operations on linked lists and be able to compare these with similar operations in arrays.
MULTIPLE-CHOICE QUESTIONS ON LINKED LISTS

Assume that all questions on linear and circular linked lists use the ListNode class provided on the AP exam (see p. 364).

1. The following segment is supposed to search for and remove from a linear linked list all nodes whose data fields are equal to val, a previously defined value. Assume that firstNode is accessible and references the first node in the list, and that the list is nonempty.

```java
ListNode current = firstNode;
while (current != null) {
    if (current.getValue().equals(val)) {
        ListNode q = current.getNext();
        current.setNext(q.getNext());
    } else {
        current = current.getNext();
    }
}
```

Which is true about this code segment?
(A) It works for all the nodes of the linked list.
(B) It fails for only the first node of the list.
(C) It fails for only the last node of the list.
(D) It fails for the first and last nodes of the list but works for all others.
(E) It fails for all nodes of the list.
2. A circular linked list (CLL) is implemented with a `CircularLinkedList` class that has a private instance variable `lastNode`:

```java
ListNode lastNode; //refers to last node of CLL
```

The `CircularLinkedList` class has a `toString` method that converts the contents of a circular linked list to a string in the correct order. Consider a `writeList` method in the `CircularLinkedList` class:

```java
/* Writes elements of CLL to screen. 
* Assumes contents of CLL have a toString method. 
* Precondition: List is not empty. 
* lastNode refers to last node in list. 
* Postcondition: All elements printed to screen. */
public void writeList()
{
    /* implementation code */
}
```

Which of the following could replace `/* implementation code */` so that `writeList` works as intended?

I) `System.out.println(this);`
II) `ListNode current = lastNode.getNext();
    while (current != lastNode)
    {
        System.out.println(current.getValue() + " ");
        current = current.getNext();
    }
    System.out.println(current.getValue());`
III) `for (ListNode current = lastNode.getNext();
    current != lastNode; current = current.getNext())
    System.out.println(current.getValue() + " ");`

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
3. Consider a LinearLinkedList class that has an instance variable firstNode of type ListNode and an accessor method getFirstNode that returns a reference to the first element in the list. Consider a client method findKey:

```java
/* Search for key in LinearLinkedList a. * Return true if found, false otherwise. */
public static boolean findKey(LinearLinkedList a, Object key)
{
    ListNode current = a.getFirstNode();
    while (current != null && !current.getValue().equals(key))
        current = current.getNext();
    return current != null;
}
```

Which is true about method findKey?
(A) findKey works as intended only if key is in the list.
(B) findKey works as intended only if the list is nonempty.
(C) findKey works as intended only if key is not in the last node of the list.
(D) findKey does not work under any circumstances.
(E) findKey always works as intended.

4. Consider an insert method in a LinearLinkedList class:

```java
/* Precondition: current refers to a node in a nonempty linked list sorted in increasing order. * Postcondition: element inserted directly following node to which current points. */
public void insert(ListNode current, Object element)
{
    /* code */
}
```

What is the run time of /* code */, assuming the most efficient algorithm?
(A) O(1)
(B) O(n)
(C) O(n^2)
(D) O(log n)
(E) O(n log n)
5. A circular linked list has a reference `firstNode` that points to the first element in the list and is `null` if the list is empty. The following segment is intended to count the number of nodes in the list:

```java
int count = 0;
ListNode p = firstNode.getNext();
while (p != firstNode)
{
    count++;
    p = p.getNext();
}
```

Which statement is true?
(A) The segment works as intended in all cases.
(B) The segment fails in all cases.
(C) The segment works as intended whenever the list is nonempty.
(D) The segment works as intended when the list has just one element.
(E) The segment works as intended only when the list is empty.

6. Consider the following method for removing a value from a linear linked list:

```java
//Precondition: p points to a node in a nonempty linear linked list.
//Postcondition: The value that p points to has been removed from the list.
public void remove(ListNode p)
{
    ListNode q = p.getNext();
    p.setValue(q.getValue());
    p.setNext(q.getNext());
}
```

In which of the following cases will the `remove` method fail to work as intended?

I  `p` points to any node in the list other than the first or last node.
II `p` points to the last node in the list.
III `p` points to the first node, and there is more than one node in the list.

(A) I only
(B) II only
(C) I and II only
(D) I and III only
(E) I, II, and III

7. Suppose that the precondition of method `remove` in Question 6 is changed so that the method always works as intended. What is the run time of the algorithm?

(A) \(O(n)\)
(B) \(O(\sqrt{n})\)
(C) \(O(1)\)
(D) \(O(n^2)\)
(E) \(O(\log n)\)
8. Suppose that list1 and list2 refer to the first nodes of two linear linked lists, and that q points to some node in the first list. The first piece of the first list, namely all the nodes up to and including the one pointed to by q, is to be removed and attached to the front of list2, maintaining the order of the nodes. After removal, list1 should point to the remaining nodes of its original list, and list2 should point to the augmented list. If neither q nor list1 is originally null, then this task is correctly performed by which of the following program segments? Assume that p and q are both correctly declared to be of type ListNode.

I q.setNext(list2);
    list2 = list1;
    list1 = q.getNext();

II while (list1 != q.getNext())
    {
        p = list1;
        list1 = list1.getNext();
        p.setNext(list2);
        list2 = p;
    }
    list1 = p;

III p = q.getNext();
    q.setNext(list2);
    list2 = list1;
    list1 = p;

(A) None
(B) III only
(C) I and III only
(D) II and III only
(E) I, II, and III
9. Refer to method search:

```java
public static ListNode search(ListNode node, Object key) {
    /* Return reference to first occurrence of key in list. 
    * Returns null if key not in list. 
    * Precondition: node points to first node in list. */
    if (node.getValue().equals(key))
        return node;
    else
        return search(node.getNext(), key);
}
```

Which of the following replacements for /* code */ will result in method search working as intended?

I if (node.getValue().equals(key))
        return node;
    else
        return search(node.getNext(), key);

II ListNode current = node;
        while (current != null)
        {
            if(current.getValue().equals(key))
                return current;
            current = current.getNext();
        }
        return null;

III ListNode current = node;
        while (current != null && !current.getValue().equals(key))
        {
            current = current.getNext();
        }
        return current;

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I and II only
Questions 10 and 11 refer to circular linked lists and a `concat` method described below. Circular linked lists are implemented with a `CircularLinkedList` class that has a private instance variable `lastNode` of type `ListNode`. The class contains, among others, the following methods:

```java
public boolean isEmpty() //returns true if list is empty
public ListNode getLastNode() //returns lastNode
public void setLastNode(ListNode node) //sets lastNode to node
```

Consider two `CircularLinkedList` objects `list1` and `list2`. For example,

![Diagram of LinkedLists](diagram.png)

A method `concat` appends `list2` to `list1` and results in an augmented `list1`. The method call `concat(list1, list2)` should produce

![Diagram of Augmented LinkedList](diagram2.png)

If `list1` is initially empty and `list2` is as shown, `concat(list1, list2)` should produce

![Diagram of Augmented LinkedList](diagram3.png)

If `list2` is initially empty and `list1` is as shown, `concat(list1, list2)` should produce

![Diagram of Augmented LinkedList](diagram4.png)
Here is the concat method:

```java
/* Precondition: list1 and list2 are CircularLinkedList objects.
 * Postcondition: list2 has been appended to list1. */
public static void concat(CircularLinkedList list1,
  CircularLinkedList list2)
{
  ListNode L1 = list1.getLastNode();
  ListNode L2 = list2.getLastNode();
  if (list1.isEmpty())
  {
    /* code */
  }
  else if (!list2.isEmpty())
  {
    /* more code */
  }
}
```

10. Which replacement for /* code */ achieves the required postcondition when list1 is empty?

   I list1 = list2;
   II L1 = L2;
   III list1.setLastNode(L2);

   (A) I only
   (B) II only
   (C) III only
   (D) I and III only
   (E) II and III only

11. Which could replace /* more code */ so that the postcondition of concat is satisfied? You may assume the existence of the following swap method:

   //Interchange ListNode fields of ListNodes p1 and p2.
   public static void swap(ListNode p1, ListNode p2)
   {
     L1.setNext(L2.getNext());
     L2.setNext(L1.getNext());
     list1.setLastNode(L2);
   }

   I L1.setNext(L2.getNext());
   L2.setNext(L1.getNext());
   list1.setLastNode(L2);

   II ListNode p = L1.getNext();
   L1.setNext(L2.getNext());
   L2.setNext(p);
   list1.setLastNode(L2);

   III swap(list1.getLastNode(), list2.getLastNode());
   list1.setLastNode(list2.getLastNode());

   (A) I only
   (B) II only
   (C) III only
   (D) II and III only
   (E) I and II only
For Questions 12–16 assume that linear linked lists are implemented with a class LinearLinkedList as shown.

```java
public class LinearLinkedList
{
    private ListNode firstNode;

    //constructor and other methods

    public ListNode getFirstNode()
    { return firstNode; }

    //Change firstNode to node.
    public void setFirstNode(ListNode node)
    { firstNode = node; }

    //Insert Object o at front of list.
    public void addFirst(Object o)
    { /* implementation not shown */ }
}
```
12. This question refers to a client method `mystery`:

```java
public static void mystery(LinearLinkedList list)
{
    ListNode hold = list.getFirstNode();
    list.setFirstNode(null);
    while (hold != null)
    {
        ListNode grab = hold;
        hold = hold.getNext();
        grab.setNext(list.getFirstNode());
        list.setFirstNode(grab);
    }
}
```

Assume an initial list

![Initial List Diagram]

After the method call `mystery(list)`, what will the list look like?

(A) ![Duration Diagram A]

(B) ![Duration Diagram B]

(C) ![Duration Diagram C]

(D) ![Duration Diagram D]

(E) ![Duration Diagram E]
13. A client method `minimum` returns a `ListNode` that contains the smallest value in a linear linked list:

```java
/* Precondition: list is a nonempty linear linked list of Compareable objects. * Postcondition: Reference returned to ListNode with smallest value. */
public ListNode minimum(LinearLinkedList list)
{
    ListNode minSoFar = list.getFirstNode();
    ListNode p = minSoFar.getNext();
    while (p != null)
    {
        if (((Comparable) p.getValue()).compareTo
            (minSoFar.getValue()) < 0)
            minSoFar = p;
        p = p.getNext();
    }
    return minSoFar;
}
```

Suppose `minimum(list)` is called for the following list:

```
firstNode

2  -  -  -  1  -  4
```

Which of the following does not satisfy the loop invariant for the `while` loop?

- (A)
- (B)
14. Suppose a method addSecond is added to the LinearLinkedList class:

```java
/* Precondition: list contains at least one element.
 * Postcondition: New node containing Object o inserted at
 * second position in list. */
public void addSecond(Object o)
{ /* implementation code */ } 
```

Which of the following could replace /* implementation code */ so that method addSecond works as intended?

(A) `firstNode.getNext(new ListNode(o, firstNode.getNext()));`
(B) `firstNode.setNext(o, firstNode.getNext());`
(C) `firstNode.setNext(new ListNode(o, firstNode.getNext()));`
(D) `firstNode.setNext(ListNode(o, firstNode.setNext()));`
(E) `firstNode = firstNode.getNext();
    firstNode.setNext(ListNode(o, firstNode));`
15. Consider an append method for the LinearLinkedList class:

```java
/* Precondition: list is not null.
 * Postcondition: Object o added to the end of list. */
public void append(Object o)
{
    ListNode current = firstNode;
    /* more code */
}
```

Which correctly replaces /* more code */ so that the postcondition of append is satisfied?

(A) `while (current.getNext() != null)
    current = current.getNext();
    current.setNext(new ListNode(o, null));`

(B) `while (current != null)
    current = current.getNext();
    current.setNext(new ListNode(o, null));`

(C) `while (current.getNext() != null)
    current = current.getNext();
    current = new ListNode(o, null);`

(D) `while (current != null)
    current = current.getNext();
    current = new ListNode(o, null);`

(E) `while (current.getNext() != null)
    current = current.getNext();
    current.getNext(new ListNode(o, null));`

16. Consider the following client method, print.

```java
// Precondition: list is empty.
public void print(LinearLinkedList list)
{
    for (int i = 1; i <= 5; i++)
        list.addFirst(new Integer(i));
    ListNode p = list.getFirstNode();
    while (p != null)
    {
        System.out.print(p.getValue());
        p = p.getNext();
    }
}
```

What will be printed as a result of calling method print?

(A) 12345
(B) 54321
(C) 2345
(D) 5
(E) 1
Questions 17–19 refer to the `DoublyListNode` class on p. 374.

17. Consider a doubly linked list of `String` values as shown:

```
<table>
<thead>
<tr>
<th>p</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
</tbody>
</table>
| "fee" | "foe" | "fum"
```

The value "fie" is to be inserted between "fee" and "foe". Here is a code segment that achieves this:

```java
DoublyListNode q = new DoublyListNode(p.getPrev(), "fie", p);
/* more code */
```

Which is a correct replacement for `/* more code */`?

I. `p.getPrev().setNext(q);`  
   `p.setPrev(q);`

II. `p.setPrev(q);`  
    `q.getPrev().setNext(q);`

III. `p.setPrev(q);`  
     `p.getPrev().setNext(q);`

(A) I only  
(B) II only  
(C) III only  
(D) I and II only  
(E) I, II, and III
18. Suppose a doubly linked list does not have header or trailer nodes. Consider method `remove`:

```java
/* Precondition: p points to a node in a nonempty*   * doubly linked list. * Postcondition: Node p has been removed from the list. */
public void remove(DoublyListNode p) {
    p.getPrev().setNext(p.getNext());
    p.getNext().setPrev(p.getPrev());
}
```

In which of the following cases will `remove` fail to work as intended?

I p points to the first node in the list.
II p points to the last node in the list.
III p points to a node other than the first or last node in the list.

(A) I and II only
(B) III only
(C) I and III only
(D) I, II, and III
(E) None. Method `remove` will always work as intended.

19. Consider a doubly linked list with three nodes as shown:

Which of the following code segments converts this list into a doubly linked circular list with three nodes? (Assume that after execution the `node` reference may point to any node.)

I q.setNext(node);
q = q.getNext();
node.setPrev(q);

II node.setPrev(p.getNext());
p.getNext().setNext(node);

III p.getPrev().setPrev(q);
q.setNext(p.getPrev());

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III
20. Assume a `DoublyLinkedList` class implements doubly linked lists. Each `DoublyLinkedList` will have a header and trailer node.

```java
public class DoublyLinkedList {
    private DoublyListNode headerNode;
    private DoublyListNode trailerNode;

    // constructor
    // Creates an empty list.
    public DoublyLinkedList() {
        /* implementation not shown */
    }

    // Returns first node in list.
    public DoublyListNode getFirstNode()
    { return headerNode.getNext(); }

    // other methods not shown ...
}
```

Suppose the `DoublyLinkedList` class contains an `addRight` method.

```java
/* Precondition: node refers to an element in a nonempty list. */
/* Postcondition: item added to the right of node. */
public void addRight(Object item, DoublyListNode node) {
    DoublyListNode p = new DoublyListNode(node, item,
        node.getNext());
    /* more implementation code */
}
```

Which of the following represents `/* more implementation code */` that will result in the desired postcondition?

I. node.setNext(p);
   node.getNext().setPrev(p);

II. node.getNext().setPrev(p);
    node.setNext(p);

III. node.setNext(p);
      p.getNext().setPrev(p);

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) II and III only
21. A list of items is to be maintained in random order. Operations performed on
the list include

(1) Insertion of new items at the front of the list.
(2) Deletion of old items from the rear of the list.

A programmer considers using a linear singly linked list (LLL), a circular singly
linked list (CLL), or an array to store the items. Which of the following correctly
represents the run-time efficiency of (1) insertion and (2) deletion for this list?
You may assume that

- The array has sufficient slots for insertion.
- Linear linked lists are implemented with a reference to the first node only.
- Circular linked lists are implemented with a reference to the last node only.
- The most efficient algorithm possible is used in each case.

(A) array: (1) $O(n)$ (2) $O(1)$
LLL: (1) $O(1)$ (2) $O(n)$
CLL: (1) $O(1)$ (2) $O(n)$

(B) array: (1) $O(n)$ (2) $O(1)$
LLL: (1) $O(1)$ (2) $O(n)$
CLL: (1) $O(1)$ (2) $O(1)$

(C) array: (1) $O(1)$ (2) $O(1)$
LLL: (1) $O(1)$ (2) $O(1)$
CLL: (1) $O(1)$ (2) $O(1)$

(D) array: (1) $O(n)$ (2) $O(n)$
LLL: (1) $O(1)$ (2) $O(n)$
CLL: (1) $O(1)$ (2) $O(n)$

(E) array: (1) $O(1)$ (2) $O(n)$
LLL: (1) $O(n)$ (2) $O(1)$
CLL: (1) $O(n)$ (2) $O(1)$
22. This question refers to the remove method below:

```java
public static ListNode remove(ListNode node, Object val)
{
    if (node != null)
    {
        ListNode restOfList = remove(node.getNext(), val);
        if (node.getValue().equals(val))
            return restOfList;
        else
        {
            node.setNext(restOfList);
            return node;
        }
    }
    else
    return null;
}
```

In a test of the method, a client program has this code segment:

```java
LinearLinkedList list = new LinearLinkedList();
getList(list); //read values into list
readValue(val); //prompt for and read in val
ListNode p = remove(list.getFirstNode(), val);
list.setFirstNode(p);
```

What does remove do?

(A) Removes all occurrences of val in the list.
(B) Removes all items in the list that are not equal to val.
(C) Removes only the first item in the list, if and only if it equals val.
(D) Removes all items in the list, irrespective of value.
(E) Leaves the list unchanged.
ANSWER KEY

2. D 10. C 18. A
7. C 15. A
8. B 16. B

ANSWERS EXPLAINED

1. (E) Here is what happens if current is pointing to a node that must be removed:

![Diagram of linked list removal](diagram.png)

The algorithm attempts to remove the node following the node that should be deleted.

2. (D) Segment I works because the CircularLinkedList class has a toString method. The method will therefore print out the string form of the entire object. In segment II the while loop stops when current refers to the last node. To print the data in the last node, you need the additional statement

```java
System.out.println(current.getValue());
```

The for loop in segment III is equivalent to the while loop in segment II. Thus, segment III would have been correct if after the loop it had the additional System.out.println... statement.

3. (E) If current is null, the test will be short-circuited, and there will be no dereferencing of a null pointer in the second half of the test. Also, if current is null, key was not found, and the method will return false, which is correct.

4. (A) The method does not find the insertion point; it merely attaches a new node. This is a constant $O(1)$ operation.

5. (B) When there are no elements in the circular linked list (i.e., firstNode is null), a NullPointerException will be thrown. If there's just one element in the list:
The test will fail immediately, leaving a count of 0. In all other cases, count will have a value one less than the actual number of nodes.

6. (B) If p points to the last node, q = p.setNext() will give q a value of null. Referring to q.getValue() will then cause a NullPointerException to be thrown.

7. (C) Provided p doesn’t point to the last node in the list, this is a nifty algorithm that requires no list traversal. It is independent of the number of nodes in the list and is therefore O(1).

8. (B) In segment I the statement q.setNext(list2) maroons the second piece of the first list: list1 can no longer be reassigned. The first statement of segment III, p = q.getNext(), is crucial to avoid losing that piece of the first list. The reference assignments in segment II make no sense.

9. (D) Segment I is missing a base case. It would be correct if preceded by
   ```java
   if (node == null)
       return null;
   else
   ```

10. (C) Segment I is wrong because list1 and list2 are passed by value. Therefore when the method is exited, list1 will have its initial value; that is, it will be empty. Segment II fails because the setLastNode method must be used to change the lastNode of list1 as required: getLastNode is an accessor and can’t be used for this purpose.

11. (D) Segment I fails because the first line breaks the connection to the first node of list1. Now the next field of L2 gets connected to the first node of list2, where it was to begin with! Segment II avoids this problem in its first line by using a temporary reference to hold the address of the first node in list1. Notice that the first three lines of segment II are exactly the code to interchange list1.getNext() and list2.getNext() correctly, so segment III is also correct.

12. (E) This breathless-sounding algorithm reverses pointers in the list. Here is a picture of the loop invariant for the while loop:

```
  firstNode
  2 4 6

  hold
  6 8
```

In words, firstNode points to the part of the list that’s already been reversed, and hold points to the part of the original list that still needs to be taken care of.

13. (A) The loop invariant for the while loop is that minSoFar points to the smallest value up to and excluding the node that p points to. Notice that p is advanced right at the end of the loop (last statement), so the node that p points to on exiting the loop has not yet been examined.
14. (C) The correct code needs `firstNode.setNext(...)` because the `next` field of the first node will be altered. It also needs `new ListNode...` because a new node is being created. The expression

```java
new ListNode(o, firstNode.getNext());
```

uses the constructor of the `ListNode` class. It will be evaluated first:

![Diagram of a linked list with `firstNode` pointing to a node with value `i`, and `iot` pointing to another node with value `o`.]

Finally `firstNode.setNext(...)` sets the `next` field of `firstNode` to point to the new node (dashed arrow in the figure above).

15. (A) The test must be

```java
while (current.getNext() != null)
```

so that `current` eventually points to the last node. This eliminates choices B and D. Choices C and D make the mistake of assigning `current` to the new node, which means that the node won’t get attached to the list. Eliminate choice E because `setNext`, not `getNext`, must be used to modify the `next` field of the last node.

16. (B) Each pass through the `for` loop creates a new node at the front of the linked list, resulting in

![Diagram of a linked list with nodes labeled 5, 4, 3, 2, 1, and `firstNode` pointing to the last node.]

Thus, 54321 will be printed.

17. (D) In segment III, here’s the situation after `p.setPrev(q)`:

![Diagram of a linked list with nodes labeled "fee", "foe", and "fie", and arrows indicating the `prev` field connections.]

`p.getPrev()` now refers to node `q`, which means that the node with 7 will not have the correct `next` pointer connection.
18. (A) Cases I and II both fail because a null pointer is being dereferenced. For the first node, \( p\.getPrev() \) is null. For the last node, \( p\.getNext() \) is null.

19. (D) Choice I changes the pointer connections incorrectly, as shown:

![Diagram showing incorrect pointer connections]

20. (E) Here’s what goes wrong in segment I: After \( \text{node}.setNext(p) \), the expression \( \text{node}.getNext() \) no longer refers to the node to the right of \( \text{node} \). It refers to the new node! Here are the sad pointer connections following execution of segment I:

![Diagram showing correct pointer connections]

21. (A) To insert at the front of an array requires movement of all \( n \) elements to create a slot—thus, \( O(n) \). Both the LLL and the CLL require just pointer adjustments to insert a node at the front: \( O(1) \). To remove at the rear requires simply an adjustment on the number of elements in the array, \( O(1) \). To remove from the rear of a LLL requires traversal of the list to reach the last node, \( O(n) \). It would seem that a CLL would be \( O(1) \) for removing an element from the rear, since the external pointer points to the last element. The problem is that to remove the last element requires accessing the pointer field of the previous node, which requires traversal along the entire list, \( O(n) \).

22. (A) Here’s a recursive description of the \( \text{remove} \) method: If the list is not empty, then if the first node contains \( \text{val} \), remove that node. Now repeat this procedure for the rest of the list. The tricky part of the algorithm lies in returning the correct reference for each recursive call.

Suppose the method is called for a linear linked list of three nodes, in which only the second node contains \( \text{val} \):

![Diagram showing correct pointer connections]

Label the references to the three nodes \( a \), \( b \), and \( c \), as shown. Here’s a recursion diagram to execute \( \text{remove}(a, \text{val}) \). In the diagram, \( r \) denotes \( \text{restOfList} \). The
circled numbers indicate the order of execution of the statements. Look at the statements in that order.

Note: A recursive method like `remove` that alters a linked structure (list or tree) cannot be implemented by passing a `ListNode` parameter that may need to be changed by the method. This is because the parameter is passed by value and will always emerge from the method with its value unchanged. The method must be written so that it returns a `ListNode`. This is how changes in the nodes get preserved. Contrast the `remove` method with the `search` method of Question 9. In the `search` method, the list is never changed, so it’s OK to have a `ListNode` parameter whose value emerges from the method call unchanged.
The stack sizes should dictate your decision.
—Paul Ichiban, Poker Website

Chapter Goals

- Stacks and the Stack<E> class
- Queues and the Queue<E> interface
- Priority queues and the PriorityQueue<E> class
- Run time of stack, queue, and priority queue operations

STACKS

What Is a Stack?

Think of a stack of plates or cafeteria trays. The last one added to the stack is the first one removed: last in first out (LIFO). And you can’t remove the second tray without taking off the top one!

A stack is a sequence of items of the same type, in which items can be added and removed only at one end. In theory, there is no limit to the number of items on the stack.

Changes to the stack are controlled by two operations, push and pop. To push an item onto the stack is to add that item to the top of the stack. To pop the stack is to remove an item from the top of the stack. Imagine that the top of the stack floats up and down as items are pushed onto or popped off the stack. Push and pop are ideally $O(1)$ operations.

There are two other useful operations for a stack: an isEmpty test, which returns true or false, and peek, which inspects the top element and reports what it is. If you try to peek at or pop an empty stack, you get an underflow error.

The Stack<E> Class

Stacks are implemented with the Stack<E> class provided in Java 5.0. Stack<E> is a subclass of Vector<E>, which implements an array that can grow and shrink as needed.
THE Stack<E> CLASS METHODS

Here is the subset of Stack methods that you should know for the AP exam:

**Stack()**
Constructor: creates an empty stack.

**boolean isEmpty()**
Returns true if the stack is empty, false otherwise. (There is an equivalent method called empty that will not be used on the AP exam.)

**E push(E item)**
Pushes item onto the top of the stack. Returns item.

**E pop()**
Pops the top element off the stack. Returns this element. The method throws an EmptyStackException if an attempt is made to pop an empty stack.

**E peek()**
Returns the top element of the stack but leaves the stack unchanged. Think of it as a method that takes a peek at the top element and returns to tell what it saw. If, however, it peeks and the stack is empty, an EmptyStackException is thrown.

**Example**
(Statements are numbered for reference.)

```java
1 Stack<String> s = new Stack<String>(); //creates empty stack
2 s.push("A"); //pushes "A" onto s
3 s.push("sunny"); //pushes "sunny" onto s
4 s.push("day"); //pushes "day" onto s
5 System.out.println(s.pop()); //removes "day" from stack
6 // and prints it
7 System.out.println(s.pop()); //removes "sunny" from stack
8 //and prints it
9 String str = s.peek(); //stores "A" in str
10 //and leaves stack unchanged
11 if (s.isEmpty())
12 System.out.println("Empty stack");
13 else
14 System.out.println("Stack not empty, " + str + " on top");
15 //outputs "Stack not empty, A on top"
16 s = new Stack<String>(); //empties s
17 if (s.isEmpty())
18 System.out.println("Empty stack"); //this is output
19 else
20 System.out.println("Stack not empty " + s.peek() + " on top");
```

Here are snapshots of the stack s.
When to Use a Stack

Consider using a stack for any problem that involves backtracking (last in first out). Some examples include retracing steps in a maze and keeping track of nested structures, such as:

- Expressions within other expressions.
- Methods that call other methods.
- Traversing directories and subdirectories.

In each case the stack mechanism untangles the nested structure.

Example

Write a method `validParens` to test if a Java expression has valid parentheses. An expression is valid if the number of openers (i.e., left parentheses "(" equals the number of enders (right parentheses ")")"). For example, `3 / (a + (b * 2))` is valid, but `x - (y * (z + 4)` is invalid. Note that simply checking if the number of openers equals the number of enders is insufficient: the expression `3 + 4(` is not valid. To be valid, each ender must be preceded by a matching opener.

Assume that the expression is a `String` in an `Expression` class. The `validParens` method returns `true` if the parentheses in the `Expression` are valid, `false` otherwise. Here’s where the stack comes in. Do a character-by-character processing. If any character substring is an opener, push it onto the stack `s`. If it’s an ender and the stack is empty, the expression is invalid since there is no matching opener. If the stack is not empty, however, pop the stack. When the end of the expression is reached, the stack should be empty if the expression is valid.

Suppose that the expression to be examined is `3 + 4 * (5 % 3)`. Here is the state of the stack at various stages of the processing:

```
(     (     (     (     (     (     
(     (3+4*    (3+4*(5%3) (3+4*(5%3) (3+4*(5%3)
```

Notice that the given expression is valid.

Here is part of an `Expression` class that contains the `validParens` method.
/* Tests the validity of an expression */

public class Expression
{
    private String myExpression;
    private final String OPENER = "(");
    private final String ENDER = ")";

    // constructor
    public Expression()
    { /* code to read myExpression */ }

    // Returns true if parentheses valid, false otherwise.
    public boolean validParens()
    {
        Stack<String> s = new Stack<String>();
        for (int i = 0; i < expr.length(); i++)
        {
            String ch = expr.substring(i, i + 1);
            if (ch.equals(OPENER))
                s.push(ch);
            else
                if (ch.equals(ENDER))
                    if (s.isEmpty()) // no matching opener
                        return false;
                    else
                        s.pop(); // pop matching opener
        }
        return s.isEmpty(); // if false, too many openers
    }

    // other methods not shown
    ...
}

---

**QUEUES**

**What Is a Queue?**

Think of a line of well-behaved people waiting to board a bus. New arrivals go to the back of the line. The first one in line arrived first and is the first to board the bus: first in first out (FIFO).

A **queue** is a sequence of items of the same type in which items are removed at one end, the front, and new items are added at the other end, the back. In theory, there is no limit to the number of items in a queue.

Changes to the queue are controlled by operations **add** (sometimes called **enqueue**) and **remove** (sometimes called **dequeue**). To add an item is to add that item to the back of the queue. To remove is to remove an item from the front of the queue. If you try to remove from or peek at an empty queue you get an underflow error. As for a stack, an **isEmpty** operation tests for an empty queue, and a **peek** method reports what's at the front.
The Queue<E> Interface

The Java Collections Framework contains a queue interface, Queue<E>. This interface is implemented with the LinkedList<E> class, which can be used for all the standard queue operations.

THE QUEUE METHODS

Here is the AP Java subset of methods that you should know:

**boolean isEmpty()**

Returns true if the queue is empty, false otherwise.

**boolean add(E item)**

Inserts item at the back of the queue. Returns true if item successfully added, false otherwise.

**E remove()**

Removes an element from the front of the queue. Returns this element. The method throws a NoSuchElementException if an attempt is made to remove from an empty queue.

**E peek()**

Returns the front element of the queue, leaving the queue unchanged. The method returns null if the queue is empty. (Note that this method is analogous to peek() in the Stack class. The stack, however, throws an exception for peeking at an empty stack.)

Queue Implementation

On the AP exam, code such as the following will be used:

```java
Queue<String> q = new LinkedList<String>();  //LinkedList implements Queue
```

Example

(Statements are numbered for reference.)

1. Queue<String> q = new LinkedList<String>();  //q is empty
2. String st = "ghijkl";
3. for (int i = 0; i < st.length(); i++)
   4.     q.add(st.substring(i, i + 1));  //add "g", "h", "i",
   5.     "j", "k", "l"
6. System.out.println(q);  //prints [g, h, i, j, k, l]
7. for (int i = 1; i < 3; i++)
   8.     q.remove();  //remove "g", "h"
9. System.out.println(q);  //prints [i, j, k, l]
10. q.add("r");
11. System.out.println(q);  //prints [i, j, k, l, r]
12. String str = q.peek();  //str contains "i"
The state of the queue is shown below. The labels $f$ and $b$ underneath each figure denote the front and back of the queue.

After 1

$q$

After 4

$q$

After 8

$q$

After 10

**When to Use a Queue**

Think of a queue for any problem that involves processing data in the order in which it was entered. Some examples include

- Going back to the beginning and retracing steps.
- Simulating lines—cars waiting at a car wash, people standing in line at a bank, and so on.

**Example**

Here is a code segment that simulates the redial feature of a telephone. Each digit that is entered is treated as a separate element and placed in a queue. When it’s time to redial, the queue is emptied, and the digits are printed in the order that they were entered.

```java
/* Simulate redial features of a phone. */
final String PERIOD = ".";
Queue<String> q = new LinkedList<String>();
System.out.println("Enter digits of phone number " +
    " separated by spaces");
System.out.println("Terminate with a space then a period.");
String digit = IO.readString(); //read user input
while (!digit.equals(PERIOD))
{
    q.add(digit);
    digit = IO.readString(); //read user input
}
System.out.println();
System.out.println("The number dialed was: ");
while (!q.isEmpty())
{
    System.out.print(q.remove());
}
```
**What Is a Priority Queue?**

A priority queue is a collection of items of the same type, each of which contains a data field and a priority. Items are ordered by priority, in the sense that items with the highest priority are removed first. The head of a priority queue is the least element with respect to its ordering. This means that elements in a priority queue must be Comparable, with the smallest element having the highest priority. A priority queue does not allow insertion of null elements.

**The PriorityQueue<E> Class**

Priority queues are implemented with the PriorityQueue<E> class provided in Java 5.0. The PriorityQueue<E> class is implemented with a heap (see #5 in Implementation of a Priority Queue, below).

**THE PriorityQueue<E> CLASS METHODS**

Here is the subset of PriorityQueue class methods that you should know.

- **PriorityQueue()**
  Constructor: Creates a priority queue with default initial capacity.

- **boolean isEmpty()**
  Returns true if the priority queue is empty, false otherwise.

- **boolean add(E item)**
  Adds item to the priority queue and returns true. Throws a NullPointerException if item is null. Throws a ClassCastException if item cannot be compared to items in the priority queue.

- **E remove()**
  Removes and returns the item at the head of the priority queue. This is the least element, the one with the highest priority. If an attempt is made to remove an item from an empty priority queue, remove throws a NoSuchElementException.

- **E peek()**
  Returns, but does not remove, the smallest item in the priority queue. The method returns null if the priority queue is empty.

**Implementation of a Priority Queue**

You are not expected to be familiar with the black box code in the PriorityQueue class. You should, however, understand the following general principles about implementing a priority queue.

**Use a priority queue when removal of items depends only on item priority, not on order of insertion.**
The data structure selected for a priority queue should allow for

- Rapid insertion of elements that arrive in arbitrary order.
- Rapid retrieval of the element with highest priority.

Some possible data structures for a priority queue follow:

1. A linear linked list with elements in random order. Insertion is done at the front of the list, $O(1)$. Deletion requires a linear search for the element with highest priority, $O(n)$.
2. A linear linked list with elements sorted by priority, smallest elements in front. Deletion means removal of the first node, $O(1)$. Insertion requires a linear scan to find the insertion point, $O(n)$.
3. An array with elements in random order. Insertion is done at the end of the list, $O(1)$. Deletion requires a linear search, $O(n)$.
4. An array with elements sorted by priority, smallest elements at the end. Deletion means removing the last element in the array, $O(1)$. Insertion requires finding the insertion point and then creating a slot by moving array elements—$O(n)$ irrespective of the type of search.
5. The classic data structure for a priority queue: a binary heap. (See Chapter 12 for a description of a heap and an array representation of a heap.) For a priority queue, a minimum heap is used. The value in every node is less than or equal to the value in each of its children. For example,

```
   1
  / \  /  \
 6   8 7   9
 / \ / \ / \  
12 7 20 30
```

The numbers in the heap represent the priorities of the elements. (The lower the number, the higher the priority.) Notice that the element with the highest priority is kept in the root of the tree. Deleting an element means removing the root element, then restoring the heap ("reheaping"), which is $O(\log n)$. Insertion of an element also requires reheaping, $O(\log n)$. To peek at the least element means to report the root value: $O(1)$.

**When to Use a Priority Queue**

Think of using a priority queue in any problem where elements enter in a random order but are removed according to their priority. For example,

- A database of patients awaiting liver transplants, where the sickest patients have the highest priority.
- Scheduling events. Events are generated in random order and each event has a time stamp denoting when the event will occur. The scheduler retrieves the events in the order they will occur.
Example

Here is a program that illustrates how a priority queue may be used. Imagine that patients awaiting an organ transplant are placed on a list. When an organ becomes available, the patient with the highest priority is contacted.

```java
public class Patient implements Comparable
{
    private String myName;
    private int myPriority;

    public Patient(String name, int priority)
    {
        myName = name;
        myPriority = priority;
    }

    public int compareTo(Object o)
    {
        Patient rhs = (Patient) o;
        if (myPriority < rhs.myPriority)
            return -1;
        else if (myPriority > rhs.myPriority)
            return 1;
        else
            return 0;
    }

    public String toString()
    {
        String s = myName + " with priority " + myPriority;
        return s;
    }
}

/*Illustrates priority queue. */

public class PriQueueTest
{
    public static void main(String args[])
    {
        PriorityQueue<Patient> pq = new PriorityQueue<Patient>();
        Patient p1 = new Patient("John Smith", 3);
        Patient p2 = new Patient("Mary Jones", 1);
        Patient p3 = new Patient("Kathy Gibb", 2);
        pq.add(p1);
        pq.add(p2);
        pq.add(p3);

        while (!pq.isEmpty())
        {
            System.out.println("The next patient for liver" + " transplant is ");
            System.out.println(pq.remove());
        }
    }
}
```
Chapter 9  Stacks and Queues

The output for this program is

    The next patient for liver transplant is
    Mary Jones with priority 1
    The next patient for liver transplant is
    Kathy Gibb with priority 2
    The next patient for liver transplant is
    John Smith with priority 3

RUN TIME OF STACK, QUEUE, AND PRIORITY QUEUE OPERATIONS

In each case, assume \( n \) elements and the following implementations:

- Stack \( s \): an array with sufficient slots.
- Queue \( q \): a doubly linked list (DLL) with reference at each end.
- Priority queue \( pq \): a minimum heap.

<table>
<thead>
<tr>
<th>Algorithm</th>
<th>Stack (Array)</th>
<th>Queue (DLL)</th>
<th>Priority Queue (Min-heap)</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Insert element</td>
<td>( \text{push}(x) ) ( O(1) )</td>
<td>( \text{add}(x) ) ( O(1) )</td>
<td>( \text{add}(x) ) ( O(\log n) )</td>
<td>( s ): Insert at end of array. ( q ): Simple pointer adjustment at end of LL. ( pq ): Fix the heap after insertion.</td>
</tr>
<tr>
<td>Remove element</td>
<td>( \text{pop}() ) ( O(1) )</td>
<td>( \text{remove}() ) ( O(1) )</td>
<td>( \text{remove}() ) ( O(\log n) )</td>
<td>( s ): Remove at end of array. ( q ): Pointer adjustment at front of LL. ( pq ): Remove root element of heap. Fix heap.</td>
</tr>
<tr>
<td>Peek</td>
<td>( \text{peek}() ) ( O(1) )</td>
<td>( \text{peek}() ) ( O(1) )</td>
<td>( \text{peek}() ) ( O(1) )</td>
<td>( s ): ( O(1) ) access to any array element: top of stack = last element in array. ( q ): ( O(1) ) access to first element in LL, front of ( q ). ( pq ): ( O(1) ) access to root node in heap, the least element.</td>
</tr>
</tbody>
</table>

Chapter Summary

Be familiar with the differences between stacks, queues, and priority queues, and the types of applications for which each data structure is suitable.

You must also be able to use the standard Java classes \( \text{Stack}\langle E \rangle \), \( \text{Queue}\langle E \rangle \), and \( \text{PriorityQueue}\langle E \rangle \) to implement stacks, queues, and priority queues. Know how to call each method associated with each data structure. You must also know the big-O run time for each of these methods.
MULTIPLE-CHOICE QUESTIONS ON STACKS AND QUEUES

Assume that stacks are implemented with the Stack<E> class (p. 404), and queues with the Queue<E> interface and LinkedList<E> class (p. 407).

1. A stack s of strings contains "Stan", "Nan", "Fran", "Jan", "Dan" in the order given, with "Stan" on top. What will be output by the following code segment?

   ```java
   while (s.peek().length() % 2 == 0)
   {
       String str = s.pop();
       System.out.print(s.peek());
   }
   ```

   (A) Stan
   (B) Nan
   (C) Fran
   (D) StanNan
   (E) NanFran

2. What is the output from the following code segment?

   ```java
   Stack<String> s = new Stack<String>();
   String str = "cat";
   for (int i = 0; i < str.length(); i++)
       s.push(str.substring(i));
   while (!s.isEmpty())
       System.out.print(s.pop());
   ```

   (A) catatt
   (B) tac
   (C) ttatac
   (D) tatcat
   (E) cattat
3. Assume these declarations:

```java
Queue<SomeClass> q = new LinkedList<SomeClass>();
//LinkedList implements Queue
SomeClass obj;
```

If q is initialized, which of the following code segments will correctly access the elements of q and leave q unchanged? You may assume that the access method does not change the SomeClass objects.

I
```java
Queue<SomeClass> temp = new LinkedList<SomeClass>();
while (!q.isEmpty())
{
    obj = q.remove();
    obj.access();
    temp.add(obj);
}
q = temp;
```

II
```java
while (!q.isEmpty())
{
    obj = q.remove();
    obj.access();
    q.add(obj);
}
```

III
```java
Queue<SomeClass> temp = q;
while (!temp.isEmpty())
{
    obj = temp.remove();
    obj.access();
}
```

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) II and III only
4. Consider the following sequence of statements:

```java
Queue<String> q = new LinkedList<String>();
    //LinkedList implements Queue
String str1 = "ab", str2 = "cd", str3 = "ef";

q.add(str1);
q.add(str2);
q.add(str3);
str1 = str3.substring(0, 1);
str2 = q.remove();
q.add(str1);
q.add(str2);
str2 = str1;
q.add(str2);
while (!q.isEmpty())
    System.out.print(q.remove());
```

What output will be produced?
(A) abcdeefe
(B) abcdefefabef
(C) abdefeabe
(D) cdefeabe
(E) cdefefabef

5. Suppose that a queue q contains the Integer values 1, 2, 3, 4, 5, 6 in that order, with 1 at the front of q. Suppose that there are just three operations that can be performed using only one stack, s.

   (i) Remove x from q then print x.
   (ii) Remove x from q then push x onto s.
   (iii) Pop x from s then print x.

Which of the following is not a possible output list using just these operations?
(A) 123456
(B) 654321
(C) 234561
(D) 125643
(E) 345612
6. Let intStack be a stack of Integer values and opStack be a character stack of arithmetic operators, where each operator is a single-character String. A method doOperation() exists that

(i) Pops two values from intStack.
(ii) Pops an operator from opStack.
(iii) Performs the operation.
(iv) Pushes the result onto intStack.

Assume that the Integer values 5, 8, 3, and 2 are pushed onto intStack in that order (2 pushed last), and "*", "-", and "+" are pushed onto opStack in that order (+ pushed last). The doOperation() method is invoked three times. The top of intStack contains the result of evaluating which expression?

(A) \(((2 \times 3) - 8) + 5\)
(B) \(((2 + 3) - 5) \times 8\)
(C) \(((2 + 3) - 8) \times 5\)
(D) \(((5 \times 8) - 3) + 2\)
(E) \(((5 + 8) - 3) \times 2\)

7. Suppose that s and t are both stacks of type T and that x is a variable of type T. Assume that s initially contains n elements, where n is large, and that t is initially empty. Assume further that length(s) gives the number of elements in s. Which is true after execution of the following code segment?

```java
int len = length(s) - 2;
for (int i = 1; i <= len; i++)
{
    x = s.pop();
    t.push(x);
}
len = length(s) - 2;
for (int i = 1; i <= len; i++)
{
    x = t.pop();
    s.push(x);
}
```

(A) s is unchanged, and x equals the third item from the bottom of s.
(B) s is unchanged, and x equals s.peek().
(C) s contains two elements, and x equals s.peek().
(D) s contains two elements, and x equals the bottom element of s.
(E) s contains two elements, and x equals t.peek().
8. Refer to the following program segment:

```java
Queue<Integer> q = new LinkedList<Integer>();
    //LinkedList implements Queue
Integer x;
for (int i = 1; i < 6; i++)
    q.add(new Integer(i * i));
while (!q.isEmpty())
    {
        if (q.peek().intValue() % 2 == 0)
            {
                System.out.print(q.peek() + " ");
                x = q.remove();
            }
        else
            {
                x = q.remove();
                q.add(x);
            }
    }
```

Which will be true after this segment is executed?

(A) 4 16 has been printed, and the queue contains 1 9 25, with 1 at the front and 25 at the back.
(B) 16 4 has been printed, and the queue contains 1 9 25, with 1 at the front and 25 at the back.
(C) 1 4 9 16 25 has been printed, and the queue is empty.
(D) 4 16 has been printed, and the segment continues to run without termination.
(E) 4 16 4 16 4 16 ... has been printed, and the segment continues to run without termination.
9. Consider a stack \( s \) and queue \( q \) of integers. What must be true following execution of this code segment?

```java
q = new LinkedList<Integer>();
s = new Stack<Integer>();
Integer x;
for (int i = 1; i <= 4; i++)
    s.push(new Integer(i));
for (int i = 1; i <= 4; i++)
    {
        x = s.pop();
        if (x.intValue() % 2 == 0)
            q.add(x);
        else
            {
                x = q.remove();
                s.push(x);
            }
    }
```

- (A) 2 is at the back of \( q \).
- (B) \( s.peek() \) is 2.
- (C) \( s \) is empty.
- (D) \( q \) is empty.
- (E) An error has occurred.

Consider the following code segment for Questions 10 and 11.

```java
Stack<String> s = new Stack<String>();
String str = "racketeer";
for (int i = 0; i < str.length(); i++)
    s.push(str.substring(i, i + 1));
for (int i = 0; i < str.length(); i++)
    {
        String ch = str.substring(i, i + 1);
        if (isVowel(ch)) // test if ch is a lowercase vowel, "} // "a", "e", "i", "o", or "u"
            {
                System.out.print(s.pop());
            }
        else
            s.push(ch);
    }
```

10. What output will be produced by the segment?

- (A) aeee
- (B) eeea
- (C) ctkr
- (D) rktc
- (E) rkct
11. Suppose the segment is modified to omit the first for loop, in which the letters of str are pushed onto stack s. Additionally, string str is assigned to be a random string of lowercase letters. Under which circumstances will the code cause an EmptyStackException?

I Whenever str starts with a consonant.

II Whenever str starts with a vowel.

III Whenever the number of vowels in str exceeds the number of consonants.

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III

12. Methods add(s) and multiply(s) do the following to a stack s when invoked:

The stack is popped twice.
The two popped items are added or multiplied accordingly.
The Integer result is pushed onto the stack.

What will stack s contain following execution of the following code segment?

```java
int x = 3, y = 5, z = 7, w = 9;
s.push(new Integer(x));
s.push(new Integer(y));
add(s);
s.push(new Integer(w));
s.push(new Integer(z));
multiply(s);
add(s);
```

(A) Nothing
(B) 31
(C) 71
(D) 78
(E) 128
13. Assume that

- Linked lists are implemented with the ListNode class (p. 364).
- Stack s and queue q are initially empty and have been declared to hold objects of the same type as the linked list.
- Objects in the linked list have a toString method.

Refer to the following method, reverse:

```java
/* Precondition: first refers to the first node of a linear linked list.
 * Postcondition: List elements printed in reverse order. */
public void reverse(ListNode first)
{
    /* code */
}
```

Which /* code */ will successfully achieve the postcondition of reverse?

I if (first != null)
    { 
        System.out.print(first.getValue() + " ");
        reverse(first.getNext());
    }

II while (first != null)
    {
        s.push(first.getValue());
        first = first.getNext();
    }
    while(!s.isEmpty())
        System.out.print(s.pop() + " ");

III while (first != null)
    {
        q.add(first.getValue());
        first = first.getNext();
    }
    while(!q.isEmpty())
        System.out.print(q.remove() + " ");

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I and III only
14. Suppose the Stack class added another pop method, one that changes the stack but does not return the object that's being removed:

```
public void pop(E item) // remove top item without saving it
```

This is an example of
(A) polymorphism.
(B) method overriding.
(C) method overloading.
(D) a helper method.
(E) a NoSuchElementException.

15. Suppose stacks are implemented with a linear linked list that has just one private instance variable, firstNode, which refers to the first element of the list:

```
firstNode
```

In the diagram, firstNode points to the top of the stack. Which of the following correctly gives the run time of (1) push and (2) pop in this implementation?
(A) (1) O(1) (2) O(1)
(B) (1) O(1) (2) O(n)
(C) (1) O(n) (2) O(1)
(D) (1) O(n) (2) O(n)
(E) (1) O(log n) (2) O(1)

16. Which of the following is true of a priority queue?
(A) If elements are inserted in increasing order of priority (i.e., lowest priority element inserted first), and all elements are inserted before any are removed, it works like a queue.
(B) If elements are inserted in increasing order of priority (i.e., lowest priority element inserted first), and all elements are inserted before any are removed, it works like a stack.
(C) If all elements are inserted before any are removed, it works like a queue.
(D) If elements are inserted in decreasing order of priority (i.e., highest priority element inserted first), and all elements are inserted before any are removed, it works like a stack.
(E) If elements are inserted in increasing order of priority, then it works like a queue whether or not all insertions precede any removals.
Questions 17–19 refer to the following interface and class definition. You may assume that type $T$ is Comparable.

```
public interface Container<T>
{
    void insert(T x);  //insert x into Container
    T remove();        //remove item from Container
}
```

```
public class C<T> implements Container<T>
{
    public C()         //constructor
    { ... 
        public void insert(T x)  //insert x into C
        { ... 
            public T remove()     //remove item from C
            { ... 
                //appropriate private instance variables to implement C 
                ... 
            }
    }

    Here is a program segment that uses class C above:
```

```
Container<String> words = new C<String>();
String w1 = "Tom";
String w2 = "Dick";
String w3 = "Harry";
String w4 = "Moe";
words.insert(w1);
words.insert(w2);
words.insert(w3);
words.insert(w4);
String str = words.remove();
str = words.remove();
System.out.println(str);
```

17. What will the output be if $C$ is a stack?
(A) Tom
(B) Dick
(C) Harry
(D) Moe
(E) There is insufficient information to determine the output.

18. What will the output be if $C$ is a queue?
(A) Tom
(B) Dick
(C) Harry
(D) Moe
(E) There is insufficient information to determine the output.
19. What will the output be if C is a priority queue? You may assume that priorities are assigned using the fact that items are Comparable.
   (A) Tom
   (B) Dick
   (C) Harry
   (D) Moe
   (E) There is insufficient information to determine the output.

20. In the package `java.util`, the `Stack<E>` class extends Java’s `Vector<E>` class. Thus, `Stack` inherits all the methods of `Vector`. Here are three of the methods that `Stack` inherits:
   
   I  void `add(int i, E x)` //insert x into stack at index i
   
   II `E get(int i)` //return element at index i
       //leave stack unchanged

   III `E remove(int i)` //remove element at index i from stack

   Which of these methods are not consistent with the definition of a stack?
   (A) I only
   (B) II only
   (C) III only
   (D) II and III only
   (E) I, II, and III

21. Refer to the following declaration:

   ```java
   PriorityQueue<Integer> pq = new PriorityQueue<Integer>();
   ```

   The elements of the priority queue `pq` will be `Integer` values. These values will also represent the priorities of the items: smallest value = highest priority. Assuming that the code works as intended, what output will be produced by the following segment?

   ```java
   pq.add(new Integer(4));
   pq.add(new Integer(1));
   pq.add(new Integer(3));
   pq.add(new Integer(2));
   pq.add(new Integer(5));
   while (!pq.isEmpty())
       System.out.print(pq.remove());
   ```

   (A) 54321
   (B) 41325
   (C) 12345
   (D) 52314
   (E) 11111
22. Consider the following client method for the Stack class:

```java
/* Precondition: Stack s is defined. 
 * Postcondition: Returns the bottom element of s. 
 * s remains unchanged. */
public ItemType bottom(Stack<ItemType> s) {
    /* code */
}
```

Which replacements for /* code */ will achieve the required postcondition?

I ItemType item;
    while (!s.isEmpty())
        item = s.pop();
    return item;

II ItemType item;
    Stack<ItemType> t = s;
    while (!t.isEmpty())
        item = t.pop();
    return item;

III ItemType item;
    Stack<ItemType> t = new Stack<ItemType>();
    while (!s.isEmpty())
        t.push(s.pop());
    item = t.peek();
    while (!t.isEmpty())
        s.push(t.pop());
    return item;

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I and III only
23. Consider the following programming assignments:

I Maintain a waiting list for reservations at a hotel. Rooms are assigned on a first-come, first-served basis.

II Maintain a list of violin players who auditioned for a major orchestra. The players were ranked during their auditions, and the top-ranked player will get offered any job that opens up.

III Attempt to find an escape route for a mouse in a maze. The mouse should be able to retrace its steps while attempting to escape.

IV Store the moves in a chess game. The program should allow a user to view the game later on.

In applications I and II, the programmer must select a suitable data structure for storing the names of people. For III and IV, moves must be stored. Select the best choice of data structures for each application.

(A) I priority queue II priority queue III array IV queue
(B) I priority queue II priority queue III priority queue IV stack
(C) I queue II priority queue III stack IV queue
(D) I stack II queue III queue IV stack
(E) I queue II queue III stack IV priority queue
ANSWER KEY

1. B
2. D
3. A
4. D
5. E
6. C
7. E
8. D
9. A
10. D
11. D
12. C
13. B
14. C
15. A
16. B
17. C
18. B
19. C
20. E
21. C
22. C
23. C

ANSWERS EXPLAINED

1. (B) When "Stan" is s.peek(), it passes the while test (having an even number of characters) and gets popped. The current s.peek() is then "Nan", which gets printed. Now the test fails on "Nan", and the while loop is not executed again.

2. (D) Here is the stack after the for loop has been executed:

```
| t |
| at |
| cat |
```

(Recall that str.substring(i) returns the substring of str starting at the i^th position of str and extending to the end of the string.) The while loop pops and prints "t", then "at", then "cat", resulting in "tatcat".

3. (A) Placing the elements in a temporary queue works because the elements will have the same order as in the original queue. Segment II seems to have a fine idea—take an element out of q, access it, and then insert it back. Trouble is, the while loop will be infinite since q will never be empty! Segment III fails because temp is not a separate queue: It refers to the same queue as q. Any changes made to temp will therefore change q.

4. (D) Here is the state of the queue just before it is emptied:

```
| c | d |
| e | f |
| e | b |
| a | e |
```

The queue is a first-in-first-out structure, which means that elements are removed in the order they were inserted, from front to back as shown.
5. (E) For 3456 to have been printed means that 1 and 2 were removed and pushed onto s in that order. The order of printing would then have to be 21, not 12. Note that this means that 345621 would have been OK.

6. (C) The first call to doOperation() pops 2 and 3, pops +, and pushes 5, the result. The second call pops 5 and 8, pops −, and pushes −3. The third call pops −3 and 5, pops *, and pushes −15. The expression in C is the only choice that evaluates to −15.

   Alternatively, work from the inside out:

   pop 2, 3, and + → (2 + 3)
   pop (2 + 3), 8, and − → ((2 + 3) − 8)
   pop ((2 + 3) − 8), 5, and * → ((2 + 3) − 8) * 5

7. (E) The first for loop removes the top length(s) − 2 elements from s, leaving two elements. Therefore, length(s) equals 2. Also, x currently equals the top element of t, t.peek(). The second for loop is for i equals 1 to 0, so nothing is done in this loop! This leaves s with two elements, and x equal to t.peek().

8. (D) Here is q initially:

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>4</th>
<th>9</th>
<th>16</th>
<th>25</th>
</tr>
</thead>
<tbody>
<tr>
<td>f</td>
<td></td>
<td></td>
<td>b</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1 fails the test, is removed from the front, and is inserted at the back of the queue.
4 passes the test and is printed and removed.
9 fails and is removed and inserted at the back.
16 passes and is printed and removed.
25 fails and is removed and inserted at the back.
q now looks like this:

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>9</th>
<th>25</th>
</tr>
</thead>
<tbody>
<tr>
<td>f</td>
<td></td>
<td>b</td>
<td></td>
</tr>
</tbody>
</table>

None of the elements in the queue will now pass the if test, which means that there will be an infinite sequence of removals and insertions in q. The while loop never terminates.

9. (A) Initially s contains 1, 2, 3, 4 with 4 on top. Here is the state of s and q after each pass through the second for loop:

s

<table>
<thead>
<tr>
<th></th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

q

<table>
<thead>
<tr>
<th></th>
<th>4</th>
</tr>
</thead>
</table>

After 1st pass
10. (D) Initially, each letter in "racketeer" is pushed onto the stack (first for loop). Here’s what happens for each letter of the word (second for loop):
   r: r pushed onto stack
   a: stack popped and r printed
   c: c pushed onto stack
   k: k pushed onto stack
   e: stack popped and k printed
   t: t pushed onto stack
   e: stack popped and t printed
   r: r pushed onto stack

11. (D) Notice that every time a vowel is encountered, the stack is popped. Therefore, if the stack is initially empty, condition II will cause an immediate failure. Condition III will cause an eventual failure, when all consonants have been popped and another vowel is encountered. Notice that condition I will not cause a failure provided there’s a consonant on the stack every time a vowel is reached in str. Thus, "lap" will work, but "leap" will not.

12. (C) After the first call to add(s), the stack will contain 8. After the call to multiply(s), it will contain 63 (on top), then 8. Therefore, after the second add(s), it will contain 71.

13. (B) Remember that a stack is a last-in-first-out structure, which means that ele-
ments placed in it are retrieved in reverse order. So segment II is correct. A queue is a first-in-first-out structure, so the elements will be printed in the order they were received. Thus, segment III is wrong. Segment I would be correct if the print and reverse statements were interchanged. As it is, an element is printed before the recursive call, which means that elements will be printed out in the given order rather than being reversed.

14. (C) Two (or more) forms of the same method in a given class is an example of method overloading. The compiler distinguishes the methods by matching parameter types. Note that the item parameter is necessary; otherwise, the two pop methods would have the same signature, and the compiler could not distinguish them. The return type is not part of the signature.

15. (A) Simple pointer adjustments independent of the number of nodes achieve both push and pop, making them both $O(1)$:

![Diagram of push and pop operations]

16. (B) If elements are inserted in increasing order of priority, the last one in will have top priority and will be the first one out, and so on. Thus, the priority queue will work just like a stack. Choice C would be correct only if the elements were inserted in decreasing order of priority, since the first one in would then be the first one out. Choice D is wrong because the first element entered (top priority) would have to be the first one out—not a stack! Choices A and E are both wrong because higher priority elements would land at the back of the queue. Removing these would violate the first-in-first-out property of a queue.

17. (C) Here is the stack:

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Moe</td>
<td>str=Moe</td>
<td>str=Harry</td>
</tr>
<tr>
<td>Harry</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dick</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tom</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

after 4 inserts after first remove after second remove
18. (B) Here is the queue:

<table>
<thead>
<tr>
<th>Tom</th>
<th>Dick</th>
<th>Harry</th>
<th>Moe</th>
</tr>
</thead>
<tbody>
<tr>
<td>f</td>
<td>b</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

After 4 inserts

str = Tom

<table>
<thead>
<tr>
<th>Dick</th>
<th>Harry</th>
<th>Moe</th>
</tr>
</thead>
<tbody>
<tr>
<td>f</td>
<td>b</td>
<td></td>
</tr>
</tbody>
</table>

After first remove

str = Dick

<table>
<thead>
<tr>
<th>Harry</th>
<th>Moe</th>
</tr>
</thead>
<tbody>
<tr>
<td>f</td>
<td>b</td>
</tr>
</tbody>
</table>

After second remove

19. (C) For type String, the ordering of priorities is alphabetical. Thus, the first remove call removes "Dick", and the second removes "Harry", which is then printed.

20. (E) None of these methods are valid stack operations! Method I violates the principle that a value should be added to a stack only by pushing it onto the top. Methods II and III violate the principle that only the top element is accessible for peeking and removal.

21. (C) The smaller the integer, the higher the priority. Elements are deleted from a priority queue according to their priority number, highest priority (lowest value) first. This is independent of the order of the insertion.

22. (C) Suppose the original stack looks like this:

```plaintext
s
  c
  b
  a
```

You will need a temporary stack to access the bottom element. Here are stacks s and t after the first while loop in segment III:
Notice that the required item, \( a \), is now at the top of \( t \). The second \( \texttt{while} \) loop restores \( s \) to its original state.

Segment I returns the correct item, but leaves \( s \) with no elements. Even though \( s \) is passed by value and the reference \( s \) remains unchanged, this doesn’t protect the \textit{contents} of \( s \). Segment II also returns the correct element but leaves \( s \) with no elements. Assigning \( t \) to \( s \) means that any changes made to \( t \) will also be made to \( s \).

23. (C) Application I: “First-come, first-served” is a classic queue situation. The first name in the queue is the first one out.
Application II: Players are ranked, and will be removed from the list according to their ranking or priority. They should therefore be stored in a priority queue.
Application III: “Retracing steps” is that phrase that tells you to store the moves in a stack. The last move in will be first move out.
Application IV: To replay a game means to retrieve the moves in the order in which they were stored—a classic queue.
Chapter Goals

- Binary trees
- The TreeNode class
- Binary search trees
- Tree traversals
- Recursive tree algorithms
- Binary expression trees
- Run time of binary search tree algorithms

In arrays and matrices, there is a certain equality to the elements, with easy and speedy access to any given element. A tree, on the other hand, is a hierarchy in the way it represents data, with some elements “higher” and easier to access than others. A tree is also a structure that allows branching.

**BINARY TREES**

**Definitions**

A binary tree is a finite set of elements that is either empty or contains a single element called the root, and whose remaining elements are partitioned into two disjoint subsets. Each subset is itself a binary tree, called the left or right subtree of the original tree.

Binary trees are often represented schematically as shown below. Here is some vocabulary you should know:

- A is the root of the tree. B and C are the roots of the left and right subtrees of A, and so on down the tree.
- Each element is a node of the tree. The tree shown has nine nodes.
- Any node whose left and right subtrees are empty is called a leaf. Thus D, G, H, and I are leaves.
Binary Trees

- Note the following family relationships among nodes. A is the parent of B and C. B and C are the children of A, called the left and right child, respectively. C has no left child, just a right child, F. A leaf is a node with no children.

- Any node that occurs in a subtree of node $k$ is a descendant of $k$. Thus, every node except A is a descendant of A. Node I is a descendant of C but not of B.

- If node $k$ is a descendant of node $j$, then $j$ is an ancestor of node $k$. Thus, B is an ancestor of D, E, and G, but not of F, H, and I.

- The depth of a node is the length of the path (or number of edges) from the root to that node. Thus, the depth of A is 0, of B is 1, and of H and I is 3.

- The level of a node is equal to its depth. Thus, nodes D, E, and F are all at level 2. The level of a tree is equal to the level of its deepest leaf. Thus, the level of the tree shown is 3.

- The height of a tree is the maximum distance of any leaf from the root. The height is defined to be 0 for a single node tree. The height of the tree shown on the previous page is 3.

- A balanced tree has approximately the same number of nodes in the left and right subtrees at each level. The tree on the previous page is balanced.

- A perfect binary tree has every leaf on the same level; and every nonleaf node has two children.

- A complete binary tree is either perfect or perfect through the next-to-last level, with the leaves as far left as possible in the last level.

NOTE

Textbooks vary in their definitions of tree features. Any question on the AP exam that requires you to use an attribute of a tree will provide the definition.

Implementation of Binary Trees

A binary tree can be implemented in Java using a TreeNode class for the nodes and a BinaryTree class for the tree.

The TreeNode Class

A TreeNode class similar to the following will be provided on the AP exam.¹

```
/* TreeNode class for the AP exam */
public class TreeNode
{
    private Object value;
    private TreeNode left, right;
```

¹Based on the College Board’s AP Computer Science AB: Implementation Classes for Linked Lists and Tree Nodes.
public TreeNode(Object initValue)
{
    value = initValue;
    left = null;
    right = null;
}

public TreeNode(Object initValue, TreeNode initLeft,
TreeData initRight)
{
    value = initValue;
    left = initLeft;
    right = initRight;
}

public Object getValue()
{ return value; }

public TreeNode getLeft()
{ return left; }

public TreeNode getRight()
{ return right; }

public void setValue(Object theNewValue)
{ value = theNewValue; }

public void setLeft(TreeNode theNewLeft)
{ left = theNewLeft; }

public void setRight(TreeNode theNewRight)
{ right = theNewRight; }

THE INSTANCE VARIABLES

private Object value

This is exactly like the data field of a ListNode. Primitive types like int or double will first be auto-boxed.

private TreeNode left, right

Like the ListNode class, the TreeNode class is self-referential. The variables left and right for any given TreeNode are pointers to the left and right subtrees of that node.

THE METHODS

public TreeNode(Object initValue)
public TreeNode(Object initValue, TreeNode initLeft,
    TreeNode initRight)

These constructors initialize value to initValue. The variables left and right are initialized to null in the first constructor and to initLeft and initRight in the second.
public Object getValue()

This is an accessor method that returns the value of the current TreeNode. You may need to cast this value to Integer, Double, or String, and so on, unless you plan to assign it to a variable of type Object.

public TreeNode getLeft()
public TreeNode getRight()

These are accessor methods that return left or right, the left or right pointer of the current TreeNode.

public void setValue(Object theNewValue)

This is a mutator method that changes the current value of TreeNode to theNewValue.

public void setLeft(TreeNode theNewLeft)
public void setRight(TreeNode theNewRight)

These are mutator methods that change the left or right field of the current TreeNode to theNewLeft or theNewRight.

A BinaryTree Class

To represent a binary tree, it makes sense to have an abstract class, since searching and insertion methods depend on the type of binary tree. Notice that these methods are declared abstract in the BinaryTree class below. A BinarySearchTree class, which is derived from BinaryTree, is shown on the next page. Implementations for insert and find are provided in that class.

Here is the abstract superclass, BinaryTree.

```
public abstract class BinaryTree
{
    private TreeNode root;

    public BinaryTree()
    { root = null; }

    public TreeNode getRoot()
    { return root; }

    public void setRoot(TreeNode theNewNode)
    { root = theNewNode; }

    public boolean isEmpty()
    { return root == null; }

    public abstract void insert(Comparable item);

    public abstract TreeNode find(Comparable key);
}
```
NOTE

1. A binary tree class will not be provided on the AP exam, but you are expected to know how to implement binary trees.
2. The class shown here is not generic (has no type parameter).

BINARY SEARCH TREES

A binary search tree is a binary tree that stores elements in an ordered way that makes it efficient to find a given element and easy to access the elements in sorted order. The ordering property is conventional. The following definition of a binary search tree gives the ordering property used most often.

A binary search tree is either empty or has just one node, the root, with left and right subtrees that are binary search trees. Each node has the property that all nodes in its left subtree are less than it, and all nodes in its right subtree are greater than or equal to it. This is a binary search tree that allows duplicates. Some do not.

Here is an example:

```
  5
 / \
3   8
 / \  / \
2   6 8   10
 \  /  \  
 1 4   7
```

A BinarySearchTree Class

The class shown below is a subclass of the abstract BinaryTree class given on the previous page.

```java
public class BinarySearchTree extends BinaryTree
{
    // Insert item in BinarySearchTree.
    public void insert(Comparable item)
    { /* implementation code on the next page */ }

    // Returns TreeNode with key.
    // If key not in tree, returns null.
    public TreeNode find(Comparable key)
    { /* implementation code on p. 439 */ }
}
```

NOTE

1. Only the abstract methods of the BinaryTree class, insert and find, are provided in the BinarySearchTree class. All the other methods of BinaryTree, namely getRoot, setRoot, and isEmpty, are inherited.
2. No constructor is provided in BinarySearchTree, which means that the compiler will provide the default constructor of the BinaryTree superclass:

```java
public BinarySearchTree()
{ super(); } //initializes root to null.
```

3. The getRoot and setRoot methods in BinarySearchTree are used to access the private instance variable root of the superclass.

4. The parameters of both insert and find need to be Comparable, since the methods require you to compare objects.

**Inserting an Element into a Binary Search Tree**

**INSERTION ALGORITHM**

Suppose that you wish to insert the element 9 into the preceding tree. Start by comparing with the root:

- \(9 > 5\), go right
- \(9 > 8\), go right
- \(9 > 8\), go right
- \(9 < 10\), insert to left of 10

Here is the resulting binary search tree.

![Binary Search Tree Diagram]

An algorithm for inserting an element uses two TreeNode pointers, p and q, say, following each other to find the insertion point. The “front” pointer q is like a kamikaze pilot plunging downward until it is null, at which point p points to the node at which the new data will be attached. A simple comparison tells whether the new node goes left or right.

**THE insert METHOD**

Here is the insert method for the BinarySearchTree class:

```java
//Insert item in BinarySearchTree.
public void insert(Comparable item)
{
    if (getRoot() == null)
        setRoot(new TreeNode(item));
```
else
{
    TreeNode p = null, q = getRoot();
    while (q != null)
    {
        p = q;
        if (item.compareTo(p.getValue()) < 0)
            q = p.getLeft();
        else
            q = p.getRight();
    }
    if (item.compareTo(p.getValue()) < 0)
        p.setLeft(new TreeNode(item));
    else
        p.setRight(new TreeNode(item));
}

RUN-TIME ANALYSIS

To insert a single element in an existing binary search tree of \( n \) elements:

1. Balanced tree: Insertion will require at most one comparison per level (i.e., no more than \( \log_2 n \) comparisons). Thus, the algorithm is \( O(\log n) \).
2. Unbalanced tree: As many as \( n \) comparisons may be required if the tree consists of a long chain of children. Thus, the algorithm is \( O(n) \) in the worst case.

For example,

A balanced binary search tree leads to efficient algorithms for insertion and searching.

NOTE

See p. 445 for a recursive version of insert.

Finding a Target Element in a Binary Search Tree

The special ordering property of a binary search tree allows for quick and easy searching for any given element. If the target is less than the current node value, go left, otherwise go right.

The following method returns a TreeNode with the key value. It returns null if the key is not in the tree.

THE find METHOD

Here is the find method from the BinarySearchTree class:
//Returns TreeNode with key. //If key not in tree, returns null
public TreeNode find(Comparable key)
{
    TreeNode p = getRoot();
    while (p != null && key.compareTo(p.getValue())!= 0)
    {
        if (key.compareTo(p.getValue()) < 0)
            p = p.getLeft();
        else
            p = p.getRight();
    }
    return p;
}

RUN-TIME ANALYSIS
To find a single element in a binary search tree of $n$ elements: The analysis is practically identical to that for insertion.

1. Balanced tree: A search will require at most one comparison per level (i.e., no more than $\log_2 n$ comparisons). Thus, the algorithm is $O(\log n)$.
2. Unbalanced tree: As many as $n$ comparisons may be required to search a long chain of nodes. Thus, the algorithm is $O(n)$ in the worst case.

NOTE
See Question 35 on p. 679 for a recursive version of find.

Creating a Binary Search Tree
CREATING THE TREE
The following program

- Creates a binary search tree of single-character strings.
- Tests the find method.

/* Accesses a file of character strings, one per line, and inserts them into a binary search tree. */
public class BinarySearchTreeTest
{
    public static void main(String[] args)
    {
        //code to open inFile
        BinaryTree tree = new BinarySearchTree();
        String ch;
        while (<there are still elements in inFile >)
        {
            ch = inFile.readLine();
            tree.insert(ch);
        }
        System.out.println("Enter character key: ");
        ch = IO.readLine(); //read user input
        TreeNode t = tree.find(ch);
if (t == null)
    System.out.println(ch + " was not in the tree.");
else
    System.out.println(ch + " was found in the tree!");
}

RUN-TIME ANALYSIS FOR CREATING A BINARY SEARCH TREE

1. The best case occurs if the elements are in random order, leading to a tree that is reasonably balanced, with the level of the tree approximately equal to \( \log_2 n \). To create the tree, each of the \( n \) elements will require no more than \( \log_2 n \) comparisons, so the run time is \( O(n \log n) \).

2. An example of the worst case occurs if the elements are initially sorted or sorted in reverse order. The tree thus formed is a sequence of left or right links as shown. To create the tree, insertion of nodes requires \( 0 + 1 + 2 + \cdots + n - 1 = n(n - 1)/2 \) comparisons, which is \( O(n^2) \).

TREE TRAVERSAL

Three Methods of Traversal

There is no natural order for accessing all the elements of a binary tree. Three different methods of traversal are used, each with its own applications.

<table>
<thead>
<tr>
<th>Inorder:</th>
<th>left - root - right</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recursively:</td>
<td>If root is not null:</td>
</tr>
<tr>
<td></td>
<td>Traverse the left subtree inorder</td>
</tr>
<tr>
<td></td>
<td>Visit the root</td>
</tr>
<tr>
<td></td>
<td>Traverse the right subtree inorder</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Preorder:</th>
<th>root - left - right</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recursively:</td>
<td>If root is not null:</td>
</tr>
<tr>
<td></td>
<td>Visit the root</td>
</tr>
<tr>
<td></td>
<td>Traverse the left subtree preorder</td>
</tr>
<tr>
<td></td>
<td>Traverse the right subtree preorder</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Postorder:</th>
<th>left - right - root</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recursively:</td>
<td>If root is not null:</td>
</tr>
<tr>
<td></td>
<td>Traverse the left subtree postorder</td>
</tr>
<tr>
<td></td>
<td>Traverse the right subtree postorder</td>
</tr>
<tr>
<td></td>
<td>Visit the root</td>
</tr>
</tbody>
</table>

A
   B
      C

D
   E
Example 1

```
      P
    /   \
  F     S
 / \   / \ 
B   H R   Y
|     |   |
G   T   Z
   W
```

- Inorder: BFGHPRSTWYZ
- Preorder: PFBHGSRYTWZ
- Postorder: BGHFRWTZYSF

Example 2

```
      A
    /   \
  B     C
 / \   / \ 
D   E  F
| |   |
G H   I
```

- Inorder: DGBAHEICF
- Preorder: ABDGCEHIF
- Postorder: GDBHIEFCA

Implementing the Traversal Algorithms

The traversals described apply to all binary trees. It therefore makes sense to add them to the `BinaryTree` superclass with their implementations. Each traversal will have a recursive helper method. Each recursive helper method follows the definition for its particular traversal and has a `TreeNode` parameter. The base case is when this parameter is null. The “Visit the root” step of the definition simply writes out the data in the node with `System.out.println...`

Here is the code for the postorder method.

```java
public void postorder()
{
    doPostorder(root);
}

private void doPostorder(TreeNode t)
{
    if (t != null)
    {
        doPostorder(t.getLeft());
        doPostorder(t.getRight());
        System.out.print(t.getValue());
    }
}
```

**NOTE**

1. Similar methods can be written for inorder and preorder traversals—be sure to put the statements in the correct order!
2. Using the private helper methods (doPostorder, for example) allows the root parameter to remain hidden in the `BinaryTree` class. A client method can call a traversal method as follows:
BinaryTree tree = new BinarySearchTree();
<code to read elements into tree>
System.out.print("POSTORDER: ");
tree.postorder(); //prints the elements postorder

3. If the tree is a binary search tree (as in Example 1 on the previous page), an
inorder traversal will print out the elements in increasing sorted order.

RECURSIVE TREE ALGORITHMS

Most algorithms that involve binary trees are recursive because the trees themselves are
recursive structures. Many of these algorithms traverse the tree and then report some
result about the tree. Some change the contents of the nodes without altering the
structure of the tree (i.e., no nodes are added or removed). Other algorithms change
the structure of the tree.

A typical recursive method that does not change the structure of the tree has this
scheme (in pseudo-code):

```java
doTreeStuff
{
    if (root != null) //handles base case
    {
        Handle the root //Don’t forget to visit the root.
doTreeStuff to left subtree //recursive call
        doTreeStuff to right subtree //recursive call
    }
}
```

NOTE

1. This is just a general scheme. Often visiting the root postorder or inorder leads
to the same correct result. Sometimes order is important; it depends on the
actual application.

2. If the return type of doTreeStuff is not void, be sure to return an appropriate
value.

For the following examples assume that trees are implemented with the TreeNode
class on page 433.

Example 1

```java
/* Precondition:  tree is a binary tree of Integer values.
 * Postcondition: Returns the sum of the values in the tree,
 * 0 if the tree is empty.  */
public int treeSum(TreeNode tree)
{
    if (tree == null)
        return 0;
    else
        return ((Integer) tree.getValue()).intValue()
            + treeSum(tree.getLeft()) + treeSum(tree.getRight());
}
```
Example 2

Two trees are similar if they have the same shape and pointer structure. Thus, the following two trees are similar:

```
  1
 / \
2   3
 |   |
4   6
```

whereas these two trees are not similar:

```
  1
 / \          / \   
2   3  vs  1  2
 |   |      |   |
4   5    3   4
```

//Returns true if tree1 is similar to tree2, false otherwise.
public boolean similar(TreeNode tree1, TreeNode tree2) {
    if (tree1 == null && tree2 == null) //both null
        return true;
    else
        if (tree1 == null || tree2 == null) //one null
            return false;
        else
            return similar(tree1.getLeft(), tree2.getLeft()) &&
                   similar(tree1.getRight(), tree2.getRight());
}

Example 3

/* Precondition: Binary tree rooted at tree.
 * Postcondition: Creates identical tree and returns reference to its root node. */
public TreeNode newTree(TreeNode tree) {
    if (tree == null) //base case
        return null;
    else
        {
            TreeNode temp = new TreeNode(tree.getValue());
            temp.setLeft(newTree(tree.getLeft()));  //attach
            //left subtree
            temp.setRight(newTree(tree.getRight())); //attach
            //right subtree
            return temp;
        }
NOTE

The `newTree` example is written with several statements to clarify the algorithm. The method can, however, be compacted as follows:

```java
public TreeNode newTree(TreeNode tree)
{
    if (tree == null) //base case
        return null;
    else
        return new TreeNode(tree.getValue(),
                             newTree(tree.getLeft()),
                             newTree(tree.getRight()));
}
```

Example 4

Recall that the height of a binary tree is the number of edges on the longest path from the root to a leaf. You may assume that the height of an empty tree is $-1$. The height of a tree with just one node is $0$. The height of any given node is the number of edges on the longest path from that node to a leaf. To write a method that finds the height of a node, you may use the method `Math.max(a, b)`, which returns the larger of $a$ and $b$.

//Return the height of node t.
public int height(TreeNode t)
{
    if (t == null)
        return -1;
    else
        return 1 + Math.max(height(t.getLeft()),
                             height(t.getRight()));
}

NOTE

The height of node $t$ equals the height of the left or right subtree, whichever is bigger. You must add 1 because the edge from the node to the root is counted in the height of the tree.

Recursion That Alters the Tree Structure

Recursive methods that change the structure of a tree by adding or removing nodes can be tricky. For example, consider using a recursive `insert` method instead of the iterative `insert` provided for the `BinarySearchTree` class (p. 437). Recall that the method inserts a new item into the tree.

A client method would call `insert` with code like the following:

```java
BinaryTree tree = new BinarySearchTree();
System.out.println("Enter items to be inserted...");
while (<there are items to insert>)
{
    Object item = IO.readItem(); //read user input
    tree.insert(item);
}
```
Recursive Tree Algorithms

If the `insert` method is recursive, the above method call, `tree.insert(item)`, will not work as intended because in order to make recursive calls the method must have a `TreeNode` parameter.

Suppose you modify `insert` so that it includes the required `TreeNode` parameter and change the client statement that invokes `insert` to be

```java
tree.insert(tree.getRoot(), item);
```

This still won’t work because the `TreeNode` parameter is passed by value, so the tree will remain unchanged! The way to change the tree is to return the changed `TreeNode`, in addition to having a `TreeNode` as a parameter for the recursive calls.

The problem is solved by making `insert` nonrecursive and having it call a private recursive helper method `recurInsert` that takes a `TreeNode` parameter and returns a `TreeNode` reference. The client method call in the code segment above remains `tree.insert(item)`.

Here is the code for both the `insert` and `recurInsert` methods, which are added to the `BinarySearchTree` class.

```java
// Insert item in BinarySearchTree.
public void insert(Comparable item)
{
    setRoot(recurInsert(getRoot(), item));
}

/* private helper method *
* Finds insertion point for new node and attaches it. *
* Returns reference to TreeNode along insertion path. */
private TreeNode recurInsert(TreeNode t, Comparable item)
{
    if (t == null)
        return new TreeNode(item);
    else if (item.compareTo(t.getValue()) < 0)
        t.setLeft(recurInsert(t.getLeft(), item));
    else
        t.setRight(recurInsert(t.getRight(), item));
    return t;
}
```

NOTE

1. If the tree is empty, `recurInsert` simply returns the new `TreeNode` containing `item`. Otherwise, if `item` is less than the value in the current node, the algorithm recursively goes left. If `item` is greater than or equal to the value in the current node, it recursively goes right. When the insertion point is found (base case—`TreeNode` parameter is `null`), a new node is created and attached at that point.

2. The statement in the nonrecursive `insert` method

```java
setRoot(recurInsert(getRoot(), item));
```

alters the root node of the tree only if the tree was originally empty or contained just one node. In fact, the recursive method `recurInsert` doesn’t alter any nodes of the tree except at the insertion point. The returned node at each previous stage is simply a node along the path to the insertion point.
3. Here is a scheme, in pseudo-code, for a typical recursive helper method that changes the structure of a tree.

```java
private TreeNode recurChangeTree(TreeNode t, other parameters ...) {
    if (t == null)
        return a new TreeNode(...); //typically
    else if (<some test >)
        t.setLeft(recurChangeTree(t.getLeft(), other parameters ...));
    else
        t.setRight(recurChangeTree(t.getRight(), other parameters ...));
    return t;    //don't forget this!
}
```

**NOTE**

For examples of recursive methods that alter a linked list, see Question 22 on p. 397 and Question 23 on p. 670.

---

**BINARY EXPRESSION TREES**

**Infix, Postfix, and Prefix Expressions**

A common application of trees is the storage and evaluation of mathematical expressions. A mathematical expression is made up of operators like +, -, *, /, and % and operands, which are numbers and variables.

There are three different representations of expressions:

- **infix**: A + B
- **prefix**: +AB
- **postfix**: AB+

The “in,” “pre,” and “post” describe the position of the operator with respect to the operands. To convert the familiar infix form to postfix, for example, convert the pieces of the expression with highest precedence to postfix first. Then continue that way in stages.

**Example 1**

Convert \((A + B) \times (C - D)\) to postfix.

\[
(A + B) \times (C + D) = (AB+) \times (CD-) \quad //\text{parentheses have highest precedence}
\]

\[
= AB + CD - * \quad //\text{treat AB+ and CD- as single operands}
\]

**Example 2**

Convert \((A - B)/C \times D\) to prefix.

\[
(A - B)/C \times D = ((\neg AB)/C) \times D \quad //\text{and }/\text{ have equal precedence. Work}
\]

\[
= (\neg ABC) \times D
\]

\[
= * / - ABCD
\]
Example 3
Convert $A - B/(C + D \ast E)$ to postfix.

$A - B/(C + D \ast E) = A - B/(C + (DE))$
$= A - (B/CDE \ast +)$
$= A - BCDE \ast +/$
$= ABCDE \ast +/-$

Example 4
Convert $A - B/(C + D \ast E)$ to prefix.

$A - B/(C + D \ast E) = A - B/(C + (+DE))$
$= A - (B/(+C \ast DE))$
$= A - /B + C \ast DE$
$= -A/B + C \ast DE$

**Binary Expression Tree**

A binary expression tree either consists of a single root node containing an operand or stores an expression as follows. The root contains an operator that will be applied to the results of evaluating the expressions in the left and right subtrees, each of which is a binary expression tree.

A node containing an operator must have two nonempty subtrees. A node containing an operand must be a leaf. For example,

NOTE

1. The level of the nodes indicates the precedence: The operation at the root will always be the last operation performed. Operations in the highest level nodes are performed first.
2. An expression can be generated in its infix form by an inorder traversal of the tree. (But you must provide the brackets!) A preorder traversal yields the prefix form, whereas a postorder traversal yields the postfix form.

**Example 1**
Write the infix, prefix, and postfix form of the expression represented by each binary expression tree.
Chapter 10 Trees

Example 2

Evaluate the expression in the following tree.

Solution: Do an inorder traversal to get the following infix form:

\[ ((-4+6) - 3) \times [12 + 14/2] = (2-3) \times (12+7) = -19 \]

Evaluating a Binary Expression Tree

Consider a program that places an expression in a binary expression tree and then evaluates the tree. For the purposes of this program, assume that a node contains either an operator (like “+”, “-”, etc.) or an integer value.

For example, a binary expression tree with the expression \((3 + 4) \times 6\) would look like this:

Notice that the left and right subtree of each operator node is an expression:
Each of these quantities is an expression:

```
  +   +   +   +
+  6  3  4  3 4 6
3 4
```

Each of these expressions is a binary operation:

```
  +   +
+  6  3 4
3 4
```

Each of these expressions is a constant:

```
3 4 6
```

Each expression that is a binary operation is either a sum, product, quotient, or difference. This all suggests a program that has an Expression superclass, with subclasses BinaryOperation and Constant. Further, BinaryOperation should have subclasses Sum, Difference, Product, and Quotient.

Evaluating an expression consists of evaluating the left and right subtrees and applying the operator at the root. Thus,

\[(\text{value of tree}) = (\text{value of left subtree}) \circ (\text{value of right subtree})\]

where \(\circ\) is a binary operation. But

\[(\text{value of left subtree}) = (\text{value of its left subtree}) \circ (\text{value of its right subtree})\]

where \(\circ\) is some other binary operation. Clearly the process is recursive. The value obtained from a given subtree depends on whether that subtree is a Constant or a BinaryOperation. If it's a Constant, its value is just that number (base case). If it's a BinaryOperation, then, depending on the operator, either a Sum is evaluated or a Product is, and so on. This procedure extends all the way down to the leaves—polymorphism is applied at each stage, determining which kind of expression to evaluate.
A Binary Expression Tree Program

Here are the classes used in the program\(^1\) for evaluating a binary expression tree:

/* An abstract class for arithmetic expressions */
public abstract class Expression
{
    //Postcondition: Returns the value of this Expression.
    public abstract int evaluate();
}

NOTE
The evaluate method is abstract because evaluation depends on the type of expression being evaluated.

/* A class that defines expressions that are constants */
public class Constant extends Expression
{
    private int myValue;

    public Constant(int value)
    { myValue = value; }

    public int evaluate()
    { return myValue; }

    public String toString()
    { return "" + myValue; }
}

NOTE
The Constant class is a concrete (nonabstract) class. The evaluate method is clearly defined for a constant; simply return its value.

/* An abstract class that defines expressions that are binary operations */
public abstract class BinaryOperation extends Expression
{
    private Expression myLeft, myRight;
    private String myOp; //symbolic representation of the operator

    public BinaryOperation(String op, Expression lhs, Expression rhs)
    {
        myLeft = lhs;
        myRight = rhs;
        myOp = op;
    }

    public String toString()
    {
        return "(" + myLeft.toString() + " " + myOp + " " + myRight.toString() + ")";
    }

\(^1\)This program uses the classes shown by David Levine at a workshop at St. Bonaventure and attributed to Scot Drysdale.
public Expression getLeft() {
    return myLeft;
}

public Expression getRight() {
    return myRight;
}

NOTE

The BinaryOperation class is abstract because the evaluate method cannot be explicitly defined here: It depends on the binary operator.

/* A class that defines expressions that are sums */
public class Sum extends BinaryOperation {
    public Sum(Expression lhs, Expression rhs) {
        super("+", lhs, rhs);
    }

    public int evaluate() {
        return getLeft().evaluate() + getRight().evaluate();
    }
}

NOTE

1. For the Sum class, the evaluate method can be defined without ambiguity:

   (value of left subtree) + (value of right subtree)

2. Similar classes are defined for Product, Quotient, and Difference.

The ExpressionEvaluator program looks something like this:

public class ExpressionEvaluator {
    public static void main(String[] args) {
        ExpressionHandler h = new ExpressionHandler();
        //create binary expression tree from postfix
        // expression in input file
        Expression expr = h.createTree();
        System.out.println("value of " + expr.toString() + " is " + expr.evaluate());
        System.out.println();
    }
}

NOTE

1. In case you’re wondering how the expression got into the tree, implementation code for the ExpressionHandler class and a FileHandler class is provided in Appendix B.
2. Notice how polymorphism is applied when root.evaluate() is called:
(i) The node with * is encountered. The calling object is therefore a Product, which produces

\[ \text{getLeft().evaluate() } \times \text{getRight().evaluate()} \]

(ii) For the left-hand side in step (i), the node with + is encountered. The calling object is therefore a Sum, which produces

\[ \text{getLeft().evaluate() } + \text{getRight().evaluate()} \]

(iii) When the nodes in step (ii) are encountered, and also the right-hand side in step (i), the controlling object in each case is a Constant. Thus, a call to evaluate returns the values 3, 4, and 6, respectively.

(iv) Thus, the sum in step (ii) is 7, and the product in step (i) is 7*6, which is 42.

3. As you study this implementation of a binary expression tree, you may be wondering: Where did the BinaryTree go? The answer is that TreeNode has been replaced with an Expression. Each node in the tree that’s created represents an Expression. Each Expression node contains a value (either a Constant or BinaryOperation) as well as a left and right pointer field that refers to another Expression. An Expression, like a TreeNode, is self-referential and can be linked to other Expression objects to form a binary expression tree.

The inheritance hierarchy in this program is an elegant way of representing the various elements that comprise the binary expression tree.
RUN TIME OF BINARY SEARCH TREE (BST) ALGORITHMS

<table>
<thead>
<tr>
<th>Operation</th>
<th>Balanced BST</th>
<th>Unbalanced BST</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Insert 1 element into BST</td>
<td>$O(\log n)$</td>
<td>$O(n)$</td>
<td>At most $\log_2 n$ comparisons in balanced BST, $n$ in unbalanced.</td>
</tr>
<tr>
<td>Insert $n$ elements into originally empty BST</td>
<td>$O(n \log n)$</td>
<td>$O(n^2)$</td>
<td>Same as above, but for each of $n$ elements.</td>
</tr>
<tr>
<td>Search for key</td>
<td>$O(\log n)$</td>
<td>$O(n)$</td>
<td>At most $\log_2 n$ comparisons in balanced BST, $n$ in unbalanced.</td>
</tr>
<tr>
<td>Traverse tree</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
<td>Each node visited once.</td>
</tr>
</tbody>
</table>

Chapter Summary

Know the vocabulary associated with binary trees. You should be able to use the `TreeNode` class to manipulate trees, and also to write code for a `BinaryTree` class.

Understand the definition of a binary search tree (BST)—there are bound to be many questions on this topic. In particular, you should know algorithms that create, traverse, and search a BST. Know the big-O analysis for such algorithms.

Be familiar with the difference between inorder, preorder, postorder, and level order traversals. All are fair game on the AP exam.

You should be able to write recursive algorithms that traverse a tree, including algorithms that alter the structure of a tree. Be familiar with recursive helper methods—in the past few years these have appeared in the free response (part two) questions on the exam.
MULTIPLE-CHOICE QUESTIONS ON TREES

1. A perfect binary tree has every leaf on the same level, and every nonleaf node has two children. A perfect binary tree with $k$ leaves contains how many nodes?
   (A) $k$
   (B) $k^2$
   (C) $2^k$
   (D) $\log_2 k$
   (E) $2k - 1$

2. The level of a node is the length of the path (or number of edges) from the root to that node. The level of a tree is equal to the level of its deepest leaf. A binary tree has level $k$. Which represents
   1. The maximum possible number of nodes, and
   2. The minimum possible number of nodes in the tree?
   (A) (1) $2^{k+1}$ (2) $2^k + 1$
   (B) (1) $2^{k+1}$ (2) $k$
   (C) (1) $2^{k+1} - 1$ (2) $k$
   (D) (1) $2^{k+1} - 1$ (2) $k + 1$
   (E) (1) $2^k + 1$ (2) $2^k$

3. Which of the following represents (1) inorder, (2) preorder, and (3) postorder traversals of the tree shown?
   (A) (1) GJAPES (2) JAGPES (3) GAESPJ
   (B) (1) GJAEPS (2) JGAPES (3) GESPAJ
   (C) (1) EPSAJG (2) PESJGA (3) ESPGAJ
   (D) (1) GJAEPS (2) GESPAJ (3) JGAPES
   (E) (1) GJAPES (2) GAESPJ (3) JAGPES

4. The tree shown is traversed postorder and each element is pushed onto a stack $s$ as it is encountered. The following program fragment is then executed:
   
   ```
   for (int i = 1; i <= 5; i++)
   x = s.pop();
   ```
   What value is contained in $x$ after the segment is executed?
   (A) M
   (B) G
   (C) K
   (D) F
   (E) P
5. Each of the following lists of numbers is inserted, in the order given, into a binary search tree. Which list produces the most balanced tree?
   (A) 2 4 7 5 8 10
   (B) 9 7 2 1 4 0
   (C) 5 1 2 6 3 4
   (D) 2 5 1 4 0 3
   (E) 6 4 1 8 10 5

6. The element 10 is to be inserted into the binary search tree shown.

After insertion, the tree is as follows:

(A) 

(B) 

(C) 

(D) 

(E) 

7. Array elements a[0], a[1], …, a[n-1] are inserted into a binary search tree. The tree will then be used to search for a given element. In the worst case, the insertion and search, respectively, will be
   (A) O(n²), O(n log n)
   (B) O(n log n), O(n log n)
   (C) O(n²), O(n)
   (D) O(n log n), O(n²)
   (E) O(n), O(n)
8. Worst case performance of the search for a key in a balanced binary search tree is
(A) $O(n^2)$
(B) $O(n)$
(C) $O(\log n)$
(D) $O(2^n)$
(E) $O(n \log n)$

9. The value of the binary expression tree shown is
(A) 1
(B) 4
(C) 10
(D) 11
(E) 25

10. Which of the following correctly represents the expression $A/B + C\% D$?

(A) 
```
       /
      /\   
     *  *  D
     /   C
    A   B
```

(B) 
```
       /
      /\   
     *  *  D
     /   C
    A   B
```

(C) 
```
       /
      /\   
     *  *  D
     /   C
    A   B
```

(D) 
```
       /
      /\   
     *  *  D
     /   C
    A   B
```

(E) 
```
       /
      /\   
     *  *  D
     /   C
    A   B
```

11. The (1) prefix and (2) postfix forms of the expression $P + (Q - R) \ast A/B$ are
(A) (1) $+P \ast -QR/AB$ (2) $PQR - AB/\ast +$
(B) (1) $PQR - AB/\ast +$ (2) $+P \ast -QR/AB$
(C) (1) $PQR - A \ast B/+\ast $ (2) $+P/\ast -QRAB$
(D) (1) $+P/\ast -QRAB$ (2) $PQR - A \ast B/+\ast $
(E) (1) $+P - QR/AB$ (2) $PQRA - \ast B/+\ast $
For Questions 12–22 assume that binary trees are implemented with the TreeNode class on p. 433.

12. Suppose that \( p \) refers to a node as shown. Which of the following correctly inserts the object \( obj \) as the right child of the node that \( p \) points to?

\[
\begin{align*}
(A) & \quad p.setRight(new\ TreeNode(obj)); \\
(B) & \quad p = new\ TreeNode(obj, p.getLeft(), p.getRight()); \\
(C) & \quad p.setRight(new\ Object(obj)); \\
(D) & \quad p.setRight(new\ TreeNode(obj, p.getLeft(), p.getRight())); \\
(E) & \quad p = new\ TreeNode(obj);
\end{align*}
\]

13. Refer to method numNodes:

```
//Returns the number of nodes in tree.
public int numNodes(TreeNode tree)
{
    if (tree == null)
        return 0;
    else
    {
        /* code */
    }
}
```

Which replacement for /* code */ will cause the method to work as intended?

\[
\begin{align*}
(I) & \quad \text{return } 1 + \text{numNodes(tree.getLeft())} + \text{numNodes(tree.getRight())}; \\
(II) & \quad \text{return numNodes(tree) + numNodes(tree.getLeft())} + \text{numNodes(tree.getRight())}; \\
(III) & \quad \text{return numNodes(tree.getLeft())} + \text{numNodes(tree.getRight())};
\end{align*}
\]

(A) None
(B) I only
(C) II only
(D) III only
(E) I and II only
14. Two trees are *mirror images* of each other if their roots and left and right subtrees are reflected across a vertical line as shown:

![Example Trees](image)

Refer to the following method `mirrorTree`:

```java
/* Precondition:  tree refers to the root of a binary tree.
 * Postcondition: A mirror image of tree is created and
 *                a reference to it is returned. */
public TreeNode mirrorTree(TreeNode tree)
{
    if (tree == null)
        return null;
    else
    {
        /* more code */
    }
}
```

Which of the following replacements for /* more code */ correctly achieves the postcondition for method `mirrorTree`?

I TreeNode temp = new TreeNode(null, null, null);
temp.setValue(tree.getValue());
temp.setLeft(mirrorTree(tree.getRight()));
temp.setRight(mirrorTree(tree.getLeft()));
return temp;

II return new TreeNode(tree.getValue(),
    mirrorTree(tree.getRight()),
    mirrorTree(tree.getLeft()));

III return new TreeNode(tree.getValue(),
    mirrorTree(tree.getRight()),
    mirrorTree(tree.getLeft()));

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I and III only
15. Refer to method leafSum:

```java
//Returns sum of leaves in tree, 0 for empty tree.
public int leafSum(TreeNode tree)
{
    if (tree == null)
        return 0;
    else
    {
        /* code */
    }
}
```

Which replacement for /* code */ is correct?

(A) if (tree.getLeft() == null && tree.getRight() == null)
    return ((Integer) (tree.getValue())).intValue();
else
    return 1 + leafSum(tree.getLeft()) +
            leafSum(tree.getRight());

(B) if (tree.getLeft() == null || tree.getRight() == null)
    return ((Integer) (tree.getValue())).intValue();
else
    return 1 + leafSum(tree.getLeft()) +
            leafSum(tree.getRight());

(C) if (tree.getLeft() == null && tree.getRight() == null)
    return ((Integer) (tree.getValue())).intValue();
else
    return ((Integer) (tree.getValue())).intValue() +
            leafSum(tree.getLeft()) + leafSum(tree.getRight());

(D) if (tree.getLeft() == null || tree.getRight() == null)
    return ((Integer) (tree.getValue())).intValue();
else
    return leafSum(tree.getLeft()) +
            leafSum(tree.getRight());

(E) if (tree.getLeft() == null && tree.getRight() == null)
    return ((Integer) (tree.getValue())).intValue();
else
    return leafSum(tree.getLeft()) +
            leafSum(tree.getRight());
16. Which is true about method `find`?

```java
//Return TreeNode with target value,
//or null if target not found.
public TreeNode find(TreeNode root, Comparable target)
{
    if (root == null)
        return null;
    else if (target.compareTo(root.getValue())== 0)
        return root;
    else if (target.compareTo(root.getValue()) < 0)
        return find(root.getLeft(), target);
    else
        return find(root.getRight(), target);
}
```

(A) Method `find` will never work as intended.
(B) Method `find` will always work as intended.
(C) Method `find` will only work as intended if `target` is not in the tree.
(D) Method `find` will always work as intended if the tree is a binary search tree.
(E) Method `find` will only work as intended if the tree is a binary search tree and `target` occurs no more than once in the tree.

17. Refer to method `doSomething`:

```java
public Comparable doSomething(TreeNode root)
{
    if (root != null)
        if (root.getRight() == null)
            return (Comparable) root.getValue();
        else
            return doSomething(root.getRight());
    return null;
}
```

Which best describes what `doSomething` does?

(A) It returns the largest element in a nonempty binary search tree.
(B) It returns the largest element in a nonempty tree.
(C) It returns an element at the highest level of a nonempty tree.
(D) It returns the smallest element in a nonempty binary search tree.
(E) It returns the smallest element in a nonempty tree.
18. Refer to method `traverse`, and to the binary tree of Integer values shown:

```java
public void traverse(TreeNode t)
{
    if (t != null)
    {
        /* code */
    }
}
```

By replacing `/* code */` with the three statements `traverse(t.getLeft())`, `traverse(t.getRight())`, and `System.out.print(t.getValue())` in some order, we can cause method `traverse` to execute one of six traversals. For example, by replacing `/* code */` with

```java
traverse(t.getLeft());
traverse(t.getRight());
System.out.print(t.getValue());
```

we would cause `traverse` to execute a postorder traversal. Which of the following replacements for `/* code */` will cause the numbers 1 through 7 to be printed in ascending order when `traverse(t)` is called?

(A) `traverse(t.getLeft());
    System.out.print(t.getValue());
    traverse(t.getRight());`

(B) `System.out.print(t.getValue());
    traverse(t.getLeft());
    traverse(t.getRight());`

(C) `traverse(t.getRight());
    traverse(t.getLeft());
    System.out.print(t.getValue());`

(D) `traverse(t.getRight());
    System.out.print(t.getValue());
    traverse(t.getLeft());`

(E) It is impossible to print the numbers 1 through 7 in ascending order using this method.
19. This question uses an object from the following class:

```java
/* An Integer object that can be altered */
public class IntObj
{
    private int myValue;

    public IntObj(int value)  //constructor
    { myValue = value; }

    public void increment()  //increments IntObj by 1
    { myValue++; }

    //Returns Integer equivalent of IntObj.
    public Integer getInteger()
    { return new Integer(myValue); }
}
```

Refer to the following method:

```java
/* Precondition: tree is at root of binary tree that contains
*    Integer values. */
public void number(TreeNode tree, IntObj nextNum)
{
    if (tree != null)
        if (tree.getLeft() == null && tree.getRight() == null)
            { tree.setValue(nextNum.getInteger());
             nextNum.increment(); }
        else
            { number(tree.getRight(), nextNum);
             number(tree.getLeft(), nextNum); }
}
```

Assuming that a binary tree of Integer values is rooted at tree, which of the following trees is a possible result of executing the next two statements?

```java
IntObj nextNum = new IntObj(3);
number(tree, nextNum);
```

(A)  
```
   3
  / \ 
 4   5
 /    
6   7
 /    
8   9
```

(B)  
```
   1
  / \ 
 6   2
 /    
8   3
 /    
5   4
```
20. Recall that the level of a node is the number of edges from the root to that node. The level of a tree equals the level of its deepest leaf. Thus, the level of a tree with just one node is 0.

Refer to method `whatsIt`:

```java
public int whatsIt(TreeNode tree) {
    if (tree == null) {
        return -1;
    } else {
        int x = 1 + whatsIt(tree.getLeft());
        int y = 1 + whatsIt(tree.getRight());
        if (x >= y) {
            return x;
        } else {
            return y;
        }
    }
}
```

Method `whatsIt` returns -1 for an empty tree. What does method `whatsIt` do when invoked for a nonempty tree?

(A) It returns the largest value in the tree.
(B) It returns the number of nodes in the subtree that has the greatest number of nodes.
(C) It returns the level of the tree.
(D) It returns 1 plus the level of the tree.
(E) It returns either the leftmost value or the rightmost value of a tree, whichever is larger.
Chapter 10  Trees

21. Suppose that the node height of a binary tree is defined as follows: The node height of an empty tree is 0; the node height of a nonempty tree is the number of nodes on the longest path from the root to a leaf of the tree. Thus, the node height of the tree shown is 5.

Refer to method \( f \):

\[
\text{public int } f(\text{TreeNode } t) \\
\quad \{ \\
\quad \quad \text{if } (t == \text{null}) \\
\quad \quad \quad \text{return 0;} \\
\quad \quad \text{else} \\
\quad \quad \quad \text{return max(} \\
\quad \quad \quad \quad \text{nodeHeight(t.getLeft()) + nodeHeight(t.getRight()),} \\
\quad \quad \quad \quad f(t.getLeft()), \\
\quad \quad \quad \quad f(t.getRight())); \\
\quad \}
\]

You may assume that method \( \text{max}(a,b,c) \) returns the largest of its integer arguments and that method \( \text{nodeHeight} \) returns the node height of its tree argument.

What value is returned when \( f(t) \) is called for the tree pictured?
(A) 4
(B) 5
(C) 6
(D) 7
(E) 8
22. A recursive method doPostorder is added to a BinaryTree class:

```java
public void doPostorder(TreeNode t)
{
    if (t != null)
    {
        doPostorder(t.getLeft());
        doPostorder(t.getRight());
        System.out.print(t.getValue());
    }
}
```

Suppose this method is called for a TreeNode at the root of a tree with $n$ elements. The run-time efficiency of doPostorder is
(A) $O(\log n)$
(B) $O(n)$
(C) $O(n \log n)$
(D) $O(n^2)$
(E) $O(2^n)$
ANSWER KEY

1. E  9. E  17. A
2. D  10. A  18. E
7. C  15. E
8. C  16. D

ANSWERS EXPLAINED

1. (E) Draw some pictures and count!

<table>
<thead>
<tr>
<th># of leaves</th>
<th># of nodes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>7</td>
</tr>
<tr>
<td>8</td>
<td>15</td>
</tr>
<tr>
<td>16</td>
<td>31</td>
</tr>
<tr>
<td>32</td>
<td>63</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>$k$</td>
<td>$2k - 1$</td>
</tr>
</tbody>
</table>

2. (D) For the maximum possible number of nodes, each node must have two children. Notice the pattern:

<table>
<thead>
<tr>
<th>Level</th>
<th>Max possible # of nodes</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>7</td>
</tr>
<tr>
<td>3</td>
<td>15</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>$k$</td>
<td>$2^{k+1} - 1$</td>
</tr>
</tbody>
</table>

For the minimum possible number of nodes, each node must have no more than one child. Thus, for example, a level 3 tree with the minimum number of nodes will look like this:
In each case, there will be \( k + 1 \) nodes.

3. (B)  
   (1) For inorder think left-root-right (i.e., G-J-right). When you now traverse 
       the right subtree inorder, there is no left, so A comes next. Then traverse 
       the P-E-S subtree inorder, which gives E-P-S. 
   (2) For preorder think root-left-right (i.e., J-G-right). When you now traverse 
       the right subtree, A is now the root and comes next. There is no left, so 
       traverse the P-E-S subtree preorder, which gives P-E-S. 
   (3) Similarly for postorder, thinking left-right-root produces GESPAJ. 

4. (A) A postorder traversal yields PFMGECK, so here's the stack:

<p>| | | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>K</td>
<td>C</td>
<td>E</td>
<td>G</td>
<td>M</td>
<td>F</td>
<td>P</td>
</tr>
</tbody>
</table>

The fifth pop will remove element M.

5. (E) In each case, the first number in the list will go into the root node. Subse-
   quent numbers that are less than the first number will go into the left subtree; 
   those greater than or equal to the first will go into the right subtree. Eliminate 
   choices A and B, which are almost in sorted order. Each of these will form trees 
   that are virtually long chains:

<table>
<thead>
<tr>
<th>Choice A</th>
<th>Choice B</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>9</td>
</tr>
<tr>
<td>4</td>
<td>7</td>
</tr>
<tr>
<td>7</td>
<td>2</td>
</tr>
<tr>
<td>5 8</td>
<td>1 4</td>
</tr>
<tr>
<td>10</td>
<td>0</td>
</tr>
</tbody>
</table>
Choice C won’t form a balanced tree either: All elements but one will go into the left subtree.

You should be able to eliminate choices A, B, and C by inspection. Comparing the trees in choices D and E shows that E yields the more balanced tree:

6. (B) Starting at the root, compare the new element with the current node. Go left if the element is less than the current node; otherwise go right. Insert at the first available empty slot. For the tree shown, compare 10 with 7. Since 10 > 7, go right. Then 10 > 9, so go right. Then 10 < 12, a leaf, so insert left.

7. (C) An example of the worst case for insertion into a binary search tree occurs when the numbers are already sorted. The resulting tree will be unbalanced, a long chain of numbers:

![Tree](image)

Insertion of n elements into the tree requires \(0 + 1 + \cdots + n - 1 = n(n - 1)/2\) comparisons, which is \(O(n^2)\). Searching this tree will require each “link” in the “chain” to be examined, much like a sequential search. This is \(O(n)\).

8. (C) If the tree is balanced, the worst case occurs when the key is found in a leaf (i.e., at the highest level of the tree). The maximum level of a balanced tree is \(\log_2 n\). Therefore, the search is \(O(\log n)\).

9. (E) The infix form of the expression is \(3 \times (2+7) - 8/4\), which equals \((3 \times 9) - 2 = 25\).
10. (A) The operators /, *, and % all have equal precedence and must therefore be performed from left to right. Thus, the order of performing the operations is /, followed by *, then %. Now recall the general rule: The earlier an operation is performed, the higher its node level in the tree. In particular, the last operation performed is always the root node. So % must be in the root node, which eliminates choices B and C. Since / is performed before *, the node containing / must have a higher level than the node containing *, which eliminates choice D. Choice D fails for another reason: C*D is not part of the given expression. Choice E fails because B/A is not part of the given expression. Note that if the given expression had been (A/B)*(C*D), choice B would have been correct, since / and % would have equal first precedence and * would be the last operation performed.

11. (D) For both pre- and postfix, perform the operations in order of precedence, changing each subexpression to prefix or postfix as you go.
   (1) prefix:
   \[
   P + (Q - R) \times A / B = P + \left[ (Q - R) \times A \right] / B \\
   = P + (\times - QRA) / B \\
   = P + (\times - QRAB) \\
   = +P / * -QRAB
   \]

   To go from the first to the second line, note that * and / have equal precedence, so use the leftmost one first.

   (2) postfix:
   \[
   P + (Q - R) \times A / B = P + \left[ (Q - R) \times A \right] / B \\
   = P + (Q - R \times A) / B \\
   = P + (QR - A \times B) / \\
   = PQR - A \times B +
   \]

12. (A) The expression new TreeNode(obj) is the correct use of the TreeNode constructor that creates a new node with obj that has null pointer fields. Calling p.setRight(...) with this expression then attaches the new node as the right child of the node that p refers to. Choice C does not create a new TreeNode. Choice D is wrong because the pointer fields of the new node must be null. Choices B and E reassign p rather than doing the required attachment to the node that p points to.

13. (B) Eliminate segment III; it forgot to count the root node. Segment II calls numNodes(tree), which leads to infinite recursion. Segment I correctly adds 1 for the root node to the number of nodes in the left and right subtrees.

14. (D) Segments I and II are equivalent, but segment II, which uses the three-parameter TreeNode constructor, is more compact. The order of the pointer parameters in the constructor is left, right, so in segment II the call mirrorTree(tree.getRight()) will attach as the left subtree of the new tree a duplicate of the right subtree of tree. Similarly, the last parameter of the constructor, the call mirrorTree(tree.getLeft()), will cause a duplicate of the left subtree of tree to be attached as the right subtree of the new tree. Segment III is wrong because it creates an exact copy of the tree rather than a mirror image.
15. (E) This is an example where you don’t automatically add the value in the root node. Thus, eliminate choices A, B, and C, which all add something to \( \text{leafSum}(\text{tree.getLeft()}) + \text{leafSum}(\text{tree.getRight()}) \). The correct test for a leaf is that both the left and right pointers must be null. Thus, eliminate choice D, which has an “or” in the test instead of an “and.”

16. (D) The algorithm uses the binary search tree property and searches only the left subtree if \( \text{target} \) is less than the current root value, or only the right subtree if \( \text{target} \) is greater than or equal to the current root value. In a general binary tree (i.e., not a binary search tree), the given algorithm may miss the target. Note that choice E is false; the postcondition specifies that a \( \text{TreeNode} \) with \( \text{target} \) is returned, which the algorithm will do irrespective of the number of times \( \text{target} \) occurs in the tree.

17. (A) The algorithm is actually returning the rightmost element of the tree, which is not one of the choices. Note that the rightmost element of a binary search tree is the largest (check it out!), which makes A the best choice. None of the other choices must be true. For example, if the tree in choice C looks like the following tree:

![Tree Diagram]

18. (E) Choice A is an inorder traversal yielding 4251637. Choice B is a preorder traversal: 1245367. Choice C is a right-to-left postorder traversal: 7635421. Choice D is a right-to-left inorder traversal: 7361524. Trying the regular postorder and the right-to-left preorder traversals (the two remaining possibilities) does not yield the required output either.

19. (B) This method numbers all the leaves of the tree beginning with the right subtree. The starting number given in this case is 3. The rightmost leaf becomes 3, and leaves are numbered in ascending order from right to left.

20. (C) In the line \( x = 1 + \text{whatIts}(\text{tree.getLeft()}) \), 1 is added for each recursive call until \( \text{tree.getLeft()} \) is null. Similarly, 1 is added for each recursive call in the line \( y = 1 + \text{whatIts}(\text{tree.getRight()}) \). Look at an example like the following tree:

![Tree Diagram]

Here \( x \) will end up with value 1 (two recursive calls plus -1 for the base case), whereas \( y \) will end up with the value 2 (three recursive calls plus -1 for the base case). The method in this case will return 2, the maximum of \( x \) and \( y \), which is the level of the tree.
21. (C) The method call $f(t)$ returns the maximum of the following three quantities:
   (1) Sum of node heights of left and right subtrees of root node $t$. Here $4+1=5$.
   (2) Maximum of sum of node heights of left and right subtrees for any node in the left subtree of node $t$.
   (3) Maximum of sum of node heights of left and right subtrees for any node in the right subtree of node $t$. This is zero because there are no nodes underneath $t.getRight()$.

   ![Tree Diagram]

   Note that the shaded node in the left subtree of node $t$ has node height of left subtree $= 3$, and node height of right subtree $= 3$. No other node in the subtree returns a higher total, so the method call $f(t.getLeft())$ returns 6. Since $\max(5, 6, 0) = 6$, $f(t)$ returns 6.

22. (B) Each aspect of a postorder traversal is linear, that is, $O(n)$. In a given traversal,
   - Each node is output exactly once, thus printing is $O(n)$.
   - Each if statement is executed once per node, thus testing for null is $O(n)$.
   - The total number of calls to doPostorder is, again, once per node, thus invoking doPostorder is $O(n)$.

   Since each operation of the method is $O(n)$, the total run time is $O(n)$. 

Chapter Goals

- The Java collections API
- The collections hierarchy
- Collections and generics
- Collections and iterators
- The List<E> interface
- The ArrayList<E> and LinkedList<E> classes
- The Set<E> interface
- The HashSet<E> and TreeSet<E> classes
- The Map<K,V> interface
- The HashMap<K,V> and TreeMap<K,V> classes
- Run time of list, set, and map operations

COLLECTIONS IN JAVA

What Is a Collection?

A collection is any bunch of objects you can think of: members of a local bridge club, your CD collection, all book titles in the library, the moves in a chess game, the flavors at the ice cream parlor, a sack of toys. Some collections are ordered; some are not. Some allow duplicates; some do not.

The Collections API

When you write a Java program that manipulates a collection, you may use the Collections API (Application Programming Interface), which is a library provided by Java. Most of the API is in java.util. This library gives the programmer access to prepackaged data structures and the methods to manipulate them. The implementations of these container classes are invisible and should not be of concern to the programmer. The code works. And it is reusable.

All of the collections classes have the following features in common:
• They are designed to be both memory and run-time efficient.
• They provide methods for insertion and removal of items (i.e., they can grow and shrink).
• They provide for iteration over the entire collection.
• In Java 5.0 the collection classes are generic, which means that they have type parameters.

THE COLLECTIONS HIERARCHY

Inheritance is a defining feature of the Collections API. Some of the core interfaces that are used to manipulate the collections follow. They specify the operations that must be defined for any container class that implements that interface.

![Diagram of the Collections Hierarchy]

NOTE

1. The diagram shows the Collection interface at the root of the collections hierarchy. A Collection is simply a group of objects called its elements. The Collection interface is used to manipulate collections when maximum generality is desired, much like Object in the hierarchy of classes.
2. Set and List are both collections. A Set is unordered and cannot contain duplicates. A List is ordered and can contain duplicates.
3. A Map is not considered to be a true collection and therefore has its own hierarchy tree. A Map is an object that maps keys to values. A Map cannot contain duplicate keys: each key maps to exactly one value.
4. The SortedSet and SortedMap interfaces are sorted versions of Set and Map.

You don’t have to know all these interfaces for the AP exam. The only ones you are expected to know are Set, List, and Map. The container classes you are expected to know are ArrayList, LinkedList, HashSet, TreeSet, HashMap, and TreeMap. The diagrams on the next page show which interface is directly implemented by each of these classes:
COLLECTIONS AND GENERICS

The collections classes are generic, with type parameters (see p. 297). Thus, List<E> and Set<E> contain elements of type E, while Map<K,V> maps keys of type K to values of type V.

When a generic class is declared, the type parameter is replaced by an actual object type. For example,

```java
private LinkedList<Clown> clowns;
private Map<Clown, Circus> locations;
```
NOTE

1. The clowns list must contain only Clown objects. An attempt to add an Acrobat to the list, for example, will cause a compile-time error.
2. Since the type of objects in a generic class is restricted, the elements can be accessed without casting.
3. There are no primitive types in collections classes. To use primitive types, wrapping and unwrapping must first occur, which is automatically done in Java 5.0 with auto-boxing and -unboxing.
4. All of the type information in a program with generic classes is examined at compile time. After compilation the type information is erased. This feature of generic classes is known as erasure. During execution of the program, any attempt at incorrect casting will lead to a ClassCastException.

COLLECTIONS AND ITERATORS

Definition of an Iterator

An iterator is an object whose sole purpose is to traverse a collection, one element at a time. During iteration, the iterator object maintains a current position in the collection, and is the controlling object in manipulating the elements of the collection.

The Iterable<E> Interface

Each of the generic collection classes provides an iterator for traversal of the collection. Each class implements the Iterable interface:

```java
public interface Iterable<E>
{
    //Returns an iterator over a collection of elements of type E.
    Iterator<E> iterator();
}
```

The Iterator<E> Interface

The package java.util provides a generic interface, Iterator<E>, whose methods are hasNext, next, and remove. A class that implements Iterator for a given collection can iterate over that collection, provided the collection implements Iterable. The Java Collections API allows iteration over each of its collections classes.

THE METHODS OF Iterator<E>

```java
boolean hasNext()
```

Returns true if there’s at least one more element to be examined, false otherwise.

```java
T next()
```

Returns the next element in the iteration. If no elements remain, the method throws a NoSuchElementException.
void remove()

Deletes from the collection the last element that was returned by next. This method can be called only once per call to next. It throws an IllegalStateException if the next method has not yet been called, or if the remove method has already been called after the last call to next.

Using a Generic Iterator

To iterate over a parameterized collection, you must use a parameterized iterator whose parameter is the same type.

Example 1

List<String> list = new ArrayList<String>();
\<code to initialize list with strings>\
//Print strings in list, one per line.
for (Iterator<String> itr = list.iterator(); itr.hasNext();)
System.out.println(itr.next());

NOTE
1. Only classes that implement the Iterable interface can use the for-each loop. This is because the loop operates by using an iterator. Thus, the loop in the above example is equivalent to

   for (String str : list) //no iterator in sight!
   System.out.println(str);

2. Recall, however, that a for-each loop cannot be used to remove elements from the list. Thus, the following example requires an iterator.

Example 2

//Remove all 2-character strings from strList.
//Precondition: strList initialized with String objects.
public static void removeTwos(List<String> strList)
{
   Iterator<String> itr = strList.iterator();
   while (itr.hasNext())
      if (itr.next().length() == 2)
         itr.remove();
}

Example 3

//Assume a list of integer strings.
//Remove all occurrences of "6" from the list.
for (Iterator<String> itr = list.iterator(); itr.hasNext();)
{
   String num = itr.next();
   if (num.equals("6"))
   {
      itr.remove();
      System.out.println(list);
   }
}
If the original list is 2 6 6 3 5 6 the output will be

[2, 6, 3, 5, 6]
[2, 3, 5, 6]
[2, 3, 5]

Example 4

//Illustrate NoSuchElementException.
Iterator<SomeType> itr = list.iterator();
while (true)
    System.out.println(itr.next());

The list elements will be printed, one per line. Then an attempt will be made to move past the end of the list, causing a NoSuchElementException to be thrown. The loop can be corrected by replacing true with itr.hasNext().

Example 5

//Illustrate IllegalStateException.
Iterator<SomeType> itr = list.iterator();
SomeType ob = itr.next();
itr.remove();
itr.remove();

Every remove call must be preceded by a next. The second itr.remove() statement will therefore cause an IllegalStateException to be thrown.

NOTE

In a given program, the declaration

itr = list.iterator();

must be made every time you need to initialize the iterator to the beginning of the list.

The ListIterator<E> Interface

The List collections, ArrayList and LinkedList, provide an expanded iterator, ListIterator, that is a subclass of Iterator. The ListIterator interface allows traversal of the list in either direction, as well as greater capabilities for modifying the list. In addition to hasNext, next, and remove, there are six new methods in ListIterator. Of these, you are expected to know just two for the AP exam: add and set.

METHODS add AND set IN ListIterator<E>

void add(E item)

Inserts the specified element into the list. The insertion point immediately precedes the next element that would be returned by a call to next, if any. If the list is empty, the new element becomes the sole element in the list. The method throws a ClassCastException if the type of the object added is incompatible with the elements in the list.
NOTE
A subsequent call to next would be unaffected by the new element—the “current” element becomes the inserted element.

```java
void set(E item)
```

Replaces the last element returned by next with the specified element. A call to set can only be made if neither remove nor add have been called after the last call to next. The method throws an IllegalStateException if next has not been called, or if remove or add have been called after the last call to next.

**Using the ListIterator<E> Interface**

To declare a ListIterator object for a list obList of ObjectType, use the listIterator method as follows:

```java
ListIterator<ObjectType> itr = obList.listIterator();
```

The elements of the list are traversed from beginning to end with this code:

```java
while (itr.hasNext())
    <code with call to itr.next()>
```

NOTE
During iteration, a container can be modified using the remove, add, and set methods of the iterator. During iteration, however, you may not modify the container using non-iterator methods. A ConcurrentModificationException will be thrown. (You don’t need to know the name of this exception for the AP exam.)

For each example below, assume that list is a List of String objects.

**Example 1**

```java
//Print elements of list, 1 per line.
for (ListIterator<String> itr = list.listIterator(); itr.hasNext();)
    System.out.println(itr.next());
```

NOTE
This is essentially the same code as when Iterator is used.

**Example 2**

```java
//Add element to front of list.
ListIterator<String> itr = list.listIterator();
itr.add("55");
System.out.println(list);
```

If the input for the list is 3 5 7, the output will be [55, 3, 5, 7].

**Example 3**

```java
//Add element to second slot in list.
ListIterator<String> itr = list.listIterator();
String element = itr.next();
itr.add("400");
System.out.println(list);
```
If the input for the list is 3 5 7, the output will be [3, 400, 5, 7].

Example 4

//Replace each element in list with "100".
ListIterator<String> itr = list.listIterator();
while (itr.hasNext())
{
    String element = itr.next();
    itr.set("100");
}

Example 5

//Illustrate IllegalStateException.
ListIterator<String> itr = list.listIterator();
itr.set("55"); //error: set must be preceded by next

Each of the following code fragments will also cause the error.

String obj = itr.next();
itr.remove();
itr.set("55"); //set must be directly preceded by next

String obj = itr.next();
itr.add("100");
itr.set("55"); //set must be directly preceded by next

THE List<E> INTERFACE

A class that implements the List<E> interface is a list of elements of type E. In a list, duplicate elements are allowed. The elements of the list are indexed, with 0 being the index of the first element.

A list allows you to

- Access an element at any position in the list using its integer index.
- Insert an element anywhere in the list.
- Iterate over all elements using ListIterator or Iterator.

NOTE

1. It is generally more run-time efficient to iterate through a list than to cycle through the indexes.
2. For two list objects list1 and list2, list1.equals(list2) returns true if and only if the lists contain the same elements in the same order. This is irrespective of implementation.
The Methods of List\(<E>\)

Here are the methods in the AP Java subset.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>boolean add(E obj)</td>
<td>Appends obj to the end of the list. Always returns true (contrast with add in Set, p. 487). Throws a ClassCastException if the specified element is not of type E.</td>
</tr>
<tr>
<td>int size()</td>
<td>Returns the number of elements in the list.</td>
</tr>
<tr>
<td>E get(int index)</td>
<td>Returns the element at the specified index in the list.</td>
</tr>
<tr>
<td>E set(int index, E element)</td>
<td>Replaces item at specified index in the list with specified element. Returns the element that was previously at index. Throws a ClassCastException if the specified element is not of type E.</td>
</tr>
<tr>
<td>void add(int index, E element)</td>
<td>Inserts element at specified index. Elements from position index and higher have 1 added to their indices. Size of list is incremented by 1.</td>
</tr>
<tr>
<td>E remove(int index)</td>
<td>Removes and returns the element at the specified index. Elements to the right of position index have 1 subtracted from their indices. Size of list is decreased by 1.</td>
</tr>
<tr>
<td>Iterator(&lt;E&gt;&gt; iterator()</td>
<td>Returns an iterator over the elements in the list, in proper sequence, starting at the first element.</td>
</tr>
<tr>
<td>ListIterator(&lt;E&gt;&gt; listIterator()</td>
<td>Returns a list iterator over the elements in the list, in proper sequence, starting at the first element.</td>
</tr>
</tbody>
</table>

The ArrayList\(<E>\> Class

This is an array implementation of the List interface. The main difference between an array and an ArrayList is that an ArrayList is resizeable during run time, whereas an array has a fixed size at construction.

Shifting of elements, if any, caused by insertion or deletion, is handled automatically by ArrayList. Operations to insert or delete at the end of the list are \(O(1)\). Be aware, however, that at some point there will be a resizing; but, on average, over time, an insertion at the end of the list is \(O(1)\). This is called amortized constant time, and will not be tested on the AP exam. In general, insertion or deletion in the middle of an ArrayList is \(O(n)\), since elements must be shifted to accommodate a new element (add), or to close a “hole” (remove).
THE METHODS OF ArrayList<E>

In addition to the two add methods, and size, get, set, remove, iterator, and listIterator, you must know the following constructor.

ArrayList()

Constructs an empty list.

The following constructor, which is not in the AP subset, is also worth knowing. It provides neat solutions to certain problems.

ArrayList(Collection<? extends E> c)

Constructs an ArrayList containing the elements of c in the same order as those in c. The parameter is a collection of type E or any type that’s a subclass of E.

NOTE

Each method above that has an index parameter—add, get, remove, and set—throws an IndexOutOfBoundsException if index is out of range. For get, remove, and set, index is out of range if

index < 0 || index >= size()

For add, however, it is OK to add an element at the end of the list. Therefore index is out of range if

index < 0 || index > size()

Using ArrayList<E>

Example 1

//Return an ArrayList of random integers from 0 to 100.
public static List<Integer> getRandomIntList()
{
    Random r = new Random();
    List<Integer> list = new ArrayList<Integer>();
    System.out.print("How many integers? ");
    int length = IO.readInt(); //read user input
    for (int i = 0; i < length; i++)
    {
        list.add(new Integer(r.nextInt(101)));
    }
    return list;
}

NOTE

1. The variable list is declared to be of type List<Integer> (the interface) but is instantiated as type ArrayList<Integer> (the implementation). This has the advantage of making the code applicable to any List. For example, the single change

    List<Integer> list = new LinkedList<Integer>();

    will produce a getList method that creates a linked list of random integers.
2. The `add` method in `getList` is the `List` method that appends its parameter to the end of the list.

**Example 2**

```java
//Swap two values in list, indexed at i and j.
public static void swap(List<E> list, int i, int j)
{
    E temp = list.get(i);
    list.set(i, list.get(j));
    list.set(j, temp);
}
```

**NOTE**

The `swap` method can be called with an `ArrayList` or a `LinkedList`—in fact, with any list object that implements `List`.

**Example 3**

```java
//Print all negatives in list a.
//Precondition: a contains Integer values.
public static void printNegs(List<Integer> a)
{
    System.out.println("The negative values in the list are: ");
    for (Integer i : a)
        if (i.intValue() < 0)
            System.out.println(i);
}
```

**NOTE**

1. In Example 3 a for-each loop is used because each element is accessed without changing the list. An iterator operates unseen in the background. Contrast this with Example 4, where the list is changed by removing elements. Here an iterator must be used explicitly.
2. No cast is required for `i.next()`: It is known to be of type `Integer`.
3. To test for a negative value, you could compare the `Integer i.next()` to another `Integer` object, namely one with value 0. This has to be constructed with the expression `new Integer(0)`. The test in the while loop then becomes

```java
if (i.next().compareTo(new Integer(0)) < 0)
```
Example 5

//Change every even-indexed element of strList to the empty string.  
//Precondition: strList contains String values.
public static void changeEvenToEmpty(List<String> strList)
{
    boolean even = true;
    ListIterator<String> itr = strList.listIterator();
    while (itr.hasNext())
    {
        itr.next();
        if (even)
            itr.set("");
        even = !even;
    }
}

NOTE
1. A ListIterator is used because the set method is required: every second element, starting with the first, must be set to the empty string "."
2. The loop must start with a call to next because every call to set must be preceded by next.

The LinkedList<E> Class
This is a linked list implementation of the List interface. The implementation is a doubly linked list with references to the front and back of the list. The AP Java subset, however, does not include the ListIterator methods that allow access to previous elements. This means that for the AP exam, the use of the LinkedList class will be restricted to singly linked lists.

The methods of LinkedList provide easy access to both ends of the list. To access the middle of the list, either an iterator or the get and set methods of the List interface must be used (p. 480).

THE METHODS OF LinkedList<E>
The following methods are in the AP Java subset (in addition to add, size, get, set, iterator, and listIterator).

LinkedList()
Constructs an empty list.

void addFirst(E obj)
Inserts obj at the front of the list.

void addLast(E obj)
Appends obj to the end of the list.

E getFirst()
Returns the first element in the list.
Returns the last element in the list.

Removes and returns the first element in the list.

Removes and returns the last element in the list.

NOTE

1. If the list is empty, the getFirst, getLast, removeFirst, and removeLast methods throw a NoSuchElementException.
2. The following constructor, which is not in the AP subset, is also worth knowing.

```java
LinkedList(Collection<? extends E> c)
```

Constructs a LinkedList containing the elements of c in the same order as those in c. The objects in the `Collection` parameter are of any type that extends E.

**Using LinkedList<E>**

The syntax for using a LinkedList is identical to that for using an ArrayList:

- To declare a LinkedList variable, use the interface `List` on the left side:
  ```java
  List<E> b = new LinkedList<E>();
  ```
- To traverse the linked list, use `Iterator`, `ListIterator`, or a for-each loop.
- When an object is returned from a generic list, no cast is required before invoking methods with that object.

**Writing General Code**

Wherever possible try to write code that is general. For example, here is a method that will work for either an ArrayList or a LinkedList of Integer.

```java
//Return largest item in list.
//Precondition: list is a nonempty list of Comparable values,
// in this case, Integers.
public static Comparable findMax(List<Integer> list)
{
    Iterator<Integer> itr = list.iterator();
    Comparable max = itr.next(); //initialize max to first element
    while (itr.hasNext())
    {
        Comparable element = itr.next();
        if (max.compareTo(element) < 0) //if max < element
            max = element;
    }
    return max;
}
```
ArrayList vs. LinkedList

The above example can be made even more general if the parameter is a List of any type that is Comparable. The code uses a wildcard, which will not be tested on the AP exam.

```java
//Return largest item in list.
//Precondition: list is a nonempty list of Comparable values.
public static Comparable findMax(List<? extends Comparable> list)
{
    Iterator<? extends Comparable> itr = list.iterator();
    Comparable max = itr.next(); //initialize max to first element
    while (itr.hasNext())
    {
        Comparable element = itr.next();
        if (max.compareTo(element) < 0) //if max < element
            max = element;
    }
    return max;
}
```

NOTE

1. The elements of the list must be Comparable so that the compareTo method can be used.
2. In the initialization of max and the assignments to element, the object returned by `itr.next()` need not be cast to Comparable before `compareTo` can be called: It is automatically the declared type.

### ArrayList vs. LinkedList

Which implementation should you use?

Here are the run times for the various operations:

<table>
<thead>
<tr>
<th>Operation</th>
<th>ArrayList</th>
<th>LinkedList</th>
</tr>
</thead>
<tbody>
<tr>
<td>Insert at front</td>
<td><code>add(0, obj)</code></td>
<td><code>addFirst(obj)</code></td>
</tr>
<tr>
<td></td>
<td><code>O(n)</code>. Must shift all elements to make slot.</td>
<td><code>O(1)</code>. A constant number of pointer connections.</td>
</tr>
<tr>
<td>Insert at end</td>
<td><code>add(obj)</code></td>
<td><code>addLast(obj)</code></td>
</tr>
<tr>
<td></td>
<td><code>O(1)</code>. May, however, need to resize. <code>O(n)</code> to add <code>n</code> elements.</td>
<td><code>O(1)</code>. A constant number of pointer connections.</td>
</tr>
<tr>
<td>Delete at front</td>
<td><code>remove(0)</code></td>
<td><code>removeFirst()</code></td>
</tr>
<tr>
<td></td>
<td><code>O(n)</code>. Must shift all elements one unit left.</td>
<td><code>O(1)</code>. A constant number of pointer connections.</td>
</tr>
<tr>
<td>Delete at end</td>
<td><code>remove(size()-1)</code></td>
<td><code>removeLast()</code></td>
</tr>
<tr>
<td></td>
<td><code>O(1)</code>. Adjust <code>size()</code>.</td>
<td><code>O(1)</code>. A constant number of pointer connections.</td>
</tr>
</tbody>
</table>

*Continued on next page*
Chapter 11  Collections

<table>
<thead>
<tr>
<th>Operation</th>
<th>ArrayList</th>
<th>LinkedList</th>
</tr>
</thead>
<tbody>
<tr>
<td>Insert in middle</td>
<td>add(index, obj)</td>
<td>itr.add()</td>
</tr>
<tr>
<td></td>
<td>$O(1)$ access to insertion point.</td>
<td>$O(n)$ access to insertion point,</td>
</tr>
<tr>
<td></td>
<td>$O(n)$ insertion, since elements</td>
<td>using iterator.</td>
</tr>
<tr>
<td></td>
<td>to right of index must be shifted.</td>
<td>$O(1)$ insertion.</td>
</tr>
<tr>
<td>Delete in middle</td>
<td>remove(index)</td>
<td>itr.remove()</td>
</tr>
<tr>
<td></td>
<td>$O(1)$ access to element.</td>
<td>$O(n)$ access to insertion point,</td>
</tr>
<tr>
<td></td>
<td>$O(n)$ deletion, since elements</td>
<td>using iterator.</td>
</tr>
<tr>
<td></td>
<td>to right of index must be shifted.</td>
<td>$O(1)$ deletion.</td>
</tr>
<tr>
<td>Change value in middle</td>
<td>set(index, obj)</td>
<td>itr.set(obj)</td>
</tr>
<tr>
<td></td>
<td>$O(1)$. Fast access.</td>
<td>$O(n)$ traversal to locate element.</td>
</tr>
</tbody>
</table>

The choice of implementation should be driven by the run-time efficiency of your particular application. Here are some guidelines:

1. For most applications ArrayList is faster. This is because
   - ArrayList has fast access to any element in the list whose index is known, while LinkedList requires an $O(n)$ traversal to reach an interior element.
   - LinkedList needs to allocate a node for each element in the list, whereas ArrayList does not.

2. There are two cases in which you should consider using LinkedList:
   - If your application involves the frequent addition of elements to the front of the list. This is $O(1)$ for LinkedList but $O(n)$ for ArrayList, which requires copying and shifting elements for insertion.
   - If you must iterate over the list, deleting many elements as you go. This is $O(n)$ for LinkedList, a single traversal with a constant number of pointer connections for each deletion. For ArrayList, however, the operation is $O(n^2)$: For each deleted element, the entire right side of the list must be shifted.

3. The LinkedList methods addFirst, getFirst, removeFirst, removeLast, addLast, and getLast make it convenient to use a LinkedList implementation for any program that accesses only the ends of the list. A good example is implementing a queue. What you lose is the advantage of general code—you can no longer easily switch implementations if you decide ArrayList will be faster.

THE Set<E> INTERFACE

A set is a collection that has no duplicate elements. It may contain a null element. The Set interface is based on the idea of a mathematical set.

A set allows you to
- Insert a nonduplicate element into the set.
THE Set<E> INTERFACE

- Remove an element from the set.
- Test if a given element is in the set.
- Iterate over the elements using Iterator.

A class that implements the Set<E> interface is a set of elements of type E. The two Set<E> implementations in the Collections API are

- HashSet<E>, which stores its elements in a hash table (see p. 536).
- TreeSet<E>, which stores its elements in a balanced binary search tree.

NOTE

Two Set objects are equal if and only if they contain the same elements, irrespective of implementation.

The Methods of Set<E>

Here are the methods in the AP Java subset:

```java
boolean add(E obj)
```

Adds obj to the set and returns true if obj was not already in the set. Leaves the set unchanged and returns false if obj was already in the set.

```java
boolean contains(Object obj)
```

Returns true if the set contains obj, or if obj is null and the set contains null. Otherwise, the method returns false.

```java
boolean remove(Object obj)
```

Removes obj from the set and returns true if obj was in the set. Leaves the set unchanged and returns false if obj was not in the set.

```java
int size()
```

Returns the number of elements in the set.

```java
Iterator<E> iterator()
```

Returns an iterator over the elements in the set.

The HashSet<E> Class

The HashSet<E> class implements the Set<E> interface. Items are not stored in any particular order and therefore do not need to be Comparable.

The methods of HashSet in the AP Java subset are the same methods as those given for the Set interface: add, contains, remove, size, and iterator. Additionally, you should know that the iterator returns the elements in no particular order and does not guarantee that the order will stay the same over time.

You should also know the default constructor for HashSet objects:

Use a HashSet for fast access and removal of elements.
HashSet()

Constructs an empty set.

The following constructor, which is not in the AP subset, is also worth knowing:

HashSet(Collection<? extends E> c)

Constructs a new HashSet containing the elements in Collection c. The new set contains no duplicates, even though c may contain duplicates. The parameter is a collection of type E or any type that’s a subclass of E.

The HashSet class is implemented with a hash table. As such it offers $O(1)$ run times for the operations add, remove, and contains.

The TreeSet<E> Class

The TreeSet<E> class implements the SortedSet<E> interface and guarantees that the sorted set will be in ascending order, as determined by compareTo. This means that the items of a TreeSet are Comparable. They must also be mutually comparable, which means that you can compare them with each other. (For example, you can’t compare a String with an Integer!)

As with HashSet, the TreeSet methods in the AP Java subset are those that were specified for the Set interface: add, contains, remove, size, and iterator. Note that the iterator for a TreeSet always returns the elements in ascending order.

You should also know the default constructor for TreeSet objects:

TreeSet()

Constructs an empty set.

The following constructor, which is not in the AP subset, is also worth knowing:

TreeSet(Collection<? extends E> c)

Constructs a new set, sorted in ascending order, containing the elements of c without duplicates. The elements of c must be mutually comparable, and their type is E or any type that extends E.

The TreeSet class is implemented with a balanced binary search tree. It therefore provides $O(\log n)$ run time for the operations add, remove, and contains.

Examples with HashSet<E> and TreeSet<E>

Example 1

    Set<String> set = new HashSet<String>();
    set.add("Mary");
    set.add("Joan");
    set.add("Mary");
    set.add("Dennis");
    set.add("Alan");
    System.out.println("Size of set is " + set.size());
for (String str: set)
    System.out.print(str + " ");
System.out.println();

Set<String> tSet = new TreeSet<String>(set);
for (String str: tSet)
    System.out.print(str + " ");
System.out.println();

Iterator<String> itr = tSet.iterator();
while (itr.hasNext())
    if(itr.next().equals("Joan"))
        itr.remove();
System.out.println(tSet);

The output for this code fragment is

Size of set is 4
Joan Mary Dennis Alan
Alan Dennis Joan Mary
[Alan, Dennis, Mary]

NOTE

1. Again note that the collection variables set and tSet are declared with their interface type, Set, and constructed with their actual type (HashSet or TreeSet). This maintains flexibility to change implementations by just changing the constructor used.
2. Recall that a set does not allow duplicates. Thus, only one "Mary" was added.
3. The names in the second line of output could have been printed in any order.
4. Tossing the elements of a HashSet into a TreeSet gives a quick method of getting the elements in sorted order. However, the constructor used is not in the AP Java subset. On the exam, the statement

    Set<String> tSet = new TreeSet<String>(set);

is likely to be replaced with a statement like this:

    Set<String> tSet = copySetToTreeSet(set);

where copySetToTreeSet is described as a method that returns a TreeSet containing all the elements of Set set.
5. To access each element of a set without changing the set, use a for-each loop. However, if the set may be changed during the iteration, an iterator must be used.
6. The last line of code,

    System.out.println(tSet);

uses a toString method to produce the last line of output.

Example 2

Remove duplicates from an ArrayList.
/* Precondition: ArrayList list may contain duplicate items. * Postcondition: Returns list with all duplicates removed. */

public static ArrayList<String> removeDups(ArrayList<String> list) {
    Set<String> set = new HashSet<String>(list);
    ArrayList<String> newList = new ArrayList<String>(set);
    return newList;
}

If the list parameter is created from this file

farmer
cat
hen
apple
pear
baboon
cat
hen
cat

then the following list of words without duplicates is produced

[farmer, pear, apple, baboon, hen, cat]

NOTE

1. If the elements in the returned ArrayList need to be sorted, replace the first line of the method with

   Set<String> set = new TreeSet<String>(list);

   The line

   ArrayList<String> newList = new ArrayList<String>(set);

   receives the elements in the same order that they’re being stored—for TreeSet this is sorted in ascending order.

2. The removeDups method can be used in a program as follows:

   ArrayList<String> words = getWordList(); //read in words
   words = removeDups(words);

3. Example 2 uses constructors for ArrayList, HashSet, and TreeSet that are not in the AP Java subset. (To achieve the same result without those constructors, you would need to use iterators to copy one collection to another.) If these constructors are used on the AP exam, the statements

   Set<String> set = new HashSet<String>(list);
   ArrayList<String> newList = new ArrayList<String>(set);

   will be fully explained or, alternatively, replaced with methods that achieve the same result:

   Set<String> set = copyListToHashSet(list);
   ArrayList<String> newList = copySetToArrayList(set);

   where copyListToHashSet is described as a method that returns a HashSet containing all the elements of ArrayList list, and copySetToArrayList returns an ArrayList containing all the elements of Set set.
Example 3

Consider a `ArrayList` of words, `words`. You need to obtain each of the following:

- The total number of words.
- The number of `distinct` words (i.e., don’t count any duplicates).
- A list of words that were duplicates (don’t list any more than once!).

Finding the total number of words is trivial. Since `words` is an `ArrayList`, you can simply access its size:

```java
int total = words.size();
```

To find the number of `distinct` words, you can use the `removeDups` method of the previous example:

```java
ArrayList<String> noDups = removeDups(words);
int numDistinctWords = noDups.size();
```

To get a list of duplicate words, without listing any more than once, suggests using a set of duplicates. How can you generate this set?

Recall that the `add` method returns `false` if the set already contains the element you are trying to add. This gives a way to spot those duplicates. You can iterate through `words`, tossing each word into a set. When you spot a duplicate, add it to the set of duplicates.

```java
/* Precondition: ArrayList list may contain duplicate items.
 * Postcondition: Returns set of duplicates contained in list.
 * Returns an empty set if there were no duplicates.
 */
public static HashSet<String> getDuplicates(List<String> list) {
    Set<String> hSet = new HashSet<String>();
    Set<String> duplicates = new HashSet<String>();

    for (String str: list)
        if (!hSet.add(str))
            duplicates.add(str);
    return duplicates;
}
```

If the `List` of words is created from this file

```
farmer
cat
hen
apple
pear
```

then the set of duplicates produced is

```java
[farmer, cat, hen]
```
Chapter 11 Collections

Using `HashSet` and `TreeSet`

- If ordering of elements is important, use `TreeSet`.
- If ordering of elements is not important, use `HashSet` because the run time of the operations is faster.
- After creating an iterator for either `Set` implementation, don’t modify the set with any method other than `itr.remove()`. You will generate an error if you do.
- The set implementations do not allow duplicates. Two objects `e1` and `e2` are duplicates if `e1.equals(e2)` is true, so for user-defined classes you need to override the default `equals` and `hashCode` methods to get the correct behavior. Remember two objects that are equal must have the same `hashCode` (see p. 227). If you do not do this correctly, you could have duplicate elements that are not treated as duplicates!

**THE `Map<K,V>` INTERFACE**

A `map` is a collection of key-to-value mappings, where both key and value can be any object. A map cannot contain duplicate keys, which means that each key maps to exactly one value. Different keys, however, can map to the same value. Note that the "value" can itself be a collection.

The `Map` interface allows you to

- Insert a key/value pair into the map.
- Retrieve any value, given its key.
- Remove any key/value pair, given its key.
- Test if a given key is in the map.
- View the elements in the map. (The interface provides three different ways to view the collection: the set of keys, the set of values, and the set of key/value mappings. The AP Java subset requires that you know just one of these, the set of keys, using the `keySet` method.)
- Iterate over the mapping elements, using `Iterator`. (The interface allows iteration over keys, values, or key/value pairs. You are required to know iteration over keys only. See *Iterating over Maps* on p. 494.)

The two `Map<K,V>` implementations in the AP Java subset are `HashMap<K,V>` and `TreeMap<K,V>`.

**The Methods of `Map<K,V>`**

Here are the methods in the AP Java subset:
THE Map<K,V> INTERFACE

V put(K key, V value)

Associates key with value and inserts the pair in the map. If the map already contained a mapping for this key, the old value is replaced. The method returns either the previous value associated with key, or null if there was no previous value for this key. Throws a ClassCastException if the type of the specified key or value prevents it from being stored in this map.

V get(Object key)

Returns the value associated with key. Returns null if the map contains no mapping for this key. Note that a return value of null indicates one of two situations:

1. The map contained no mapping for key.
2. This key was explicitly mapped to null.

The containsKey method can be used to distinguish these cases.

V remove(Object key)

Removes the mapping for key from this map, if present. Returns the previous value associated with key, or null if there was no mapping for key. Note that a return value of null may also indicate that this key was previously mapped to a value of null.

boolean containsKey(Object key)

Returns true if the map contains a mapping for key, false otherwise.

int size()

Returns the number of key/value mappings in the map.

Set<K> keySet()

Returns the set of keys contained in the map.

The HashMap<K,V> Class

The HashMap<K,V> class implements the Map<K,V> interface with a hash table. There is no particular ordering of elements and no guarantee that any given ordering stays constant over time. The class permits null values and the null key.

HashMap provides O(1) run times for the get and put operations. This assumes that the keys are uniformly distributed across the hash table. There are two parameters that affect the performance of HashMap:

- Initial capacity: the number of slots for keys in the table (called buckets).
- Load factor: how full the table is allowed to get before its capacity is increased. (The default load factor of 0.75 offers a good tradeoff between time and space efficiency.)

You won’t be tested on these details of the implementation, but they are helpful to understand how the class works.
The methods of HashMap in the AP Java subset are the same methods as those given for the Map interface: put, get, remove, containsKey, size, and keySet. You should also know the following default constructor for HashMap objects:

```java
HashMap()
```

Constructs an empty map.

The following constructor, which is not in the AP subset, is also worth knowing:

```java
HashMap(Map<? extends K, ? extends V> m)
```

Constructs a new HashMap with the same mappings as m. The keys in the parameter m can be any type that extends K. The values can be any type that extends V.

### The TreeMap<K, V> Class

The TreeMap<K, V> class implements the SortedMap<K, V> interface using a balanced binary search tree. The class guarantees ascending key order based on the ordering of the key class. TreeMap guarantees \(O(\log n)\) performance for the containsKey, get, and put operations.

The operations for TreeMap that you should know are those described for the Map interface: put, get, remove, containsKey, size, and keySet. Additionally, you should know the following default constructor for TreeMap objects:

```java
TreeMap()
```

Constructs an empty map.

The following constructor, which is not in the AP subset, is also worth knowing:

```java
TreeMap(Map<? extends K, ? extends V> m)
```

Constructs a new map with the same mappings as the given map, sorted in ascending order of keys. It assumes that all possible pairs of keys are mutually comparable.

### Iterating over Maps

The AP Java subset does not include an iterator method for the Map interface. This suggests that you will not be required to iterate over mappings.

You are, however, expected to be able to iterate over sets.

**Example 1**

To access the set of keys in map but not remove any of them, use a for-each loop:

```java
for (KeyType key : map.keySet())
    System.out.println(key);
```

**Example 2**

To filter the map based on some property of its keys, use an iterator:
for (Iterator<KeyType> i = map.keySet().iterator(); i.hasNext();)
    if (i.next().isBad())
        i.remove();

NOTE

1. Example 1 will print out the keys only for map. If map is of type HashMap, the keys will appear in some unknown order. If map is a TreeMap, the keys will be printed in ascending order.
2. The loop in Example 1 causes the keys to be printed one per line. The statement

       System.out.println(map.keySet());

would produce the keys printed on one line.
3. In Example 2, whenever i.remove() is called, the corresponding mapping will be removed from the map.
4. As with all the collections so far, no outside modification is allowed during an iteration.
5. The Map interface allows iteration over the set of keys, the set of values, and the set of key/value pairs. The operations that support the latter two types of iteration are not in the AP Java subset.

Examples with HashMap<K,V> and TreeMap<K,V>

Example 1

Initialize data in a map.

Map<String, Employee> employeeMap = new HashMap<String, Employee>();
for (int i = 1; i <= NUM_EMPLOYEES; i++)
{  
    Employee emp = new Employee();  //declare a new Employee
    emp.setName(...)  //set the Employee's attributes
    emp.setSalary(...)  // ...
    emp.setID("E" + i);  // ...
    employeeMap.put(emp.getID(), emp);  //add employee to the
                     //map using ID as the key
}
System.out.println(employeeMap.get("E4"));  //display the employee
                     //whose key is E4

NOTE

1. Both the key and value must be objects. The employee ID is a String object; the corresponding value is an Employee.
2. It is common practice to use one of an object's attributes as a key in a map. You must be careful, however, that the key is unique. For example, using an employee's name as the key would be problematic: Two different employees with the same name could not exist in the same mapping!
Example 2

Map<String, String> h = new HashMap<String, String>();
h.put("Othello", "green");
h.put("Macbeth", "red");
h.put("Hamlet", "blue");
if (!h.containsKey("Lear"))
    h.put("Lear", "black");
Map<String, String> t = new TreeMap<String, String>(h);
System.out.println(h.keySet()); //print HashMap keys
System.out.println(t.keySet()); //print TreeMap keys

Running this code segment produces the following output:

[Othello, MacBeth, Hamlet, Lear]
[Hamlet, Lear, MacBeth, Othello]

NOTE

1. The keys are ordered for the TreeMap. They are in no particular order for the 
   HashMap.
2. To print the set of values, you would need to use the Map method values, which 
   is not in the AP Java subset. You can print the set of key/value pairs for a Map 
   m with the statement
   
   System.out.println(m);
3. The statement

   Map<String, String> t = new TreeMap<String, String>(h);

   uses a constructor that is not in the AP subset. On the AP exam, the statement 
   is likely to be given as follows:

   Map<String, String> t = copyMapToTreeMap(h);

   where copyMapToTreeMap is described as a method that returns a TreeMap con- 
   taining all the elements of HashMap h.

Example 3

Use a HashMap to record the frequency of each word in an input file.

/* The WordFreqs class represents a mapping of words in a text 
 * file to their frequencies. 
 */

public class WordFreqs
{
    private Map<String, Integer> m;

    /* default constructor */
    public WordFreqs()
    {
        m = new HashMap<String, Integer>(); //use TreeMap for 
            // sorted output
        loadMap(m);
    }
/* Create a HashMap of words from input file.  
* Each key is a lowercase word.  
* Each value is the frequency of the corresponding word. */
private void loadMap(Map<String, Integer> m)
{
    /* code to open input file for reading */
    while (/* there are still words in input file */) {
        String word = /* next word in file */
        //Get Integer value in Map m associated with word.
        Integer i = m.get(word);
        if (i == null) //new word found
            m.put(word, new Integer(1));
        else //update frequency for existing word
            m.put(word, new Integer(i.intValue() + 1));
    }
    /* close file */
}

/* Print word frequencies to screen, line by line. */
public void printFrequencies()
{
    System.out.println("Word frequencies: ");
    for (String word : m.keySet())
        System.out.println(word + " " + m.get(word));
        System.out.println();
}

/* Print word frequency mapping to screen, on one line. */
public void printFrequencyMap()
{
    System.out.println("Word frequencies: ");
    System.out.println(m);
    System.out.println();
}

/* Print words to screen. */
public void printKeySet()
{
    System.out.println("Distinct words in file were: ");
    System.out.println(m.keySet());
    System.out.println();
}

Here is a program that tests the WordFreqs class:
public class WordFreqMain
{
    public static void main(String[] args)
    {
        WordFreqs freqs = new WordFreqs();
        freqs.printFrequencies();
        freqs.printKeySet();
        freqs.printFrequencyMap();
    }
}
When the input file is

apple pear apple orange pear grape orange apple

the following output is obtained:

Word frequencies:
orange 2
pear 2
apple 3
grape 1

Distinct words in file were
[orange, pear, apple, grape]
Word frequencies:
{orange=2, pear=2, apple=3, grape=1}

NOTE

The while loop in the loadMap method can be written in a simpler form using the auto-boxing and -unboxing feature of Java 5.0. (This feature will not be tested on the AP exam, but you can certainly use it in your answers to the free-response questions.)

while (<there are still words in input file >)
{
    String word = <next word in file>
    Integer i = m.get(word);
    if (i == null)  //new word found
        m.put(word, 1);
    else         //update frequency for existing word
        m.put(word, i + 1);
}

RUN TIME OF SET AND MAP OPERATIONS

<table>
<thead>
<tr>
<th>Data Structure</th>
<th>Method</th>
<th>Run Time</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>HashSet</td>
<td>add(x)</td>
<td>O(1)</td>
<td>Stored in a hash table.</td>
</tr>
<tr>
<td></td>
<td>remove(x)</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>contains(x)</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Assumes uniform distribution of elements.</td>
</tr>
<tr>
<td>TreeSet</td>
<td>add(x)</td>
<td>O(log n)</td>
<td>Stored in a balanced binary search tree.</td>
</tr>
<tr>
<td></td>
<td>remove(x)</td>
<td></td>
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</tr>
<tr>
<td></td>
<td>contains(x)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>HashMap</td>
<td>put(key,x)</td>
<td>O(1)</td>
<td>Keys stored in a hash table.</td>
</tr>
<tr>
<td></td>
<td>get(key)</td>
<td></td>
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<td></td>
<td>remove(key)</td>
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<td></td>
<td>containsKey(key)</td>
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</tr>
</tbody>
</table>
Chapter Summary

Be familiar with lists, sets, and maps, and their implementations in the Java API library. In particular, you should know the methods of the AP Java subset for the `ArrayList<E>`, `HashSet<E>`, `TreeSet<E>`, `HashMap<K,V>` and `TreeMap<K,V>` classes.

You should know what type of application calls for the use of a list, set, or map, and you should be able to write code that uses each of these data structures. Know the big-O run time for each method used in manipulating a collection.

You should be able to use iterators to traverse each of these collections, and in particular, you should be familiar with the AP Java subset methods of the `Iterator<E>` and `ListIterator<E>` interfaces.

When traversing an `ArrayList`:

- Use a for-each loop to access each element without changing it, or to modify each object in the list using a mutator method.
- Use an `Iterator` to remove elements.
- Use a `ListIterator` to replace elements.
MULTIPLE-CHOICE QUESTIONS ON COLLECTIONS

For additional questions on the ArrayList class, see Questions 22–28 in Chapter 6.

1. Which is a true statement about the collections classes?
   (A) ArrayList and LinkedList extend List.
   (B) HashSet and TreeSet implement HashMap and TreeMap, respectively.
   (C) TreeMap and HashMap implement Map.
   (D) TreeSet implements both Set and Tree.
   (E) TreeSet extends HashSet.

2. Which of the following correctly lists all the elements in a set declared as HashSet<SomeClass> h? You may assume that SomeClass has a toString method.
   I for (ListIterator<SomeClass> i = h.listIterator(); i.hasNext();)
       System.out.println(i.next() + " ");
   II for (Iterator<SomeClass> itr = h.iterator(); itr.hasNext();)
       System.out.println(itr.next() + " ");
   III for (SomeClass element : h)
       System.out.println(element + " ");
   (A) I only  
   (B) II only  
   (C) III only  
   (D) II and III only  
   (E) I, II, and III

3. Which is a correct description of the run times of the given operation for (1) TreeSet and (2) HashSet?
   (A) Inserting an element (add):  (1) O(1)  (2) O(1)
   (B) Inserting an element (add):  (1) O(1)  (2) O(log n)
   (C) Removing an element (remove):  (1) O(log n)  (2) O(n)
   (D) Removing an element (remove):  (1) O(log n)  (2) O(1)
   (E) Testing if an element is in the set (contains):  (1) O(n)  (2) O(n)

4. A collection of Comparable objects is to be maintained in sorted ascending order. The collection can contain duplicates. Individual elements in the collection will be updated frequently. There will be no deletion of elements, and infrequent additions of new elements. The best implementation for this collection is
   (A) An ArrayList  
   (B) A LinkedList  
   (C) A TreeSet  
   (D) A HashSet  
   (E) A TreeMap
5. Consider an ArrayList list of Student objects. Which of the following correctly adds a Student s at position insertPos. You may assume that s is initialized, and that insertPos is of type int and is in bounds.

I list.add(insertPos, s)
II for (int i = list.size(); i >= insertPos; i--)
       list[i+1] = list[i];
       list[insertPos] = s;
       list.size()++;
III ListIterator<Student> itr = list.listIterator();
    int index = 0;
    while (index != insertPos)
      { 
         itr.next();
         index++;
      }
    itr.add(s);

(A) I only  
(B) II only  
(C) III only  
(D) I and III only  
(E) II and III only

6. Consider method replace below:

/* Precondition: List<E> L is a list of objects, some of which *
   could be null.  
* Postcondition: All occurrences of val are replaced 
   with newVal, including if val is null.  */
public static void replace(List<E> L, E val, E newVal) 
{ 
   for (ListIterator<E> i = L.listIterator(); i.hasNext();)
      if (val.equals(i.next()))
         i.set(newVal);
}

Which is true about the replace method?

(A) It always works as specified. 
(B) It may cause a NullPointerException to be thrown. 
(C) It may cause an IllegalStateException to be thrown. 
(D) It may cause a NoSuchElementException to be thrown. 
(E) It will never work as specified; it will always cause an exception to be thrown.

7. Consider a map m, where m is of type HashMap or TreeMap. Suppose s1 and s2 are both sets, of type HashSet or TreeSet, where s1 is the set of keys in m, and s2 is the set of corresponding values in m. Which must be true?

(A) s1.size() > s2.size()  
(B) s1.size() >= s2.size()  
(C) s1.size() == s2.size()  
(D) s1.size() < s2.size()  
(E) s1.size() <= s2.size()
8. Refer to the method changeEven below.

```java
/* Precondition: ArrayList<Integer> a contains at least 1 element.
 * Postcondition: Every even-indexed element contains 0, i.e.,
 * elements with index 0,2,4,... contain 0. */
public static void changeEven(ArrayList<Integer> a)
{
    boolean even = true;
    ListIterator<Integer> itr = a.listIterator();
    while (itr.hasNext())
    {
        if (even)
            itr.set(new Integer(0));
        itr.next();
        even = !even;
    }
}
```

Which statement is true about changeEven?
(A) It will work as intended for any ArrayList a.
(B) It will throw an IllegalStateException for every ArrayList a.
(C) It will throw an IllegalStateException only if ArrayList a has an even number of elements.
(D) It will throw an IllegalStateException only if ArrayList a has an odd number of elements.
(E) It will throw an IllegalStateException only if ArrayList a has fewer than three elements.
9. Consider the `max` method below, which is intended to find the largest element in a set.

```java
/* Precondition: s is a nonempty set of String objects. */
/* Postcondition: Returns largest element in s. */
public static Comparable max(Set<String> s)
{
    Iterator<String> itr = s.iterator();
    /* code to find maxValue */
    return maxValue;
}
```

Which replacement for `/* code to find maxValue */` achieves the desired postcondition?

I. `String maxValue = itr.next();
   while (itr.hasNext())
   {
      String current = itr.next();
      if (maxValue.compareTo(current) < 0)
         maxValue = current;
   }

II. `Comparable maxValue = itr.next();
    while (itr.hasNext())
    {
      Comparable current = itr.next();
      if (maxValue.compareTo(current) < 0)
        maxValue = current;
    }

III. `Comparable maxValue = itr.next();
    while (itr.hasNext())
    {
      String current = itr.next();
      if (maxValue.compareTo(current) < 0)
        maxValue = current;
    }

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III
10. Consider a `findShortStrings` method that examines the `String` objects in an `ArrayList<String>` and creates a set of strings whose length is less than five.

```java
/* Precondition: list is a nonempty ArrayList of strings. * Postcondition: Returns a set of strings whose length is less * than 5. */
public static Set<String> findShortStrings(ArrayList<String> list) {
    Set<String> strSet = new HashSet<String>();
    Iterator<String> itr = list.iterator();

    while (itr.hasNext())
    {
        if (itr.next().length() < 5)
            strSet.add (itr.next());
    }
    return strSet;
}
```

Which is true about `findShortStrings`?

(A) It is unlikely to work as intended.

(B) It will always work as intended.

(C) It will work as intended whenever `list` contains an even number of elements.

(D) It will work as intended whenever `list` contains an odd number of elements.

(E) It may throw an `IllegalStateException`.

11. Consider the following code segment:

```java
List<Integer> a = new ArrayList<Integer>();
Set<Integer> t = new TreeSet<Integer>();
for (int i = 10; i >= 1; i--)
    a.add(new Integer(i * i));
for (int i = 0; i < a.size(); i++)
{
    Integer intObj = a.get(i);
    int val = (intObj.intValue()) % 3;
    t.add(new Integer(val));
}
System.out.println(t);
```

What will be output as a result of executing this segment?

(A) [1, 0, 1, 1, 0, 1, 1, 1, 1]

(B) [1, 1, 0, 1, 1, 0, 1, 1, 1]

(C) [0, 0, 0, 1, 1, 1, 1, 1, 1]

(D) [1, 0]

(E) [0, 1]
12. Assume that list is an array of lowercase words:

\[
\text{String[]} \text{ list} = \{\text{salad, banana, lettuce, beef, banana, */ more words */}\}
\]

What does this code segment do?

\[
\text{public static final Integer ONE = new Integer(1); Map<String, Integer> m = new HashMap<String, Integer>(); }
\]

\[
\text{for (int i = 0; i < list.length; i++) }
\]

\[
\{ \text{Integer num = m.get(list[i]); if (num == null)} \]

\[
\text{m.put(list[i], ONE); else m.put(list[i], new Integer(num.intValue() + 1));)} \n\]

(A) It produces in \( m \) a count of the distinct words in the list.
(B) It produces a table that maps each word in the list to its position in the list.
(C) It produces an alphabetized list of the words in the list and maps each word to its position in the list.
(D) It produces a frequency table that maps each word in the list to the number of times it occurs in the list.
(E) It searches list for those words that are already in \( m \). When it finds a word in \( m \), it updates the frequency for that word.

13. Which of the following correctly removes the first \( k \) elements from LinkedList \( L \)? You may assume that \( 0 \leq k < L.size() \).

I \text{ int count = 1; ListIterator<ElementType> itr = L.listIterator(); while (itr.hasNext() && count <= k) }

\[
\{ \text{itr.remove(); count++; } \}
\]

II \text{ int count = 1; Iterator<ElementType> itr = L.iterator(); while (count <= k) }

\[
\{ \text{itr.next(); itr.remove(); count++; } \}
\]

III \text{ for (int i = 1; i <= k; i++) L.removeFirst();}

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) II and III only
14. A certain LinkedList L may contain duplicates. Which of the following operations removes the duplicates from L? (It is not necessary to preserve the order of the elements in the list.)

(A) Transfer the elements of L to a new HashMap m. Transfer the elements of m to a new LinkedList L.

(B) Transfer the elements of L to a new HashSet h. Transfer the elements of h to a new LinkedList L.

(C) Transfer the elements of L to a new ArrayList a. Transfer the elements of a to a new LinkedList L.

(D) Transfer the elements of L to a new TreeMap m. Assign the key set of m to L.

(E) Transfer the elements of L to a new HashMap m. Assign the set of values in m to L.

15. A new ice cream parlor in a college town is planning to introduce three new flavors: peach chocolate, mango vanilla, and lychee strawberry. The ice cream parlor will do a survey among college students and ask if they would try such flavors. The percentage of students who would be willing to try each flavor will then be tabulated. The raw data of the survey will be stored in a large text file, and a computer program will access the file and calculate percentages. Of the following, which is the most suitable data structure for tabulating the results of the survey in the computer program?

(A) A HashMap

(B) A HashSet

(C) A priority queue

(D) An $m \times n$ matrix, where $m$ is the number of flavors and $n$ is the number of people surveyed

(E) $m$ arrays, where $m$ is the number of flavors
16. Which of the following code fragments will not cause an exception to be thrown?

(A) `Map<String, String> m = new HashMap<String, String>();
    String obj = m.get("hello");`

(B) `List<String> l = new LinkedList<String>();
    String obj = l.getFirst();`

(C) `List<String> a = new ArrayList<String>();
    a.add(1, "hello");`

(D) `String str = "";
    Set<String> s = new HashSet<String>();
    s.add("The");
    s.add("rain");
    s.add("in");
    s.add("Spain");
    for (Iterator<String> i = s.iterator(); i.hasNext();)
        str = str + (Integer) i.next();`

(E) `Set<String> t = new TreeSet<String>();
    t.add("The");
    t.add("rain");
    t.add("in");
    t.add("Spain");
    for (Iterator<String> i = t.iterator(); i.hasNext();)
    {
        i.remove();
        i.next();
    }`
17. Consider the following declarations in a program (lines are numbered for reference):

```java
1 public class Student
2 {
3   ...
4 }
5 public class GradStudent extends Student
6 {
7   ...
8 }
9 public class UnderGrad extends Student
10 {
11   ...
12 }
13 public class StudentStuff
14 {
15   public void someMethod()
16   {
17     List<GradStudent> grads = new ArrayList<GradStudent>();
18     <code to initialize grads>
19     List<Student> studs = grads;
20     ...
21   }
22   ...
23 }
```

Which lines of code will cause an error?

(A) 5 and 9 only
(B) 17 only
(C) 19 only
(D) 17 and 19 only
(E) 5, 9, 17, and 19 only
18. Consider the following code for creating a new HashMap:

```java
Map<String, Employee> m = new HashMap<String, Employee>();
<code to initialize m>
```

Which of the following code segments will search the keys of m and print each mapping whose key satisfies a given condition?

I for (String s : m.keySet())
   { if (s.hasCondition())
         System.out.println(s);
   }

II for (String s : m)
   { if (s.hasCondition())
         System.out.println(m);
   }

III for (String s : m.keySet())
   { if (s.hasCondition())
         System.out.println(s + " " m.get(s));
   }

(A) None
(B) I only
(C) II only
(D) III only
(E) I and III only
Use the following description of the game of Battleships for Questions 19–22.

A programmer simulates the game of Battleships. The computer will try to sink its opponent’s fleet before its own fleet is wiped out. Each player has a grid, hidden from the other player, with ships placed in straight lines, as shown.

Notice that

- No two ships occupy adjacent squares.
- The grid goes from (0, 0) in the top left-hand corner to (SIZE-1, SIZE-1) in the bottom right-hand corner.
- There are five ships of different lengths.

The players take turns shooting at each other’s fleet. When a player fires a shot, he communicates the coordinates where the shot lands. His opponent responds “hit” or “miss.”

The programmer is considering how the computer should keep track of its opponent’s grid. He has defined a Position class and EnemyGrid class as follows:

```java
public class Position implements Comparable
{
    private int myRow, myCol;

    public Position(int r, int c)
    {
        myRow = r;
        myCol = c;
    }

    //accessors

    public int row()
    {
        return myRow;
    }

    public int col()
    {
        return myCol;
    }

    /* Returns Position north of (up from) this position. */
    public Position north()
    {
        return new Position(myRow - 1, myCol);
    }

    //similar methods for south, east, and west
    ...
```
/* Compares this Position to another Position object.  
* Returns either -1 (less than), 0 (equals),  
* or 1 (greater than).  
* Ascending order for Positions is row-major, namely start  
* at (0,0) and proceed row by row, left to right.  */
public int compareTo(Object o)  
{  
  Position p = (Position) o;  
  if (this.row() < p.row() || this.row() == p.row() &&  
      this.col() < p.col())  
    return -1;  
  if (this.row() > p.row() || this.row() == p.row() &&  
      this.col() > p.col())  
    return 1;  
  return 0;  //row and col both equal  
}

//equals and hashCode methods not shown ...

/* Returns string form of Position. */
public String toString()  
{  return "(" + myRow + "," + myCol + ");";  }

public class EnemyGrid  
{  
  //private instance variables not shown ...

  //constructor
  public EnemyGrid()  
  {  /* implementation not shown */  }

  public void displayGrid()  
  {  /* implementation not shown */  }

  public Position selectNewPos()  
  {  /* implementation not shown */  }

  //Update grid with "hit" or "miss" response.
  public void updateGrid(String response, Position pos)  
  {  /* implementation not shown */  }

  //other methods not shown ...
}
19. The private instance variables of the EnemyGrid class will depend on the data structure selected to keep track of the grid. Which of the following is the least suitable data structure?

(A) A TreeMap in which the keys are Position objects that have already been fired at. The corresponding values are the strings "hit" or "miss".

(B) A SIZE × SIZE matrix of strings in which each grid element has the value "hit", "miss", or "untried".

(C) A LinkedList of Position objects that have been fired at and hit, sorted in increasing order.

(D) A TreeSet called hitSet, which is the set of Position objects that the computer fired at and hit, and a TreeSet called missSet, which is the set of Position objects that the computer fired at and missed.

(E) An ArrayList of all Positions in the grid, and a parallel ArrayList of strings in which the kth location has value "hit", "miss", or "untried", depending on the status of the kth Position.

20. The programmer selects a TreeMap as the data structure for the EnemyGrid. The keys are Position objects that have been fired at, and the corresponding values are the strings "hit" or "miss". You may assume that SIZE is a global constant. The EnemyGrid class thus has this private instance variable:

```java
private Map<Position, String> posMap;
```

Here is the constructor for the class, and the `updateGrid` method:

```java
public EnemyGrid()
{ posMap = new TreeMap<Position, String>();}

/* Precondition: TreeMap contains Position/String mappings *
 * for each Position in the grid fired on *
 * so far. Position pos is in range, and is *
 * not in the map. *
 * Postcondition: TreeMap contains pos and its corresponding *
 * response. */
public void updateGrid(Position pos, String response)
{ /* implementation code */ }
```

Which is correct /* implementation code */?

I posMap.put(pos, response);

II if (!posMap.containsKey(pos))
    posMap.put(pos, response);

III String str = posMap.get(pos);
    if (str == null)
        posMap.put(pos, response);

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
21. Which is a good reason for using TreeMap rather than HashMap in the EnemyGrid class?

(A) The key set of used positions is displayed in row-major order (top to bottom, left to right), making it easy to see which positions are unused.
(B) The value set of strings is displayed in order, making it easy to see which positions have been "hit" (or "miss"ed!).
(C) Searching for any particular key position has faster run time in TreeMap than in HashMap.
(D) Inserting a Position/String pair into the TreeMap has faster run time than insertion into a HashMap.
(E) Retrieving a value from TreeMap has faster run time than retrieval from a HashMap.

22. Consider three different implementations for the EnemyGrid class:

I A TreeMap in which the keys are a set of Position objects that have already been fired at. The corresponding values are the strings "hit" or "miss".
II A SIZE × SIZE matrix of strings in which each grid element has the value "hit", "miss", or "untried".
III A TreeSet called hitSet that is the set of positions fired on and hit, and a TreeSet called missSet that is the set of positions fired on and missed.

Assuming that the number of positions in the enemy grid is large, and that the most efficient algorithms are used in all cases, which statement is false?

(A) Determining whether a given Position has been tried is more efficient with implementation II than with implementations I or III.
(B) Updating a new position is more efficient with implementation II than with implementations I or III.
(C) Listing all of the positions that have been used so far is more efficient with implementation II than implementation III.
(D) Listing all of the positions, in row-major order, that have been used so far is only slightly more efficient with implementation I than implementation III.
(E) Listing all of the positions, in row-major order, that have not yet been used is more efficient with implementation II than either implementations I or III.
Every year the Ithaca Bridge Club awards a versatility trophy to the player with the highest final score. A player’s final score is the average of his or her top twenty scores in games each with a different partner. Thus, in order to be eligible for this trophy, a player must have played at least twenty games with at least twenty different partners during the year.

Consider writing a program that finds the winner of this trophy. Here are two classes that may be used:

```java
public class Game {
    private String myPartner;
    private double myScore;

    public Game(String partner, double score) {
        myPartner = partner;
        myScore = score;
    }

    public String getPartner() { return myPartner; }

    public double getScore() { return myScore; }
}

public class Player {
    private String myName;
    private double myFinalScore;
    private LinkedList<Game> myGames; // a list of Games for this Player sorted in decreasing order of score

    public Player(String name) {
        myName = name;
        // < code to initialize myGames from gameFile >
    }

    public String getName() { return myName; }

    // < implementation code >

    public double calculateFinalScore() {
        // < implementation code >
    }
}
```
You may assume that every player in the club has a personalized `gameFile` that contains a listing of partners and corresponding scores. For example, Jimmy Carroll's `gameFile` may look like this:

```
Coppola Anthony  46.72
Harmon Mary      71.50
Coppola Anthony  64.27
Smith Jean       50.15
Smith Jean       48.31
Harmon Mary      75.67
...               
```

Notice that these scores are not in any particular order. When the data are read in by the `Player` constructor, however, each `Game` is placed in a `LinkedList`, sorted by score in descending order.

23. Consider the algorithm for the `calculateFinalScore` method for a `Player`. Traverse the `LinkedList` in order, as follows:
   - Get a `Game`.
   - If the partner has not been used, store the corresponding score, otherwise move on.
   - Stop when you reach the end of the list or you have twenty scores, whichever comes first.
   - If you have fewer than twenty scores, it means that this `Player` either played fewer than twenty games, or had fewer than twenty partners. The player is ineligible and the method should return -1.
   - If the player is eligible, return the average of the twenty scores.

There are two collections that must be stored during execution of this algorithm: (1) the partners that have already been used, and (2) the scores that must be counted for the final average. Which is the most suitable implementation for (1) the partners, and (2) the scores?

(A)  (1) an ArrayList  (2) an ArrayList
(B)  (1) an ArrayList  (2) an array
(C)  (1) a HashSet      (2) an array
(D)  (1) a TreeSet     (2) an array
(E)  (1) a HashSet      (2) an ArrayList
24. Here is the implementation code for the calculateFinalScore method of the Player class:

```java
/* Returns average of top 20 games, each with a different
 * partner. Returns -1 if Player is ineligible (fewer than
 * 20 games or 20 partners). */
public double calculateFinalScore()
{
    //number of games counted so far
    int count = 0;

    //array of scores to be used in finding average
double[] scores = new double[20];

    //set of different partners so far
Set<String> partnerSet = new HashSet<String>();

    //iterator for LinkedList of Games
Iterator<Game> itr = myGames.iterator();

    /* code to generate scores array */
    if (count == 20) //player eligible
        return findAverage(scores);
    else
        return -1; //player ineligible
}
```

Which is correct /* code to generate scores array */?

I  ```java
while (myGames.hasNext() && count < 20)
{
    Game g = myGames.next();
    if (!partnerSet.contains(itr.getPartner()))
    {
        partnerSet.add(itr.getPartner());
        scores[count] = itr.getScore();
        count++;
    }
}
```

II  ```java
while (itr.hasNext() && count < 20)
{
    Game g = itr.next();
    if (!partnerSet.contains(g.getPartner()))
    {
        partnerSet.add(g.getPartner());
        scores[count] = g.getScore();
        count++;
    }
}
while (itr.hasNext() && count < 20)
{
    Object o = itr.next();
    if (!partnerSet.contains(o.getPartner()))
    {
        partnerSet.add(o.getPartner());
        scores[count] = o.getScore();
        count++;
    }
}

(A) None is correct.
(B) I only
(C) II only
(D) III only
(E) II and III only

25. When the trophy race program is run, the data for all the players are inserted into an ArrayList, players, of Player objects. The list is then traversed, and all players that are eligible have their player name and final score inserted into a TreeMap<String, Double>. Recall that an eligible player had his or her final score returned by the method calculateFinalScore. The method returned -1 for ineligible players.

Here is a code segment that traverses the players list:

for (Player p : players)
{
    //if this Player is eligible
    {
        //place (Player name, final score) pair in TreeMap t
    }
}

Which is (1) a correct /* test */ and (2) a correct /* statement */?

(A) (1) p.calculateFinalScore() >= 0
    (2) t.put(p, p.calculateFinalScore())

(B) (1) p.calculateFinalScore() >= 0
    (2) t.put(p.getName(), new Double(p.calculateFinalScore()))

(C) (1) p.getScore() < 0
    (2) t.put(p.getPartner(), new Double(p.getScore()))

(D) (1) p.getScore() < 0
    (2) t.put(p, new Double(p.getScore()))

(E) (1) p >= 0
    (2) t.put(p, p.calculateFinalScore())
26. Having (player name, final score) pairs in a TreeMap data structure facilitates which operation?

I Listing the final scores in descending order.
II Listing the names of eligible players in alphabetical order.
III Listing the eligible players and their corresponding final scores, with the names in alphabetical order.

(A) I only
(B) III only
(C) II and III only
(D) I and II only
(E) I, II, and III

27. If \( s_1 \) and \( s_2 \) are two sets, the union of \( s_1 \) and \( s_2 \), \( s_1 \cup s_2 \), is defined as the set of all elements that are either in \( s_1 \) or \( s_2 \) or both. For example, if \( s_1 = \{2,7,9\} \) and \( s_2 = \{7,2,5,1\} \), then \( s_1 \cup s_2 = \{1,2,5,7,9\} \). Suppose \( h_1 \) and \( h_2 \) have been declared to be of type HashSet, and each has been initialized to contain objects of the same type. Which of the following code segments creates the union of \( h_1 \) and \( h_2 \) and stores it in \( \text{union} \)? You may assume that each line of code that copies elements into a new collection is correctly implemented as specified.

I //Copy the elements of \( h_1 \) into a new HashSet, \( \text{union} \).
Set\(<\text{Type}>\) \( \text{union} \) = new HashSet\(<\text{Type}>\)(\( h_1 \));
for (Type element : \( h_2 \))
    \( \text{union} \).add(element);

II //Copy the elements of \( h_1 \) into a new HashSet, \( \text{union} \).
Set\(<\text{Type}>\) \( \text{union} \) = new HashSet\(<\text{Type}>\)(\( h_1 \));
for (Type element : \( h_2 \))
    if(!\( \text{union} \).contains(element))
        \( \text{union} \).add(element);

III //Copy the elements of \( h_1 \) into a new ArrayList, \( \text{list} \).
ArrayList\(<\text{Type}>\) \( \text{list} \) = new ArrayList\(<\text{Type}>\)(\( h_1 \));
for (Type element : \( h_2 \))
    \( \text{list} \).add(element);
    //Copy the elements of \( \text{list} \) into a new HashSet, \( \text{union} \).
Set\(<\text{Type}>\) \( \text{union} \) = new HashSet\(<\text{Type}>\)(\( \text{list} \));

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III
### ANSWER KEY

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
</table>

### ANSWERS EXPLAINED

1. (C) Choice A is false because `ArrayList` and `LinkedList` are not subclasses of `List`; they implement the `List` interface. Choice B makes no sense: `HashSet` and `TreeSet` both implement `Set`. Choice D is wrong because there is no standard collections interface called `Tree`. Choice E is wrong: `TreeSet` is not a subclass of `HashSet`; they both are implementations of `Set`.

2. (D) Segment I is wrong because `ListIterator` is defined only for classes that implement `List`. If `h` were an `ArrayList` or `LinkedList`, then segment I would be correct.

3. (D) The balanced binary search tree for `TreeSet` provides $O(\log n)$ run times for `add`, `remove`, and `contains` (see the run-time analysis for `insert`, p. 438, and `find`, p. 439). The hash table implementation for `HashSet` provides $O(1)$ run times for `add`, `remove`, and `contains` (see p. 536).

4. (A) Accessing individual elements in the list is very efficient with `ArrayList`, $O(1)$. For a `LinkedList`, this operation is $O(n)$. Eliminate choices C and D—a set cannot contain duplicates. Choice E is a poor answer—the given collection is not a mapping.

5. (D) Segment I is the best way to do this. The add method of `ArrayList` allows instant access at any position in the list. Segment III is not as efficient, but it works! It uses the `ListIterator` method `add` instead of the `ArrayList` method `add`. Note that it is not necessary to include a test of `itr.hasNext()` in the `while` loop. Since it is given that `insertPos` is in bounds, the algorithm will always find the correct position before running off the end of the list. Segment II is wrong because it’s treating the `ArrayList` as if it were an array: There should be no indexing brackets.

6. (B) If `val` is null a `NullPointerException` will be caused by the expression `val.equals(...)`. The problem can be fixed by inserting `if (val == null)` as the first statement in the `for` loop and taking the appropriate action.
7. (B) Some keys in m can map to the same value. No two values, however, can match the same key.

<table>
<thead>
<tr>
<th>This is OK</th>
<th>This is not OK</th>
</tr>
</thead>
<tbody>
<tr>
<td>key1 → value1</td>
<td>key1 ← value1</td>
</tr>
<tr>
<td>key2</td>
<td>value2</td>
</tr>
<tr>
<td>key3</td>
<td>value2</td>
</tr>
<tr>
<td>key4</td>
<td></td>
</tr>
</tbody>
</table>

Recall that a set cannot contain duplicates. If the mapping is as shown on the left, s1 will have four elements and s2 will have two elements. If the mapping is one-to-one, then

\[ s1.size() == s2.size() \]

In general, however, the relationship will be

\[ s1.size() >= s2.size() \]

8. (B) The changeEven method throws an IllegalStateException since set is invoked before next on the first pass through the while loop.

9. (E) All work! In the declarations for maxValue and current (first and third lines of each segment), itr.next() returns a String, which is a Comparable. Therefore the test \( \text{if (maxValue.compareTo(...))} \) is fine.

10. (A) The probability of failure is very high because the \( \text{itr.next()} \) in the test is a different object from the \( \text{itr.next()} \) added to strSet in the next line! The iterator advances to the next element every time next() is called. The method can be fixed by modifying the while loop as follows:

```java
while (itr.hasNext())
{
    String current = itr.next();
    if (current.length() < 5)
        strSet.add (current);
}
```

Note that you can't say definitively that the given code will fail. A fluke list of data may actually end up with the desired outcome! A note about choice E: This method will never throw an IllegalStateException, since \( \text{itr.remove()} \) is not used (see p. 476). If the iterator runs out of elements during the second \( \text{itr.next()} \) call in the while loop, the method may throw a NoSuchElementException.

11. (E) The add method appends new elements to the end of the list. Thus, a contains 100, 81, 64, 49, 36, 25, 16, 9, 4, 1. The second for loop retrieves each element in turn, starting with 100. The remainder when the element is divided by 3 is added to the TreeSet \( t \). The only remainders generated are 1 and 0. Therefore, \( t \) contains just these two elements (no duplicates!). The output is 0, 1, since a TreeSet is ordered in ascending order.

12. (D) The algorithm traverses the array, starting with the first word. For each word, it checks to see if that word already exists as a key in \( m \). If it does, it increments the corresponding value by 1. If it doesn't, it inserts the word in \( m \) and assigns it the value 1. The set of values is thus the frequency for each word.
13. (E) Segment I fails because `remove` cannot be called without first calling `next`. Note that it's OK to use either `Iterator` or `ListIterator`, since both are defined for `List` collections. In segment II, notice that you don't need an `itr.hasNext()` test, since you are given that `k` is in range. Segment III repeatedly removes the first element using a method from `LinkedList`.

14. (B) Transferring the elements of `L` to a new `HashSet` creates a set containing the elements of `L`, but without the duplicates. The operation of transferring these elements to a new `LinkedList` `L` has the effect of restoring `L` without the duplicates, but not necessarily in the original order. Choices A, D, and E don't make sense: They place the elements of `L` in a map, but there is no mapping! Choice C does not remove the duplicates! It places the elements of `L`, duplicates and all, in an `ArrayList`. Then it restores `L` to its original state.

15. (A) For each flavor its corresponding tally must be stored. This suggests that a mapping should be used, with flavors as keys and frequencies as the corresponding values.

16. (A) The `get` method of `Map` returns either the value associated with the key or `null` if the map contains no mapping for that key. In the example given, since the `HashMap` is empty, `obj` will be assigned the value `null`. Here are the errors that will be caused by each of the other choices:
   B: `NoSuchElementException`: attempting to remove an element from an empty list.
   C: `IndexOutOfBoundsException`: If the list is empty, index 1 is out of range. Index 0 would be fine for `add`.
   D: `ClassCastException`: casting a `String` to an `Integer`.
   E: `IllegalStateException`: calling `remove` before a call to `next`.

17. (C) Here is the point of the question: If `A` is a subclass of `B` and `G` is a generic collection, it is *not* true that `G<A>` is a subclass of `G<B>`. Look at the problems that can develop from line 19. Suppose line 19 is followed by a statement like

   ```java
   studs.add(new Student( ... ));
   ```

   Since `studs` and `grads` are aliased (i.e., they refer to the same object), the above line may add a new `Student` to `grads` that is not a `GradStudent`. This is problematic, so the Java compiler will produce a compile-time error at line 19. Note that line 17 is fine: An `ArrayList<GradStudent>` is a `List<GradStudent>`.

18. (D) Segment I is wrong because it doesn’t print a mapping, only a key. Segment II is wrong because it doesn’t examine each key in the key set. It also prints the entire mapping each time it prints. Segment III is correct: It prints the key and the corresponding value.

19. (C) There has to be some mechanism in the data structure that keeps track of whether a given position was hit or missed. All the data structures except the `LinkedList` in choice C have such a mechanism.

20. (E) Segment I associates `pos` with `response` and inserts the pair in the map. Segments II and III contain unnecessary code, but both work. Segment II inserts the `pos/response` pair in the map only when it determines that this `pos` is new, which, according to the precondition, it is. Segment III gets the value associated with `pos` in the map. Since `pos` is not in the map, `str` will be `null`, and the `pos/response` pair will be inserted in the map.
21. (A) Choices B through E are all false statements! Choice B is wrong because only the keys are displayed in order, not the values. (Besides, what does it mean to have "hit" or "miss" in order?) All of the operations in choices C through E are $O(\log n)$ for TreeMap and $O(1)$ for HashMap, if run time is the most important issue.

22. (C) Recall that the TreeMap (implementation I) contains only the positions that have been used so far. Thus, listing these is a simple traversal of a tree, requiring no tests. In order to list the used positions in the matrix (implementation II), however, every element in the grid must be inspected so that the "untried" values are omitted. Note that choices A and B are true: Accessing a given element in the matrix is $O(1)$, whereas doing so in a binary search tree is $O(\log n)$. It would appear that choice D is false because positions in the TreeMap are already sorted, whereas the positions in the two different TreeSet-s, while individually sorted, would have to be merged. However, in implementation III, a parallel traversal of hitSet and missSet that compares and prints elements as it goes, traverses the same number of elements as the TreeSet in implementation I. For choice E, to list the unused positions is very easy with the matrix implementation. Simply traverse in order and list the positions that are marked "untried". Finding the unused positions in implementations I and III is quite tricky, since these positions are not explicitly included in those structures. Try it!

23. (C) To store the partners: You want a collection that allows you to test in an efficient and convenient way whether the current partner is already in the collection. The contains method of Set allows an $O(1)$ test if a HashSet is used. A HashSet is better than a TreeSet because you have no compelling reason to keep the collection sorted. The contains method for TreeSet is $O(\log n)$, which is slower than $O(1)$. An ArrayList for the partners is not as good a choice as a HashSet because the search is $O(n)$.

To store the scores: The length of the list is fixed at 20, and the scores are primitive doubles. This suggests that you use a fixed-length array. Using an array eliminates the overhead of wrapping and unwrapping the double values during processing.

24. (C) Segment II does each of the following correctly:
   - Traverses the list with itr, the Iterator object.
   - Accesses the partner and score for this Game, using g.getPartner() and g.getScore().
   - Accesses the partnerSet correctly, using partnerSet.contains and partnerSet.add.

Segment I uses the Iterator and Game objects incorrectly. Segment III does not cast the next object to Game. This is necessary because getPartner and getScore are Game, not Object, methods.

25. (B) If a player is ineligible, the calculateFinalScore method returns -1. Therefore the correct test for eligibility is

\[
\text{if (p.calculateFinalScore()} \geq 0)\]

You need p.getName() and p.calculateFinalScore() to access Player p's name and final score. Be careful not to use the getScore method from the Game class!

Note that the test should not be
if (p.calculateFinalScore() != -1)

Never test whether a floating-point number is exactly equal to or not equal to another number (see the Box on p. 122). Note that in some of the answer choices a Double object was created from the final score so that it could be placed in the TreeMap:

    new Double(p.calculateFinalScore());

This wrapping is in fact unnecessary since the advent of Java 5.0. The following statement in (2) of choice B would also be correct:

    t.put(p.getName(), p.calculateFinalScore());

You will not, however, see this on the AP exam.

26. (C) A TreeMap maintains the keys in sorted order, which in this case means that the names are in alphabetical order. Printing the keySet gives the names in alphabetical order (operation II). Printing the map t gives the (name, score) pairs as described in operation III. Note: it’s certainly possible to perform a sort on the set of score values. This operation is not, however, facilitated by the TreeMap structure, which was the point of the question.

27. (E) Segment I places the elements of h1 in union. Then it iterates over h2, placing in union all the elements of h2 that are not already in union. (Recall that the Set method add leaves the set unchanged if its Object parameter is already contained in the set.) Segment II uses the same idea as segment I. The contains test is redundant but not incorrect. Segment III takes a more circuitous route but ends where it should. It places the elements of h1 in an ArrayList and then appends all the elements of h2 to the list. Note that this list may contain duplicates—the elements that are in both h1 and h2. When union is constructed from the ArrayList, the duplicates are eliminated, since a set contains no duplicates.
In each of the following sorting algorithms, assume that an array of \( n \) elements, \( a[0] \), \( a[1] \), \ldots, \( a[n-1] \), is to be sorted in ascending order.

**O(\( N^2 \)) SORTS: SELECTION AND INSERTION SORTS**

**Selection Sort**

This is a “search-and-swap” algorithm. Here’s how it works.

Find the smallest element in the array and exchange it with \( a[0] \), the first element. Now find the smallest element in the subarray \( a[1] \ldots a[n-1] \) and swap it with \( a[1] \), the second element in the array. Continue this process until just the last two elements remain to be sorted, \( a[n-2] \) and \( a[n-1] \). The smaller of these two elements is placed in \( a[n-2] \); the larger, in \( a[n-1] \); and the sort is complete.

Trace these steps with a small array of four elements. The unshaded part is the subarray still to be searched.

\[
\begin{array}{cccc}
8 & 1 & 4 & 6 \\
1 & 8 & 4 & 6 & \text{after first pass} \\
1 & 4 & 8 & 6 & \text{after second pass} \\
1 & 4 & 6 & 8 & \text{after third pass}
\end{array}
\]
NOTE

1. For an array of \( n \) elements, the array is sorted after \( n - 1 \) passes.
2. After the \( k \)th pass, the first \( k \) elements are in their final sorted position.
3. Number of comparisons in first pass: \( n - 1 \).
   Number of comparisons in second pass: \( n - 2 \).
   \ldots and so on.
   Total number of comparisons \( = (n - 1) + (n - 2) + \cdots + 2 + 1 = n(n - 1)/2 \),
   which is \( O(n^2) \).
4. Irrespective of the initial order of elements, selection sort makes the same number of comparisons. Thus best, worst, and average cases are all \( O(n^2) \).

Insertion Sort

Think of the first element in the array, \( a[0] \), as being sorted with respect to itself. The array can now be thought of as consisting of two parts, a sorted list followed by an unsorted list. The idea of insertion sort is to move elements from the unsorted list to the sorted list one at a time; as each item is moved, it is inserted into its correct position in the sorted list. In order to place the new item, some elements may need to be moved down to create a slot.

Here is the array of four elements. In each case, the boxed element is “it,” the next element to be inserted into the sorted part of the list. The shaded area is the part of the list sorted so far.

\[
\begin{array}{cccc}
8 & 1 & 4 & 6 \\
1 & 8 & 4 & 6 & \text{after first pass} \\
1 & 4 & 8 & 6 & \text{after second pass} \\
1 & 4 & 6 & 8 & \text{after third pass}
\end{array}
\]

NOTE

1. For an array of \( n \) elements, the array is sorted after \( n - 1 \) passes.
2. After the \( k \)th pass, \( a[0], a[1], \ldots, a[k] \) are sorted with respect to each other but not necessarily in their final sorted positions.
3. The worst case for insertion sort occurs if the array is initially sorted in reverse order, since this will lead to the maximum possible number of comparisons and moves:
   Number of comparisons in first pass: 1
   Number of comparisons in second pass: 2
   \ldots
   Number of comparisons in \( (n - 1) \)th pass: \( n - 1 \)
   Total number of comparisons \( = 1 + 2 + \cdots + (n - 2) + (n - 1) = n(n - 1)/2 \),
   which is \( O(n^2) \).
4. The best case for insertion sort occurs if the array is already sorted in increasing order. In this case, each pass through the array will involve just one comparison, which will indicate that “it” is in its correct position with respect to the sorted list. Therefore, no elements will need to be moved.
Total number of comparisons = \( n - 1 \), which is \( O(n) \).

5. For the average case, insertion sort must still make \( n - 1 \) passes (i.e., \( O(n) \) passes). Each pass makes \( O(n) \) comparisons, so the total number of comparisons is \( O(n^2) \).

**RECURSIVE SORTS: MERGESORT AND QUICKSORT**

Selection and insertion sorts are inefficient for large \( n \), requiring approximately \( n \) passes through a list of \( n \) elements. More efficient algorithms can be devised using a “divide-and-conquer” approach, which is used in all the sorting algorithms that follow.

**Mergesort**

Here is a recursive description of how mergesort works:

If there is more than one element in the array

1. Break the array into two halves.
2. Mergesort the left half.
3. Mergesort the right half.
4. Merge the two subarrays into a sorted array.

Mergesort uses a merge method to merge two sorted pieces of an array into a single sorted array. For example, suppose array \( a[0] \ldots a[n-1] \) is such that \( a[0] \ldots a[k] \) is sorted and \( a[k+1] \ldots a[n-1] \) is sorted, both parts in increasing order. Example:

\[
\begin{array}{ccccccc}
2 & 5 & 8 & 9 & 1 & 6
\end{array}
\]

In this case, \( a[0] \ldots a[3] \) and \( a[4] \ldots a[5] \) are the two sorted pieces. The method call \( \text{merge}(a, 0, 3, 5) \) should produce the “merged” array:

\[
\begin{array}{ccccccc}
1 & 2 & 5 & 6 & 8 & 9
\end{array}
\]

The middle numerical parameter in \( \text{merge} \) (the 3 in this case) represents the index of the last element in the first “piece” of the array. The first and third numerical parameters are the lowest and highest index, respectively, of array \( a \).

Here’s what happens in mergesort:

1. Start with an unsorted list of \( n \) elements.
2. The recursive calls break the list into \( n \) sublists, each of length 1. Note that these \( n \) arrays, each containing just one element, are sorted!
3. Recursively merge adjacent pairs of lists. There are then approximately \( n/2 \) lists of length 2; then, approximately \( n/4 \) lists of approximate length 4, and so on, until there is just one list of length \( n \).

An example of mergesort follows:
Recursive Sorts: Mergesort and Quicksort

Analysis of Mergesort:

1. The major disadvantage of mergesort is that it needs a temporary array that is as large as the original array to be sorted. This could be a problem if space is a factor.
2. The merge method compares each element in the subarrays, an $O(n)$ process. It also copies the elements from a temporary array back into the original list, another $O(n)$ process. This total of $2n$ operations makes the merge part of the algorithm $O(n)$.
3. To break the array of $n$ elements into $n$ arrays of one element each requires $\log_2 n$ divisions, an $O(\log n)$ process. For each of the $\log_2 n$ divisions of the array, the $O(n)$ merge method is called to put it together again. Thus, mergesort is $O(n \log n)$.
4. Mergesort is not affected by the initial ordering of the elements. Thus, best, worst, and average cases are $O(n \log n)$.

Quicksort

For large $n$, quicksort is, on average, the fastest known sorting algorithm. Here is a recursive description of how quicksort works:

If there are at least two elements in the array
- Partition the array.
- Quicksort the left subarray.
- Quicksort the right subarray.

The partition method splits the array into two subarrays as follows: a *pivot* element is chosen at random from the array (often just the first element) and placed so that all items to the left of the pivot are less than or equal to the pivot, whereas those to the right are greater than or equal to it.

For example, if the array is 4, 1, 2, 7, 5, -1, 8, 0, 6, and $a[0] = 4$ is the pivot, the partition method produces

$$\begin{array}{cccccccc}
-1 & 1 & 2 & 0 & 4 & 5 & 8 & 7 & 6
\end{array}$$
Here’s how the partitioning works: Let $a[0]$, 4 in this case, be the pivot. Markers up and down are initialized to index values 0 and $n - 1$, as shown. Move the up marker until a value less than the pivot is found, or down equals up. Move the down marker until a value greater than the pivot is found, or down equals up. Swap $a[\text{up}]$ and $a[\text{down}]$. Continue the process until down equals up. This is the pivot position. Swap $a[0]$ and $a[\text{pivotPosition}]$.

\[
\begin{array}{ccccccccc}
\text{down} & 4 & 1 & 2 & 7 & 5 & -1 & 8 & 0 & 6 \\
\text{up} & & & & & & & & & \\
\end{array}
\]

Notice that the pivot element, 4, is in its final sorted position.

Analysis of Quicksort:

1. For the fastest run time, the array should be partitioned into two parts of roughly the same size. In this case, and on average, there are $\log_2 n$ splits. The partition algorithm is $O(n)$. Therefore the best and average case run times are $O(n \log n)$.

2. If the pivot happens to be the smallest or largest element in the array, the split is not much of a split—one of the subarrays is empty! If this happens repeatedly, quicksort degenerates into a slow, recursive version of selection sort and is $O(n^2)$ (worst case).

3. The worst case for quicksort occurs when the partitioning algorithm repeatedly divides the array into pieces of size 1 and $n - 1$. An example is when the array is initially sorted in either order and the first or last element is chosen as the pivot. Some algorithms avoid this situation by initially shuffling up the given array (!) or selecting the pivot by examining several elements of the array (such as first, middle, and last) and then taking the median.

NOTE

For both quicksort and mergesort, when a subarray gets down to some small size $m$, it becomes faster to sort by straight insertion. The optimal value of $m$ is machine-dependent, but it’s approximately equal to 7.

**A BINARY TREE SORT: HEAPSORT**

Heapsort is an elegant algorithm that uses an array implementation of a binary tree. Recall the following definitions from Chapter 10:

A perfect binary tree has every leaf on the same level and every nonleaf node has two children.
A complete binary tree is either perfect or perfect through the next-to-last level, with the leaves as far left as possible in the last level.

A heap (sometimes called a max heap) is a complete binary tree in which every node has a value greater than or equal to each of its children.

Example

Is each of the following a heap?

```
8
6
```

yes  yes  no (not a complete tree)  no (violates order property)  yes

NOTE

1. The largest value in a heap is in the root node.
2. A heap with \( n \) elements has \( n/2 \) subtrees that have at least one child. This counts the tree itself.

To sort array \( a[0], a[1], a[2], \ldots, a[n-1] \), heapsort has three main steps:

I. Slot the elements into a “mental” binary tree, level by level, from left to right as shown here. This creates a complete binary tree in your head, with the property that if node \( a[k] \) has children, its left child is \( a[2*k+1] \) and its right child is \( a[2*k+2] \).

II. Transform the tree into a heap. Note that \( a[(n/2)-1] \) down to \( a[0] \) are roots of nonempty subtrees. (Check it out for odd and even values of \( n \).) To form the heap, work from the “bottom” subtree up:

```
for (int rootIndex = (n / 2) - 1; rootIndex >= 0; rootIndex--)
    fixHeap(rootIndex, n - 1);  //n - 1 is the last index
```

(a) Original Tree  (b) fixHeap using \( a[2] \) as a root  (c) fixHeap using \( a[1] \) as a root
III. Sort the array using the heap property that the biggest element is at the top of the tree: Swap \( a[0] \) and \( a[n-1] \). Now \( a[n-1] \) is in its final sorted position in the array. Reduce the last index by one (think of it as an apple that has dropped off the tree), and restore the heap using one fewer element. Eventually there will be just one element in the tree, at which stage the array will be sorted.

\[
\text{while}(n > 1) \\
\quad \text{\{} \\
\quad \quad \text{swap}(0, n - 1); \quad // \text{swap} a[0] \text{ and } a[n-1] \\
\quad \quad \text{n}--; \\
\quad \quad \text{fixHeap}(0, n - 1); \quad // \text{rootIndex is 0 in each case} \\
\text{\} }
\]
...and so on until swap(0, 1) yields

Here is the sequence of swaps in the array, starting after the tree has been formed into a heap.

```
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>heap</td>
<td>9</td>
<td>3</td>
<td>7</td>
<td>1</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>swap</td>
<td>4</td>
<td>3</td>
<td>7</td>
<td>1</td>
<td>2</td>
<td>9</td>
</tr>
<tr>
<td>fix</td>
<td>7</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>9</td>
</tr>
<tr>
<td>swap</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>7</td>
<td>9</td>
</tr>
<tr>
<td>fix</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>7</td>
<td>9</td>
</tr>
<tr>
<td>swap</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>4</td>
<td>7</td>
<td>9</td>
</tr>
<tr>
<td>fix</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>4</td>
<td>7</td>
<td>9</td>
</tr>
<tr>
<td>swap</td>
<td>2</td>
<td>1</td>
<td>3</td>
<td>4</td>
<td>7</td>
<td>9</td>
</tr>
<tr>
<td>sorted!</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>7</td>
<td>9</td>
</tr>
</tbody>
</table>
```

Note that the fixHeap method in parts I and II of this algorithm assumes that the heap property is violated only by the root node (i.e., if you cover the root, the rest of the tree looks like a heap).

Analysis of Heapsort

1. For small $n$, this is not very efficient because of the initial overhead: Array elements must be rearranged to satisfy the heap property—the largest element must be moved to the “top” of the heap, and then moved again to the end of the array.
2. Heapsort is very efficient for large $n$.
   a) Building the original heap has $n/2$ iterations, each containing a fixHeap call, which, in the worst case, travels to the bottom (highest level) of the tree, $\log_2 n$ iterations. Thus, building the original heap is $O(n \log n)$.
   b) The sorting loop: $(n - 2)$ iterations of an $O(1)$ swap and $O(\log n)$ fixHeap-ing. Thus, the sorting piece of the algorithm is also $O(n \log n)$.
3. Heapsort is an “in-place” sort requiring no temporary storage. Its best, average, and worst case run times are all $O(n \log n)$. The worst case is only 20 percent worse than its average run time! This means that the order of the input elements does not significantly affect the run time.

**SORTING ALGORITHMS IN JAVA**

Unlike the container classes like `ArrayList`, whose elements must be objects, arrays can hold either objects or primitive types like `int` or `double`.
A common way of organizing code for sorting arrays is to create a sorter class with an array private instance variable. The class holds all the methods for a given type of sorting algorithm, and the constructor assigns the user’s array to the private array variable.

**Example 1**

Selection sort for an array of int.

```java
/* A class that sorts an array of ints from largest to smallest using selection sort. */

class SelectionSort {
    private int[] a;

    //constructor
    public SelectionSort(int[] arr) {
        a = arr;
    }

    //Swap a[i] and a[j] in array a.
    private void swap(int i, int j) {
        int temp = a[i];
        a[i] = a[j];
        a[j] = temp;
    }

    //Sort array a from largest to smallest using selection sort.
    //Precondition: a is an array of ints.
    public void selectionSort() {
        int maxPos, max;
        for (int i = 0; i < a.length - 1; i++) {
            //find max element in a[i+1] to a[a.length-1]
            max = a[i];
            maxPos = i;
            for (int j = i + 1; j < a.length; j++)
                if (max < a[j]) {
                    max = a[j];
                    maxPos = j;
                }
            swap(i, maxPos); //swap a[i] and a[maxPos]
        }
    }
}
```

Note that in order to sort objects, the elements must be Comparable since you need to be able to compare them.
Example 2

Heapsort for an array of Comparable.

/* A class that sorts an array of Comparable objects * from smallest to largest using heapsort. */

public class HeapSort {
    private Comparable[] a;

    //constructor
    public HeapSort(Comparable[] arr) {
        a = arr;
    }

    //swap a[i] and a[j] in array a
    private void swap(int i, int j) {
        Comparable temp = a[i];
        a[i] = a[j];
        a[j] = temp;
    }

    //Returns index of the maximum child of rootIndex node.
    //The last index of an element in the heap is last,
    //where last <= a.length - 1.
    private int getMaxChildIndex (int rootIndex, int last) {
        int leftChildIndex = rootIndex * 2 + 1;
        int rightChildIndex = leftChildIndex + 1;

        if (rightChildIndex > last ||
            a[leftChildIndex].compareTo(a[rightChildIndex]) > 0)
            return leftChildIndex;
        else
            return rightChildIndex;
    }

    //Fixes (sub)heap rooted at a[rootIndex], assuming that all
    //descendants of a[rootIndex] satisfy the heap order property,
    //i.e., order property violated only at the root node.
    //The last index of an element in the heap is last,
    //where last <= a.length - 1.
    private void fixHeap(int rootIndex, int last) {
        if (rootIndex * 2 < last) {
            int maxChild = getMaxChildIndex (rootIndex, last);
            if (a[maxChild].compareTo(a[rootIndex]) > 0) {
                swap(rootIndex, maxChild);
                fixHeap(maxChild, last);
            }
        }
    }
}
//Sort array a from smallest to largest using heapsort.
//Precondition: a is an array of Comparable objects.
public void heapSort()
{
    int n = a.length; //number of elements in array

    // Build original heap from unsorted elements.
    for (int rootIndex = (n / 2) - 1; rootIndex >= 0; rootIndex--)
        fixHeap(rootIndex, n - 1);

    //Sort by swapping root value (current largest) in heap
    //with last unsorted value, then fixHeap-ing the
    //remaining part of the array.
    while (n > 1) //while more than one element in tree
    {
        swap(0, n - 1);
        n--;
        fixHeap(0, n - 1);
    }
}

NOTE
The only method in this class other than the constructor that a client would call is
heapSort. The swap, getMaxChildIndex, and fixHeap methods are internal to the
sorting algorithm and are therefore private.
To sort an array of objects using this class:

public class SortTest
{
    <various methods>

    public static void main(String args[])
    {
        //Sort an array of words.
        <fill wordArray with wordList, a list of String objects>
        Comparable[] wordArray = makeArray(wordList);
        HeapSort h1 = new HeapSort(wordArray);
        h1.heapSort();
        ...

        //Sort an array of Position objects.
        <fill posArray with posList, a list of Position objects>
        Comparable[] posArray = makeArray(posList);
        HeapSort h2 = new HeapSort(posArray);
        h2.heapSort();
        ...
    }
}

NOTE
This code can be used only for objects that implement Comparable. The Java classes
Integer, Double, and String all do. The Position class used is on p. 510. All of
the Position coordinates are nonnegative. The compareTo method is defined to give
Position objects a row-major ordering, namely top-to-bottom, left-to-right. Thus (1,4) is less than (2,0), and (1,3) is less than (1,4).

**SEQUENTIAL SEARCH**

Assume that you are searching for a key in a list of $n$ elements. A sequential search starts at the first element and compares the key to each element in turn until the key is found or there are no more elements to examine in the list. If the list is sorted, in ascending order, say, stop searching as soon as the key is less than the current list element.

Analysis:

1. The best case has key in the first slot, and the search is $O(1)$.
2. The worst case occurs if the key is in the last slot or not in the list. All $n$ elements must be examined, and the algorithm is $O(n)$.
3. On average, there will be $n/2$ comparisons, which is also $O(n)$.

**BINARY SEARCH**

If the elements are in a sorted array, a divide-and-conquer approach provides a much more efficient searching algorithm. The following recursive pseudo-code algorithm shows how the binary search works.

Assume that $a[low] \ldots a[high]$ is sorted in ascending order and that a method $binSearch$ returns the index of key. If key is not in the array, it returns $-1$.

```c
if (low > high) //Base case. No elements left in array.
    return -1;
else
{
    mid = (low + high)/2;
    if (key is equal to a[mid]) //found the key
        return mid;
    else if (key is less than a[mid]) //key in left half of array
        < binSearch for key in a[low] to a[mid-1] >
    else //key in right half of array
        < binSearch for key in a[mid+1] to a[high] >
}
```

**NOTE**

When $low$ and $high$ cross, there are no more elements to examine, and key is not in the array.

Example: suppose 5 is the key to be found in the following array:

```
1 4 5 7 9 12 15 20 21
```
Chapter 12  Sorting and Searching

First pass: \( \text{mid} = \frac{8+0}{2} = 4 \). Check \( a[4] \).
Second pass: \( \text{mid} = \frac{0+3}{2} = 1 \). Check \( a[1] \).
Third pass: \( \text{mid} = \frac{2+3}{2} = 2 \). Check \( a[2] \). Yes! Key is found.

Analysis of Binary Search:

1. In the best case, the key is found on the first try (i.e., \( \frac{\text{low} + \text{high}}{2} \) is the index of key.) This is \( O(1) \).
2. In the worst case, the key is not in the list or is at either end of a sublist. Here the \( n \) elements must be divided by 2 until there is just one element, and then that last element must be tested. This equals \( 1 + \log_2 n \) comparisons. Thus, in the worst case, the algorithm is \( O(\log n) \). An easy way to find the number of comparisons in the worst case is to round \( n \) up to the next power of 2 and take the exponent. For example, in the array above, \( n = 9 \). Suppose 21 were the key. Round 9 up to 16, which equals \( 2^4 \). Thus you would need four comparisons to find it. Try it!
3. In the average case, you need about half the comparisons of the worst case, so the algorithm is still \( O(\log n) \).

**HASH CODING**

**Description**

Consider the programming problem of maintaining a large database, like patient records in a hospital. Hash coding is a technique for providing rapid access to such records that are distinguished by some key field. The coding maps each key to a storage address, and the data are stored in a hash table. Each data entry in the table is of some type (tableElementType) and has an associated key field of type keyType. Ideally, a hash table should provide for efficient insertion and retrieval of items.

Here is a simple example of hash coding. A catalog company stores customer orders in an array as follows. The last two digits of the customer’s phone number provide the index in the array for that particular customer’s order. Thus, two customers with phone numbers 257-3178 and 253-5169 will have their orders stored in \( \text{list}[78] \) and \( \text{list}[69] \), respectively. In this example, the hash table is an array, the key field is a phone number, the hash function is (phone number mod 100), and the hash address is the array index.

The simplest implementation of a hash table is an array of data items. To insert or retrieve any given item, a hash function is performed on the key field of the item, which returns the array index or hash address of that item. This method cannot guarantee a unique address for each data item.

For example, suppose a small business maintains employee data in a list called employeeList. If the key field is socialSecurityNo and the hash function is (socialSecurityNo \% 100), then 567350347 and 203479247 both hash to the same address: employeeList[47].

A good hash function minimizes such collisions by spreading them uniformly through the key field values. A commonly used hash function in Java is

\[
\text{key.hashCode()} \% \text{SIZE}
\]

where \( \text{key.hashCode()} \) is the hashCode value of the key object (see p. 227) and \( \text{SIZE} \) is the number of slots in the hash table.
Resolving Collisions

HASH AND SEARCH (OR OPEN ADDRESSING WITH LINEAR PROBING)

Store the colliding element in the next available slot. An example for storing data with keyValue 556677003 is shown in the following table.

<table>
<thead>
<tr>
<th>employeeList</th>
</tr>
</thead>
<tbody>
<tr>
<td>[00] empty</td>
</tr>
<tr>
<td>[01] 453614001</td>
</tr>
<tr>
<td>[02] empty</td>
</tr>
<tr>
<td>[03] 123467003</td>
</tr>
<tr>
<td>[04] 689286004</td>
</tr>
<tr>
<td>[05] empty</td>
</tr>
<tr>
<td>...</td>
</tr>
<tr>
<td>[99] 618272899</td>
</tr>
</tbody>
</table>

The hash function yields hash address 03, but employeeList[03] already contains data, so we try slot [04] and so on. In this example, the new data item gets stored in employeeList[05]. If the key hashes to the last slot in the array and is filled, treat it as a circular structure and go back to the beginning of the array to search for an empty slot.

In this scheme, searching for a given data item involves

1. Hash and compare.
2. If keys don’t match, do a sequential search starting at that slot in the array.
3. Cycle back to the beginning if necessary.

REHASHING

If the first computation causes a collision, compute a new hash address using the old hash address as input. Repeat if necessary. Typically, a rehash function has form

\[(\text{hash address} + <\text{const}>) \% <\text{number of slots}>\]

where “const” and “number of slots” are relatively prime (i.e., no common factors greater than 1). This ensures that every index will be covered.

For example, the hash function for this table is key % 10. The rehash function is (hash address + 3) % 10. (Note that 3 and 10 are relatively prime.) Here are the steps to insert 26402 into the table:

\[
26402 \% 10 = 02 \quad \text{(taken)}
\]
\[
(2 + 3) \% 10 = 05 \quad \text{(taken)}
\]
\[
(5 + 3) \% 10 = 08, \quad \text{which becomes}
\]
\[\text{the hash address of the new item.}\]

\[\begin{array}{l}
[00] 27401 \\
[01] 68902 \\
[02] 67905 \\
[03] \\
[04] \\
[05] 27309 \\
\end{array}\]

These methods are simple to implement but are less than ideal in resolving collisions. If the table is almost full, an insertion operation becomes \(O(n)\). What follows is more elegant.
CHAINING

In chaining, the hash address is the index for an array of linked lists called *buckets*. Each bucket is a linear linked list of data items that share the same hash address.

```
[00] → 45300
[01] → 26701 → 85401
[02] [03] [04] → 87004 → 65604 → 21304
|     |     |     |     |     |
```

To insert an item, hash to the appropriate bucket and insert at the front of the list. Thus, insertion is $O(1)$. To search for an item, apply the hash function and do a sequential search of the appropriate list. Assuming that items are uniformly distributed in the hash table, a search should occur in constant time, which is $O(1)$.

**Features of a Good Hash Function**

1. It distributes data items uniformly throughout the hash table.
2. It provides for $O(1)$ insertion and searching.

**NOTE ABOUT COLLECTIONS**

The Collections API provides several efficient methods for manipulating elements, for example `sort` and `binarySearch`. For the AP exam you are not expected to know the usage of these library methods. You are, however, expected to be familiar with the details of the various sorting and searching algorithms discussed in this chapter.
### RUN TIME OF SORTING ALGORITHMS

Assume that the array contains \( n \) elements, \( n \) large.

<table>
<thead>
<tr>
<th>Algorithm</th>
<th>Best Case</th>
<th>Worst Case</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Selection sort</td>
<td>( O(n^2) )</td>
<td>( O(n^2) )</td>
<td>In each case ( \approx n ) comparisons and 1 swap in each of ( n - 1 ) passes. ( O(n^2) )</td>
</tr>
</tbody>
</table>
| Insertion sort | \( O(n) \) | \( O(n^2) \) | Best: already sorted. 1 comparison and no data moves in each of \( n - 1 \) passes. \( O(n) \)  
Worst: sorted in reverse order. Needs \( \approx n \) comparisons and \( n \) data moves in each pass. \( O(n^2) \) |
| Mergesort | \( O(n \log n) \) | \( O(n \log n) \) | \( \log_2 n \) splits gives \( n \) arrays of 1 element. \( n \) elements examined to merge on each level. \( O(n \log n) \) irrespective of data. |
| Quicksort | \( O(n \log n) \) | \( O(n^2) \) | Best: \( \log_2 n \) partitionings (pivot roughly in middle of each subarray). Partitioning algorithm is \( O(n) \), so combination is \( O(n \log n) \).  
Worst: \( \approx n \) partitionings (array sorted and pivot at endpoint of each subarray), so combination is \( O(n^2) \). |
| Heapsort | \( O(n \log n) \) | \( O(n \log n) \) | Irrespective of data: To fix heap, examine \( \log_2 n \) levels. To create original heap, \( n/2 \) passes with \( \log_2 n \) levels: \( O(n \log n) \). To sort, \( \approx n \) passes making 1 swap and fixing heap on each level: \( O(n \log n) \). |

### RUN TIME OF SEARCHING ALGORITHMS

Assume

- \( n \) elements in each case, \( n \) large.
- Sorted array for binary search.
- Uniform distribution of hash addresses in hash table.
Algorithm | Run Time (Average & Worst Case) | Comment
---|---|---
Sequential search | $O(n)$ | Examine each element sequentially until key found.
Binary search | $O(\log n)$ | “Divide and conquer.” $\log_2 n$ splits of array until just 1 element to examine.
Hash coding | $O(1)$ | Get hash address (1 move). Find element (constant time).

Chapter Summary

You should not memorize any sorting code. You must, however, be familiar with the mechanism used in each of the sorting algorithms. For example, you should be able to explain each of the following: how the merge method of mergesort works; what the purpose of the pivot element in quicksort is; and how to form a heap in heapsort. You must know the best and worst case situations for each of the sorting algorithms, and the big-O run times in each case. Quicksort and heapsort are for level AB students only.

Be familiar with the sequential and binary search algorithms. You should know that a binary search is more efficient than a sequential search. Level AB students should know the big-O run times of each type of search. All students should know that a binary search can only be used for an array that is sorted on the search key.

Level AB students should know what hash coding is, and the conditions that make a good hash table. Know the various techniques for resolving collisions, and the big-O analysis for insertion and lookup algorithms.
MULTIPLE-CHOICE QUESTIONS ON SORTING AND SEARCHING

1. The decision to choose a particular sorting algorithm should be made based on

   I  Run-time efficiency of the sort
   II Size of the array
   III Space efficiency of the algorithm

   (A) I only
   (B) II only
   (C) III only
   (D) I and II only
   (E) I, II, and III

2. The following code fragment does a sequential search to determine whether a given integer, value, is stored in an array a[0] ... a[n-1].

   ```
   int i = 0;
   while (/* boolean expression */) {
       i++;
   }
   if (i == n)
       return -1; // value not found
   else
       return i; // value found at location i
   ```

   Which of the following should replace /* boolean expression */ so that the algorithm works as intended?

   (A) value != a[i]
   (B) i < n && value == a[i]
   (C) value != a[i] && i < n
   (D) i < n && value != a[i]
   (E) i < n || value != a[i]

3. A feature of data that is used for a binary search but not necessarily used for a sequential search is

   (A) length of list.
   (B) type of data.
   (C) order of data.
   (D) smallest value in the list.
   (E) median value of the data.
4. Array unsortedArr contains an unsorted list of integers. Array sortedArr contains a sorted list of integers. Which of the following operations is more efficient for sortedArr than unsortedArr? Assume the most efficient algorithms are used.

   I Inserting a new element
   II Searching for a given element
   III Computing the mean of the elements

(A) I only  
(B) II only  
(C) III only  
(D) I and II only  
(E) I, II, and III

5. An algorithm for searching a large sorted array for a specific value \( x \) compares every third item in the array to \( x \) until it finds one that is greater than or equal to \( x \). When a larger value is found, the algorithm compares \( x \) to the previous two items. If the array is sorted in increasing order, which of the following describes all cases when this algorithm uses fewer comparisons to find \( x \) than would a binary search?

(A) It will never use fewer comparisons.  
(B) When \( x \) is in the middle position of the array  
(C) When \( x \) is very close to the beginning of the array  
(D) When \( x \) is very close to the end of the array  
(E) When \( x \) is not in the array

6. Assume that \( a[0] \ldots a[N-1] \) is an array of \( N \) positive integers and that the following assertion is true:

   \[ a[0] > a[k] \text{ for all } k \text{ such that } 0 < k < N \]

Which of the following must be true?

(A) The array is sorted in ascending order.  
(B) The array is sorted in descending order.  
(C) All values in the array are different.  
(D) \( a[0] \) holds the smallest value in the array.  
(E) \( a[0] \) holds the largest value in the array.

7. The following code is designed to set index to the location of the first occurrence of key in array a and to set index to -1 if key is not in a.

   ```
   index = 0;
   while (a[index] != key)
       index++;
   if (a[index] != key)
       index = -1;
   ```

In which case will this program definitely fail to perform the task described?

(A) When key is the first element of the array  
(B) When key is the last element of the array  
(C) When key is not in the array  
(D) When key equals 0  
(E) When key equals a[key]
8. Refer to method search.

```
/* Precondition: v[0]...v[v.length-1] are initialized.
 * Postcondition: Returns k such that -1 <= k <= v.length-1.
 *                If k >= 0 then v[k] == key. If k == -1,
 *                then key != any of the elements in v. */

public static int search(int[] v, int key)
{
    int index = 0;
    while (index < v.length && v[index] < key)
        index++;
    if (index != v.length)
        return index;
    else
        return -1;
}
```

Assuming that the method works as intended, which of the following should be added to the precondition of search?

(A) v is sorted smallest to largest.
(B) v is sorted largest to smallest.
(C) v is unsorted.
(D) There is at least one occurrence of key in v.
(E) key occurs no more than once in v.

Questions 9–14 are based on the binSearch method and the private instance variable a for some class:

```
private int[] a;

/* Does binary search for key in array a[0]...a[a.length-1],
 * sorted in ascending order.
 * Postcondition: Returns index such that a[index]==key.
 *                If key not in a, returns -1. */

public int binSearch(int key)
{
    int low = 0;
    int high = a.length - 1;
    while (low <= high)
    {
        int mid = (low + high) / 2;
        if (a[mid] == key)
            return mid;
        else if (a[mid] < key)
            low = mid + 1;
        else
            high = mid - 1;
    }
    return -1;
}
```

A binary search will be performed on the following list.

```
4    7    9   11   20   24   30   41
```
9. To find the key value 27, the search interval after the first pass through the while loop will be
   (A) \( a[0] \ldots a[7] \)
   (B) \( a[5] \ldots a[6] \)
   (C) \( a[4] \ldots a[7] \)
   (D) \( a[2] \ldots a[6] \)
   (E) \( a[6] \ldots a[7] \)

10. How many iterations will be required to determine that 27 is not in the list?
    (A) 1
    (B) 3
    (C) 8
    (D) 27
    (E) An infinite loop since 27 is not found

11. What will be stored in \( y \) after executing the following?
    \[
    \text{int } y = \text{binSearch}(4); \\
    \]
    (A) 20
    (B) 7
    (C) 4
    (D) 0
    (E) -1

12. If the test for the while loop is changed to
    \[
    \text{while (low < high)} \\
    \]
    the binSearch method does not work as intended. Which value in the given list will not be found?
    (A) 4
    (B) 7
    (C) 11
    (D) 24
    (E) 30

13. For binSearch, which of the following assertions will be true following every iteration of the while loop?
    (A) \( \text{key} = a[\text{mid}] \) or \( \text{key} \) is not in \( a \).
    (B) \( a[\text{low}] \leq \text{key} \leq a[\text{high}] \)
    (C) \( \text{low} \leq \text{mid} \leq \text{high} \)
    (D) \( \text{key} = a[\text{mid}] \), or \( a[\text{low}] \leq \text{key} \leq a[\text{high}] \)
    (E) \( \text{key} = a[\text{mid}] \), or \( a[\text{low}] \leq \text{key} \leq a[\text{high}] \), or \( \text{key} \) is not in array \( a \).

14. Suppose \( n = a.length \). A loop invariant for the while loop is: \( \text{key} \) is not in array \( a \), or
    (A) \( a[\text{low}] \leq \text{key} \leq a[\text{high}] \), \( 0 \leq \text{low} \leq \text{high}+1 \leq n \)
    (B) \( a[\text{low}] \leq \text{key} \leq a[\text{high}] \), \( 0 \leq \text{low} \leq \text{high}+1 \leq n \)
    (C) \( a[\text{low}] \leq \text{key} \leq a[\text{high}] \), \( 0 \leq \text{low} \leq \text{high} \leq n \)
    (D) \( a[\text{low}] \leq \text{key} \leq a[\text{high}] \), \( 0 \leq \text{low} \leq \text{high} \leq n \)
    (E) \( a[\text{low}] \leq \text{key} \leq a[\text{high}] \), \( 0 \leq \text{low} \leq \text{high} \leq n-1 \)
For Questions 15–19 refer to the `insertionSort` method and the private instance variable `a`, both in a `Sorter` class.

```java
private Comparable[] a;

/* Precondition: a[0], a[1]...a[a.length-1] is an unsorted array
   * of Comparable objects.
   * Postcondition: Array a is sorted in descending order. */
public void insertionSort()
{
    for (int i = 1; i < a.length; i++)
    {
        Comparable temp = a[i];
        int j = i - 1;
        while (j >= 0 && temp.compareTo(a[j]) > 0)
        {
            a[j+1] = a[j];
            j--;
        }
        a[j+1] = temp;
    }
}
```

15. An array of `Integer` is to be sorted biggest to smallest using the `insertionSort` method. If the array originally contains

\[1 \ 7 \ 9 \ 5 \ 4 \ 12\]

what will it look like after the third pass of the `for` loop?

(A) 9 7 1 5 4 12
(B) 9 7 5 1 4 12
(C) 12 9 7 1 5 4
(D) 12 9 7 5 4 1
(E) 9 7 12 5 4 1

16. When sorted biggest to smallest with `insertionSort`, which list will need the fewest changes of position for individual elements?

(A) 5, 1, 2, 3, 4, 9
(B) 9, 5, 1, 4, 3, 2
(C) 9, 4, 2, 5, 1, 3
(D) 9, 3, 5, 1, 4, 2
(E) 3, 2, 1, 9, 5, 4

17. When sorted biggest to smallest with `insertionSort`, which list will need the greatest number of changes in position?

(A) 5, 1, 2, 3, 4, 7, 6, 9
(B) 9, 5, 1, 4, 3, 2, 1, 0
(C) 9, 4, 6, 2, 1, 5, 1, 3
(D) 9, 6, 9, 5, 6, 7, 2, 0
(E) 3, 2, 1, 0, 9, 6, 5, 4
18. While typing the `insertionSort` method, a programmer by mistake enters

```java
while (temp.compareTo(a[j]) > 0)
```

instead of

```java
while (j >= 0 && temp.compareTo(a[j]) > 0)
```

Despite this mistake, the method works as intended the first time the programmer enters an array to be sorted in descending order. Which of the following could explain this?

I The first element in the array was the largest element in the array.
II The array was already sorted in descending order.
III The first element was less than or equal to all the other elements in the array.

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) II and III only

19. A loop invariant for the outer loop (the `for` loop) is

(A) \( a[0] \geq a[1] \geq \cdots \geq a[i-1], \ 0 \leq i \leq a.length \)
(B) \( a[0] > a[1] > \cdots > a[i-1], \ 1 \leq i \leq a.length \)
(C) \( a[0] \geq a[1] \geq \cdots \geq a[i], \ 0 \leq i \leq a.length - 1 \)
(D) \( a[0] > a[1] > \cdots > a[i], \ 1 \leq i \leq a.length - 1 \)
(E) \( a[0] \geq a[1] \geq \cdots \geq a[i-1], \ 1 \leq i \leq a.length \)
Consider the following class for Questions 20 and 21.

```java
/* A class that sorts an array of objects from
* largest to smallest using a selection sort. */
public class Sorter
{
    private Comparable[] a;

    public Sorter(Comparable[] arr)
    { a = arr; }

    /* Sort array a from largest to smallest using selection sort.
    * Precondition: a is an array of Comparable objects. */
    public void selectionSort()
    {
        for (int i = 0; i < a.length - 1; i++)
        {
            //find max element in a[i+1] to a[n-1]
            Comparable max = a[i];
            int maxPos = i;
            for (int j = i + 1; j < a.length; j++)
                if (max.compareTo(a[j]) < 0) //max less than a[j]
                {
                    max = a[j];
                    maxPos = j;
                }
            swap(i, maxPos); //swap a[i] and a[maxPos]
        }
    }
}
```

20. If an array of Integer contains the following elements, what would the array look like after the third pass of `selectionSort`, sorting from high to low?

89 42 3 13 109 70 2

(A) 109 89 70 13 42 −3 2
(B) 109 89 70 42 13 2 −3
(C) 109 89 70 −3 2 13 42
(D) 89 42 13 −3 109 70 2
(E) 109 89 42 −3 13 70 2

21. A loop invariant for the outer for loop of `selectionSort` is

(A) a[0] ≥ a[1] ≥ … ≥ a[i−1], 0 ≤ i ≤ a.length − 1
(B) a[0] ≥ a[1] ≥ … ≥ a[i], 0 ≤ i ≤ a.length − 1
(C) a[0] ≥ a[1] ≥ … ≥ a[i−1], 0 ≤ i ≤ a.length − 2
(D) a[0] ≥ a[1] ≥ … ≥ a[i], 0 ≤ i ≤ a.length − 2
(E) a[0] ≥ a[1] ≥ … ≥ a[a.length−1], 0 ≤ i ≤ a.length − 1
22. The elements in a long list of integers are roughly sorted in decreasing order. No more than 5 percent of the elements are out of order. Which of the following is a valid reason for using an insertion sort rather than a selection sort to sort this list into decreasing order?

I There will be fewer comparisons of elements for insertion sort.
II There will be fewer changes of position of elements for insertion sort.
III There will be less space required for insertion sort.

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III

23. The code shown sorts array \(a[0] \ldots a[a.length-1]\) in descending order.

```java
public static void sort(Comparable[] a)
{
    for (int i = 0; i < a.length - 1; i++)
        for (int j = 0; j < a.length - i - 1; j++)
            if (a[j].compareTo(a[j+1]) < 0)
                swap(a, j, j + 1); //swap a[j] and a[j+1]
}
```

This is an example of
(A) selection sort.
(B) insertion sort.
(C) mergesort.
(D) quicksort.
(E) none of the above.

24. Which of the following is a valid reason why mergesort is a better sorting algorithm than insertion sort for sorting long lists?

I Mergesort requires less code than insertion sort.
II Mergesort requires less storage space than insertion sort.
III Mergesort runs faster than insertion sort.

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) II and III only

25. A large array of lowercase characters is to be searched for the pattern “pqrs.” The first step in a very efficient searching algorithm is to look at characters with index

(A) 0, 1, 2, … until a “p” is encountered
(B) 0, 1, 2, … until any letter in “p” … “s” is encountered
(C) 3, 7, 11, … until an “s” is encountered
(D) 3, 7, 11, … until any letter in “p” … “s” is encountered
(E) 3, 7, 11, … until any letter other than “p” … “s” is encountered
26. The array names[0], names[1], ..., names[9999] is a list of 10,000 name strings. The list is to be searched to determine the location of some name X in the list. Which of the following preconditions is necessary for a binary search?
   (A) There are no duplicate names in the list.
   (B) The number of names N in the list is large.
   (C) The list is in alphabetical order.
   (D) Name X is definitely in the list.
   (E) Name X occurs near the middle of the list.

27. Consider the following method:

```java
//Precondition: a[0], a[1]...a[n-1] contain integers.
public static int someMethod(int[] a, int n, int value)
{
    if (n == 0)
        return -1;
    else
    {
        if (a[n-1] == value)
            return n - 1;
        else
            return someMethod(a, n - 1, value);
    }
    return someMethod(a, n - 1, value);
}
```

The method shown is an example of
   (A) insertion sort.
   (B) mergesort.
   (C) selection sort.
   (D) binary search.
   (E) sequential search.

28. The partition method for quicksort partitions a list as follows:

(i) A pivot element is selected from the array.
(ii) The elements of the list are rearranged such that all elements to the left of the pivot are less than or equal to it; all elements to the right of the pivot are greater than or equal to it.

Partitioning the array requires which of the following?
   (A) A recursive algorithm
   (B) A temporary array
   (C) An external file for the array
   (D) A swap algorithm for interchanging array elements
   (E) A merge method for merging two sorted lists

29. Assume that mergesort will be used to sort an array arr of n integers into increasing order. What is the purpose of the merge method in the mergesort algorithm?
   (A) Partition arr into two parts of roughly equal length, then merge these parts.
   (B) Use a recursive algorithm to sort arr into increasing order.
   (C) Divide arr into n subarrays, each with one element.
   (D) Merge two sorted parts of arr into a single sorted array.
   (E) Merge two sorted arrays into a temporary array that is sorted.
30. A binary search is to be performed on an array with 600 elements. In the worst case, which of the following best approximates the number of iterations of the algorithm?
(A) 6
(B) 10
(C) 100
(D) 300
(E) 600

31. A worst case situation for insertion sort would be
   I  A list in correct sorted order.
   II A list sorted in reverse order.
   III A list in random order.
   (A) I only
   (B) II only
   (C) III only
   (D) I and II only
   (E) II and III only

32. Which of the following represents a heap?

   ![Diagram of trees]

   (A) I only
   (B) II only
   (C) III only
   (D) I and III only
   (E) II and III only

33. The list

   17  9  2  7  21  18  4  5

   is to be sorted into ascending order using heapsort. What is the level of the binary tree that will be formed, given that the root is at level 0?
   (A) 0
   (B) 1
   (C) 2
   (D) 3
   (E) 4
34. Assume that array $a[0] \ldots a[6] = 6 \ 1 \ 5 \ 9 \ 8 \ 4 \ 7$ is to be sorted in increasing order using heapsort. Which of the following represents the correct sequence of swaps to be made to form the array into the original heap?

(A) 6 \ 1 \ 7 \ 9 \ 8 \ 4 \ 5  
   6 \ 9 \ 7 \ 1 \ 8 \ 4 \ 5  
   9 \ 6 \ 7 \ 1 \ 8 \ 4 \ 5  
   9 \ 8 \ 7 \ 1 \ 6 \ 4 \ 5  

(B) 6 \ 9 \ 5 \ 1 \ 8 \ 4 \ 7  
   6 \ 9 \ 7 \ 1 \ 8 \ 4 \ 5  
   9 \ 6 \ 7 \ 1 \ 8 \ 4 \ 5  
   9 \ 8 \ 7 \ 1 \ 6 \ 4 \ 5  

(C) 6 \ 1 \ 7 \ 9 \ 8 \ 4 \ 5  
   7 \ 1 \ 6 \ 9 \ 8 \ 4 \ 5  
   7 \ 9 \ 6 \ 1 \ 8 \ 4 \ 5  
   9 \ 7 \ 6 \ 1 \ 8 \ 4 \ 5  
   9 \ 8 \ 6 \ 1 \ 7 \ 4 \ 5  

(D) 6 \ 9 \ 5 \ 1 \ 8 \ 4 \ 7  
   9 \ 6 \ 5 \ 1 \ 8 \ 4 \ 7  
   9 \ 6 \ 7 \ 1 \ 8 \ 4 \ 5  
   9 \ 8 \ 7 \ 1 \ 6 \ 4 \ 5  

(E) None of these sequences is correct.

35. An array is to be sorted into increasing order using quicksort. If the array is initially sorted in increasing order, which of the following must be true?

(A) The algorithm will be $O(n)$.
(B) The algorithm will be $O(\log n)$.
(C) The algorithm will be $O(n \log n)$.
(D) The algorithm will be $O(n^2)$.
(E) There is insufficient information to make a prediction about efficiency.

36. The efficiency of hash coding depends on which of the following:

   I The number of collisions that occur  
   II The size of the data items in the list  
   III The method of dealing with collisions

(A) I only  
(B) III only  
(C) I and III only  
(D) I and II only  
(E) I, II, and III
37. The following key values are to be inserted into the hash table shown in the order given:

<table>
<thead>
<tr>
<th>array index</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>key value</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The hash function is key % 11. Collisions will be resolved with the Open Addressing and Linear Probing ("hash-and-search") method. Which array slot will 29 eventually occupy?

(A) 7  
(B) 8  
(C) 9  
(D) 10  
(E) 0

38. An array contains data that was hash coded into it. How should this array be searched for a given item?

(A) A linear search should be used on the key data fields.  
(B) If the array is sorted on the key fields, a binary search should be used.  
(C) The Java % operation should be applied to the key of the item to obtain the correct array location.  
(D) The `hashCode` method of the item should be applied to the key to obtain the correct array location.  
(E) The hash function and a collision resolution algorithm should be applied to the key to find the correct location.

39. A certain hash function \( h(x) \) on a key field places records with the following key fields into a hash table.

\[
62 \ 79 \ 81 \ 12 \ 54 \ 97 \ 34
\]

Collisions are handled with a rehashing function \( r(x) \), which takes as an argument the result of applying \( h(x) \). The key values are entered in the order shown above to produce the following table:

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 81 | 62 | 34 | 12 | 54 | 97 | 79 |   |   |   |   |   |   |   |   |   |   |   |   |   |

What are \( h(x) \) and \( r(x) \), respectively?

(A) key % 20, (result + 13) % 20  
(B) key % 20, result % 20  
(C) key % 30, (result + 14) % 20  
(D) key % 20, (result + 7) % 20  
(E) key % 30, (result + 7) % 30
Questions 40 and 41 are based on the Sort interface and MergeSort and QuickSort classes shown below.

```java
public interface Sort {
    void sort();
}

public class MergeSort implements Sort {
    private Comparable[] a;

    //constructor
    public MergeSort(Comparable[] arr) {
        a = arr;
    }

    //Merge a[lb] to a[mi] and a[mi+1] to a[ub].
    //Precondition: a[lb] to a[mi] and a[mi+1] to a[ub] both
    //    sorted in increasing order.
    private void merge(int lb, int mi, int ub) {
        //Implementation not shown. */ }
    }

    //Sort array a from smallest to largest using mergesort.
    //Precondition: a is an array of Comparable objects.
    private void sort(int first, int last) {
        int mid;
        if (first != last) {
            mid = (first + last) / 2;
            sort(first, mid);
            sort(mid + 1, last);
            merge(first, mid, last);
        }
    }

    public void sort() {
        sort(0, a.length - 1);
    }
}

public class QuickSort implements Sort {
    private Comparable[] a;

    //constructor
    public QuickSort(Comparable[] arr) {
        a = arr;
    }

    //Swap a[i] and a[j] in array a.
    private void swap(int i, int j) {
        //Implementation not shown. */ }
```
// Returns the index pivPos such that a[first] to a[last]
// is partitioned.
// a[first..pivPos] <= a[pivPos] and a[pivPos..last] >= a[pivPos]
private int partition(int first, int last)
{ /* Implementation not shown. */ }

// Sort a[first]..a[last] in increasing order using quicksort.
// Precondition: a is an array of Comparable objects.
private void sort(int first, int last)
{ if (first < last)
  { int pivPos = partition(first, last);
    sort(first, pivPos - 1);
    sort(pivPos + 1, last);
  }
}

// Sort array a in increasing order.
public void sort()
{ sort(0, a.length - 1);
}

40. Notice that the MergeSort and QuickSort classes both have a private helper method that implements the recursive sort routine. For this example, which of the following is not a valid reason for having a helper method?

I The helper method hides the implementation details of the sorting algorithm from the user.
II A method with additional parameters is needed to implement the recursion.
III Providing a helper method increases the run-time efficiency of the sorting algorithm.

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
41. A piece of code to test the QuickSort and MergeSort classes is as follows:

```java
//Create an array of Comparable values
Comparable[] strArray = makeArray(strList);
writeList(strArray);
/* more code */
```

where makeArray creates an array of Comparable from a list strList. Which of the following replacements for /* more code */ is reasonable code to test QuickSort and MergeSort? You can assume writeList correctly writes out an array of String.

(A) Sort q = new QuickSort(strArray);
    Sort m = new MergeSort(strArray);
    q.sort();
    writeList(strArray);
    m.sort();
    writeList(strArray);

(B) QuickSort q = new Sort(strArray);
    MergeSort m = new Sort(strArray);
    q.sort();
    writeList(strArray);
    m.sort();
    writeList(strArray);

(C) Sort q = new QuickSort(strArray);
    Sort m = new MergeSort(strArray);
    Comparable[] copyArray = makeArray(strList);
    q.sort(0, strArray.length - 1);
    writeList(strArray);
    m.sort(0, copyArray.length - 1);
    writeList(copyArray);

(D) QuickSort q = new Sort(strArray);
    Comparable[] copyArray = makeArray(strList);
    MergeSort m = new Sort(strArray);
    q.sort();
    writeList(strArray);
    m.sort();
    writeList(copyArray);

(E) Sort q = new QuickSort(strArray);
    Comparable[] copyArray = makeArray(strList);
    Sort m = new MergeSort(copyArray);
    q.sort();
    writeList(strArray);
    m.sort();
    writeList(copyArray);

42. Which represents the worst case performance of the sequential search and binary search, respectively?
   (A) \(O(n^2), O(n \log n)\)
   (B) \(O(n), O(n \log n)\)
   (C) \(O(n), O(n)\)
   (D) \(O(n), O(\log n)\)
   (E) \(O(n^2), O(\log n)\)
43. A typical algorithm to search an ordered list of numbers has an execution time of $O(\log_2 n)$. Which of the following choices is closest to the maximum number of times that such an algorithm will execute its main comparison loop when searching an ordered list of 1 million numbers?
(A) 6  
(B) 20  
(C) 100  
(D) 120  
(E) 1000

44. A certain algorithm sequentially examines a list of $n$ random integers and then outputs the number of times 8 occurs in the list. Using big-O notation, this algorithm is
(A) $O(1)$  
(B) $O(\sqrt{n})$  
(C) $O(n)$  
(D) $O(n^2)$  
(E) $O(\log n)$

45. Which represents the worst case performance of mergesort, quicksort, and heapsort, respectively?
(A) $O(n \log n), O(n \log n), O(n \log n)$  
(B) $O(n \log n), O(n^2), O(n \log n)$  
(C) $O(n^2), O(n^2), O(n^2)$  
(D) $O(\log n), O(n^2), O(\log n)$  
(E) $O(2^n), O(n^2), O(n \log n)$

46. Consider these three tasks:
   I A sequential search of an array of $n$ names  
   II A binary search of an array of $n$ names in alphabetical order  
   III A quicksort into alphabetical order of an array of $n$ names that are initially in random order

For large $n$, which of the following lists these tasks in order (from least to greatest) of their average case run times?
(A) II I III  
(B) I II III  
(C) II III I  
(D) III I II  
(E) III II I
ANSWER KEY

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>E</td>
<td>17</td>
</tr>
<tr>
<td>2</td>
<td>D</td>
<td>18</td>
</tr>
<tr>
<td>3</td>
<td>C</td>
<td>19</td>
</tr>
<tr>
<td>4</td>
<td>B</td>
<td>20</td>
</tr>
<tr>
<td>5</td>
<td>C</td>
<td>21</td>
</tr>
<tr>
<td>6</td>
<td>E</td>
<td>22</td>
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<tr>
<td>7</td>
<td>C</td>
<td>23</td>
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<td>8</td>
<td>A</td>
<td>24</td>
</tr>
<tr>
<td>9</td>
<td>C</td>
<td>25</td>
</tr>
<tr>
<td>10</td>
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<td>26</td>
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<td>11</td>
<td>D</td>
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<td>12</td>
<td>A</td>
<td>28</td>
</tr>
<tr>
<td>13</td>
<td>E</td>
<td>29</td>
</tr>
<tr>
<td>14</td>
<td>B</td>
<td>30</td>
</tr>
<tr>
<td>15</td>
<td>B</td>
<td>31</td>
</tr>
<tr>
<td>16</td>
<td>B</td>
<td>32</td>
</tr>
<tr>
<td>33</td>
<td>D</td>
<td></td>
</tr>
<tr>
<td>34</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>35</td>
<td>E</td>
<td></td>
</tr>
<tr>
<td>36</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>37</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>38</td>
<td>E</td>
<td></td>
</tr>
<tr>
<td>39</td>
<td>D</td>
<td></td>
</tr>
<tr>
<td>40</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>41</td>
<td>E</td>
<td></td>
</tr>
<tr>
<td>42</td>
<td>D</td>
<td></td>
</tr>
<tr>
<td>43</td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>44</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>45</td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>46</td>
<td>A</td>
<td></td>
</tr>
</tbody>
</table>

ANSWERS EXPLAINED

1. (E) The time and space requirements of sorting algorithms are affected by all three of the given factors, so all must be considered when choosing a particular sorting algorithm.

2. (D) Choice B doesn’t make sense: The loop will be exited as soon as a value is found that does not equal a[i]. Eliminate choice A because, if value is not in the array, a[i] will eventually go out of bounds. You need the i < n part of the boolean expression to avoid this. The test i < n, however, must precede value != a[i] so that if i < n fails, the expression will be evaluated as false, the test will be short-circuited, and an out-of-range error will be avoided. Choice C does not avoid this error. Choice E is wrong because both parts of the expression must be true in order to continue the search.

3. (C) The binary search algorithm depends on the array being sorted. Sequential search has no ordering requirement. Both depend on choice A, the length of the list, while the other choices are irrelevant to both algorithms.

4. (B) Inserting a new element is quick and easy in an unsorted array—just add it to the end of the list. Computing the mean involves finding the sum of the elements and dividing by n, the number of elements. The execution time is the same whether the list is sorted or not. Operation II, searching, is inefficient for an unsorted list, since a sequential search must be used. In sortedArr, the efficient binary search algorithm, which involves fewer comparisons, could be used. In fact, in a sorted list, even a sequential search would be more efficient than for an
unsorted list: If the search item were not in the list, the search could stop as soon as the list elements were greater than the search item.

5. (C) Suppose the array has 1000 elements and $x$ is somewhere in the first 8 slots. The algorithm described will find $x$ using no more than five comparisons. A binary search, by contrast, will chop the array in half and do a comparison six times before examining elements in the first 15 slots of the array (array size after each chop: 500, 250, 125, 62, 31, 15).

6. (E) The assertion states that the first element is greater than all the other elements in the array. This eliminates choices A and D. Choices B and C are incorrect because you have no information about the relative sizes of elements $a[1] \ldots a[N-1]$.

7. (C) When $key$ is not in the array, $index$ will eventually be large enough that $a[index]$ will cause an `ArrayIndexOutOfBoundsException`. In choices A and B, the algorithm will find $key$ without error. Choice D won’t fail if 0 is in the array. Choice E will work if $a[key]$ is not out of range.

8. (A) The algorithm uses the fact that array $v$ is sorted smallest to largest. The `while` loop terminates—which means that the search stops—as soon as $v[index] \geq key$.

9. (C) The first pass uses the interval $a[0] \ldots a[7]$. Since $mid = (0 + 7)/2 = 3$, $low$ gets adjusted to $mid + 1 = 4$, and the second pass uses the interval $a[4] \ldots a[7]$.

10. (B) First pass: compare 27 with $a[3]$, since $low = 0$ high = 7 $mid = (0 + 7)/2 = 3$.
    Second pass: compare 27 with $a[5]$, since $low = 4$ high = 7 $mid = (4 + 7)/2 = 5$.
    The fourth pass doesn’t happen, since $low = 6$, high = 5, and therefore the test ($low \leq high$) fails. Here’s the general rule for finding the number of iterations when $key$ is not in the list: If $n$ is the number of elements, round $n$ up to the nearest power of 2, which is 8 in this case. $8 = 2^3$, which implies 3 iterations of the “divide-and-compare” loop.

11. (D) The method returns the index of the $key$ parameter, 4. Since $a[0]$ contains 4, `binSearch(4)` will return 0.

12. (A) Try 4. Here are the values for $low$, $high$, and $mid$ when searching for 4:
    First pass: $low = 0$, $high = 7$, $mid = 3$
    Second pass: $low = 0$, $high = 2$, $mid = 1$
    After this pass, $high$ gets adjusted to $mid - 1$, which is 0. Now $low$ equals $high$, and the test for the `while` loop fails. The method returns $-1$, indicating that 4 wasn’t found.

13. (E) When the loop is exited, either $key = a[mid]$ (and $mid$ has been returned) or $key$ has not been found, in which case either $a[low] \leq key \leq a[high]$ or $key$ is not in the array. The correct assertion must account for all three possibilities.

14. (B) Note that $low$ is initialized to 0 and $high$ is initialized to $n - 1$. It would appear that $0 \leq low \leq high \leq n - 1$. In the algorithm, however, if $key$ is not in the array, $low$ and $high$ cross, which means $low > high$ in that instance. The correct loop invariant inequality that takes all cases into account is, therefore, $0 \leq low \leq high + 1 \leq n$, which eliminates choices C, D, and E. In the algorithm, the endpoints of the new subarray to be considered are adjusted to include
a[mid+1] (if it’s the right half) or a[mid-1] (for the left half). This means that key can be at one of the endpoints. Thus, a[low] ≤ key ≤ a[high] is the correct assertion.

15. (B) Start with the second element in the array.

| After 1st pass: | 7 | 1 | 9 | 5 | 4 | 12 |
| After 2nd pass: | 9 | 7 | 1 | 5 | 4 | 12 |
| After 3rd pass: | 9 | 7 | 5 | 1 | 4 | 12 |

16. (B) An insertion sort compares a[1] and a[0]. If they are not in the correct order, a[0] is moved and a[1] is inserted in its correct position. a[2] is then inserted in its correct position, and a[0] and a[1] are moved if necessary, and so on. Since B has only one element out of order, it will require the fewest changes.

17. (A) This list is almost sorted in reverse order, which is the worst case for insertion sort, requiring the greatest number of comparisons and moves.

18. (D) j >= 0 is a stopping condition that prevents an element that is larger than all those to the left of it from going off the left end of the array. If no error occurred, it means that the largest element in the array was a[0], which was true in situations I and II. Omitting the j >= 0 test will cause a run-time (out-of-range) error whenever temp is bigger than all elements to the left of it (i.e., the insertion point is 0).

19. (E) Note that i is initialized to 1, and after the final pass through the for loop, i equals a.length. Thus, 1 ≤ i ≤ a.length, which eliminates choices A, C, and D. Eliminate choice B since there could be duplicates in the array and a[0] could equal a[1] ....

After initialization: i = 1 and a[0] is sorted.
After first pass: i = 2 and a[0] ≥ a[1].
After second pass: i = 3 and a[0] ≥ a[1] ≥ a[2].

In general, after initialization and each time the for loop is completed, a[0] ≥ a[1] ≥ ... ≥ a[i-1].

20. (A) After 1st pass: 109 42 -3 13 89 70 2
    After 2nd pass: 109 89 -3 13 42 70 2
    After 3rd pass: 109 89 70 13 42 -3 2

21. (A) i is initialized to 0, and after the final pass through the for loop, i equals a.length - 1. Thus, 0 ≤ i ≤ a.length - 1, which eliminates choices C and D. Choice E is wrong because it implies that the whole array is sorted after each pass through the loop.

After initialization: i = 0, and no elements are sorted.
After first pass: i = 1, and a[0] is sorted.
After second pass: i = 2, and a[0] ≥ a[1].

In general, after initialization and each time the for loop is completed, a[0] ≥ a[1] ≥ ... ≥ a[i-1]. This rules out choice B.
22. (A) Look at a small array that is almost sorted:

\[ 10 \ 8 \ 9 \ 6 \ 2 \]

For insertion sort you need four passes through this array.
The first pass compares 8 and 10—one comparison, no moves.
The second pass compares 9 and 8, then 9 and 10. The array becomes
\[ 10 \ 9 \ 8 \ 6 \ 2 \]—two comparisons, two moves.
The third and fourth passes compare 6 and 8, and 2 and 6—no moves.
In summary, there are approximately one or two comparisons per pass and no
more than two moves per pass.
For selection sort, there are four passes too.
The first pass finds the biggest element in the array and swaps it into the first
position.
The array is still \[ 10 \ 8 \ 9 \ 6 \ 2 \]—four comparisons. There are two moves if your
algorithm makes the swap in this case, otherwise no moves.
The second pass finds the biggest element from \[ a[1] \] to \[ a[4] \] and swaps it into the
second position: \[ 10 \ 9 \ 8 \ 6 \ 2 \]—three comparisons, two moves.
For the third pass there are two comparisons, and one for the fourth. There are
zero or two moves each time.
Summary: \[ 4 + 3 + 2 + 1 \] total comparisons and a possible two moves per pass.
Notice that reason I is valid. Selection sort makes the same number of compar-
isons irrespective of the state of the array. Insertion sort does far fewer com-
parisons if the array is almost sorted. Reason II is invalid. There are roughly
the same number of data movements for insertion and selection. Insertion may
even have more changes, depending on how far from their insertion points the
unsorted elements are. Reason III is wrong because insertion and selection sorts
have the same space requirements.

23. (E) In the first pass through the outer for loop, the smallest element makes its
way to the end of the array. In the second pass, the next smallest element moves
to the second last slot, and so on. This is different from the sorts in choices A
through D; in fact, it is a bubble sort.

24. (C) Reject reason I. Mergesort requires both a merge and a mergeSort method—
more code than the relatively short and simple code for insertion sort. Reject
reason II. The merge algorithm uses a temporary array, which means more storage
space than insertion sort. Reason III is correct. For long lists, the “divide-and-
conquer” approach of mergesort gives it a faster run time than insertion sort.

25. (D) Since the search is for a four-letter sequence, the idea in this algorithm is that
if you examine every fourth slot, you’ll find a letter in the required sequence very
quickly. When you find one of these letters, you can then examine adjacent slots
to check if you have the required sequence. This method will, on average, result
in fewer comparisons than the strictly sequential search algorithm in choice A.
Choice B is wrong. If you encounter a “q,” “r,” or “s” without a “p” first, you
can’t have found “pqrs.” Choice C is wrong because you may miss the sequence
completely. Choice E doesn’t make sense.

26. (C) The main precondition for a binary search is that the list is ordered.

27. (E) This algorithm is just a recursive implementation of a sequential search. It
starts by testing if the last element in the array, \[ a[n-1] \], is equal to value. If so, it
returns the index \( n - 1 \). Otherwise, it calls itself with \( n \) replaced by \( n - 1 \). The
net effect is that it examines \( a[n-1], a[n-2], \ldots \). The base case, if \( n == 0 \),
occurs when there are no elements left to examine. In this case, the method returns −1, signifying that value was not in the array.

28. (D) The partition algorithm performs a series of swaps until the pivot element is swapped into its final sorted position (see p. 527). No temporary arrays or external files are used, nor is a recursive algorithm invoked. The merge method is used for mergesort, not quicksort.

29. (D) Recall the mergesort algorithm:
   Divide arr into two parts.
   Mergesort the left side.
   Mergesort the right side.
   Merge the two sides into a single sorted array.

   The merge method is used for the last step of the algorithm. It does not do any sorting or partitioning of the array, which eliminates choices A, B, and C. Choice E is wrong because merge starts with a single array that has two sorted parts.

30. (B) Round 600 up to the next power of 2, which is 1024 = 2^10. For the worst case, the array will be split in half \log_2 1024 = 10 times.

31. (B) If the list is sorted in reverse order, each pass through the array will involve the maximum possible number of comparisons and the maximum possible number of element movements if an insertion sort is used.

32. (C) I violates the order property of a heap. II is not a complete binary tree.

33. (D) The elements will be inserted into the tree as shown, so the level of the tree is 3. (Remember that the top level of the tree is 0.)

   ![Heap Diagram]

   In fact, you don’t need the tree or the actual elements!
   The first element goes into level 0.
   The next two elements go into level 1 (Total = 3).
   The next four elements go into level 2 (Total = 7).
   The next eight elements go into level 3 (Total = 15).
   …and so on.
   Since the given array has eight elements, you need a tree that goes to three levels.
   (Note that the tree shown has not yet been formed into a heap.)

34. (A) Assuming that the array contains n elements, the piece of code that forms the original heap is:

   ```java
   for (int rootIndex = (n / 2) - 1; rootIndex >= 0; rootIndex--)
   fixHeap(rootIndex, n - 1);
   ```
The sequence of swaps is
7 and 5
9 and 1
9 and 6
8 and 6
This leads to choice A.

35. (E) The efficiency of the algorithm will depend on how the pivot element is selected. Ideally in quicksort the pivot element should partition the array into two parts of roughly equal size. If the array is sorted and the pivot element is always the first (or last) element in the array, then one section of the array will always be empty after partitioning. This is a worst case for quicksort, $O(n^2)$. On the other hand, if the array is sorted and the pivot element is chosen near the middle of the array, quicksort will be very efficient: $O(n \log n)$.

36. (C) An efficient hash coding system must have as few collisions as possible (i.e., the hash addresses should be uniformly distributed throughout the table). When there are collisions, the method of allocating a new hash address should, again, distribute these addresses uniformly throughout the table. The size of the data items is irrelevant since a hash function operates just on a key field of the data items.

37. (C) Just before 29 is inserted, the table will look like this:

<table>
<thead>
<tr>
<th>array index</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>key value</td>
<td>45</td>
<td>2</td>
<td>25</td>
<td>28</td>
<td>7</td>
<td>40</td>
<td>9</td>
<td>10</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Now 29 % 11 = 7. Slots 7 and 8 are taken, so 29 goes into slot 9.

38. (E) Hash coded data must always be searched with a hash function applied to the key field, followed by an algorithm that resolves any collisions.

39. (D) In the rehash function, result is the current hash address. Choice A works for all numbers except 34. 34 % 20 hashes to 14, which is taken by 54. Then $(14 + 13) % 20$ rehashes to 7, which is where 34 would go if this were the correct answer. Choice B doesn’t successfully resolve collisions: 34 % 20 hashes to 14, which is already taken by 54. 14 % 20 rehashes to 14, the same slot. Recall that a rehash function of the form $(\text{result} + \langle\text{const}\rangle) % \langle\text{number of slots}\rangle$ must be such that $\langle\text{const}\rangle$ and $\langle\text{number of slots}\rangle$ are relatively prime (i.e., no common factors other than 1). Otherwise, the method won’t generate all the hash table
slots. This eliminates choice C. Choice E produces 30 slots, but the table shown has just 20 slots. Element 81, for example, has no slot under this scheme, since $81 \% 30 = 21$ and $\text{list}[21]$ does not exist. Choice D successfully places all the numbers in the table.

40. (C) Reason I is valid—it’s always desirable to hide implementation details from users of a method. Reason II is valid too—since QuickSort and MergeSort implement the Sort interface, they must have a sort method with no parameters. But parameters are needed to make the recursion work. Therefore each sort requires a helper method with parameters. Reason III is invalid in this particular example of helper methods. There are many examples in which a helper method enhances efficiency (e.g., Example 2 on p. 344), but the sort example is not one of them.

41. (E) Since Sort is an interface, you can’t create an instance of it. This eliminates choices B and D. The sort methods alter the contents of strArray. Thus invoking $\text{q.sort()}$ followed by $\text{m.sort()}$ means that $\text{m.sort}$ will always operate on a sorted array, assuming quicksort works correctly! In order to test both quicksort and mergesort on unsorted arrays, you need to make a copy of the original array or create a different array. Eliminate choice A (and B again!), which does neither of these. Choice C is wrong because it calls the private sort methods of the classes. The Sort interface has just a single public method, sort, with no arguments. The two classes shown must provide an implementation for this sort method, and it is this method that must be invoked in the client program.

42. (D) A sequential search, in the worst case, must examine all $n$ elements—$O(n)$. In the worst case, a binary search will keep splitting the array in half until there is just one element left in the current subarray: $\log_2 n$ splits, which is $O(\log n)$.

43. (B) $1 \text{ million} = 10^6 = (10^3)^2 \approx (2^{10})^2 = 2^{20}$. Thus, there will be on the order of 20 comparisons.

44. (C) This is a sequential search that examines each element and counts the number of occurrences of 8. Since $n$ comparisons are made, the algorithm is $O(n)$.

45. (B) Mergesort works by breaking its array of $n$ elements into $n$ arrays of one element each, an $O(\log_2 n)$ process. Then it merges adjacent pairs of arrays until there is one sorted array, an $O(n)$ process. For each split of the array, the merge method is called. Thus, mergesort is $O(n \log n)$ irrespective of the original ordering of the elements.

Quicksort partitions the array into two parts. The algorithm is $O(n \log n)$ only if the two parts of the array are roughly equal in length. In the worst case, this is not true—the pivot is the smallest or largest element in the array. The partition method, an $O(n)$ process, will then be called $n$ times, and the algorithm becomes $O(n^2)$.

The elements of heapsort are always placed in a balanced binary tree, which gives an $O(\log_2 n)$ process for fixing the heap. $n/2$ passes, each of which restores the heap, leads to an $O(n \log n)$ algorithm irrespective of the original ordering of the elements.

46. (A) A sequential search is $O(n)$, a binary search $O(\log n)$, and quicksort $O(n \log n)$. For any large positive $n$, $\log n < n < n \log n$. 
The GridWorld Case Study

CHAPTER 13

Man is the only critter who feels the need to label things as flowers and weeds.
—Anonymous

Chapter Goals

- The classes in GridWorld: hierarchy and overview
- The Actor class
- The Location class
- The Rock and Flower classes
- The Bug and BoxBug classes
- The Critter class and ChameleonCritter classes
- The Grid interface
- The AbstractGrid class
- The BoundedGrid and UnboundedGrid classes
- Run-time analysis of grid methods

OVERVIEW

The case study is a program that simulates actions and interactions of objects in a two-dimensional grid. The “actors” in the grid are displayed by a GUI (graphical user interface). The GUI can also add new actors to the grid and can invoke methods on all actors.

During a single step of the program, every occupant of the grid gets a chance to act. Each actor acts according to a clearly specified set of behaviors that can include moving, changing color, changing direction, removing other actors from the grid, depositing new actors in specified locations, and so on.

THE CLASSES

The following diagram displays the relationship between the testable classes in the case study.
The diagram shows that each of these objects, Flower, Rock, Bug, and Critter is an Actor. A BoxBug is a Bug, and a ChameleonCritter is a Critter. Also, AbstractGrid is an abstract class that implements the Grid interface. Each of BoundedGrid and UnboundedGrid is an AbstractGrid. Every Actor has a Location and Grid, and a Grid has a Location.

NOTE

The Location, Actor, Rock, and Flower classes are “black box” classes whose code is not provided. You are, however, expected to know the specifications of their methods and constants. Code is provided for all of the other classes shown and is testable on the AP exam. While Level A students are expected to be familiar with the method specifications for the grid classes, Level A students will not be tested on any of the code for grid classes.

THE ACTORS

Here is a summary of what each actor does when it acts.

- A Rock does nothing.
- A Flower darkens its color.
- A Bug moves forward when it can. It can move into an empty spot or onto a flower. When it moves, it deposits a flower in its previous location. If it moves to a location occupied by a flower, that flower is removed from the grid. A bug cannot move if it is blocked in front by either another (nonflower) actor or the edge of the grid. When a bug is prevented from moving, it turns $45^\circ$ to the right.
- A BoxBug moves like a Bug. Additionally, if it encounters no obstacles in its path, it traces out a square of flowers with a given side length. If a BoxBug is blocked from moving, it makes two right turns and starts again.
- A Critter gets a list of its adjacent neighboring actors and processes them by “eating” each actor that is not a rock or another critter. It then randomly selects one of the empty neighboring locations and moves there. If there are no available empty locations, a critter does not move.
- A ChameleonCritter gets a list of its adjacent neighbors, randomly picks one of them, and changes its color to that of the selected actor. The ChameleonCritter moves like a Critter but, additionally, it first changes its direction to face its new location before moving.
THE Location CLASS

Description

The Location class

- Encapsulates row and column values for any position in the grid.
- Provides constants for compass directions and turn angles.
- Provides methods for determining relationships between locations and compass directions.

The flower in the diagram is in row 1, column 2, or Location (1, 2).

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Location.NORTH</td>
<td>0</td>
</tr>
<tr>
<td>Location.EAST</td>
<td>90</td>
</tr>
<tr>
<td>Location.SOUTH</td>
<td>180</td>
</tr>
<tr>
<td>Location.WEST</td>
<td>270</td>
</tr>
<tr>
<td>Location.NORTHEAST</td>
<td>45</td>
</tr>
<tr>
<td>Location.SOUTHEAST</td>
<td>135</td>
</tr>
<tr>
<td>Location.SOUTHWEST</td>
<td>225</td>
</tr>
<tr>
<td>Location.NORTHWEST</td>
<td>315</td>
</tr>
</tbody>
</table>

The compass directions have integer values starting at 0 (north) and moving clockwise through 360 (degrees). The dotted arrow in the figure below represents a direction of 135 or Location.SOUTHEAST.

There are seven constants representing the most commonly used turn angles:

There are seven constants representing the most commonly used turn angles:
The Location Class

<table>
<thead>
<tr>
<th>Constant</th>
<th>int Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Location.LEFT</td>
<td>-90</td>
</tr>
<tr>
<td>Location.RIGHT</td>
<td>90</td>
</tr>
<tr>
<td>Location.HALF_LEFT</td>
<td>-45</td>
</tr>
<tr>
<td>Location.HALF_RIGHT</td>
<td>45</td>
</tr>
<tr>
<td>Location.FULL_CIRCLE</td>
<td>360</td>
</tr>
<tr>
<td>Location.HALF_CIRCLE</td>
<td>180</td>
</tr>
<tr>
<td>Location.AHEAD</td>
<td>0</td>
</tr>
</tbody>
</table>

To get an actor to turn through a given number of degrees, set its direction to the sum of its current direction and the turn angle. For example, to make an actor turn right (through 90°, clockwise)

```java
setDirection(getDirection() + Location.RIGHT);
```

change direction to current direction + 90°

In general, a class can be represented by a box diagram (shown below) in which private data and methods are completely enclosed within the shaded region, while public methods overlap the shaded region.¹

The diagram below represents the Location class, and shows that there is one constructor, eight public methods, and two private instance variables.

¹The class diagrams are based on diagrams in A Computer Science Tapestry by Owen Astrachan and the Marine Biology Case Study narrative by Alyce Brady.
Chapter 13  The GridWorld Case Study

Methods

public Location(int r, int c)
Constructs a location with given row and column.

public int getRow()
public int getCol()
Accessor methods that return the row or column of the Location.

public Location getAdjacentLocation(int direction)
Returns the adjacent location in the compass direction closest to direction.

public int getDirectionToward(Location target)
Returns the direction, rounded to the nearest compass direction, from this location toward a target location.

public int hashCode()
Generates and returns a hash code for this Location.

public boolean equals(Object other)
public int compareTo(Object other)
These methods are used to compare Location objects. Two locations are equal if they have the same row and column values. Ascending order for locations is row-major, namely, start at (0, 0) and proceed row by row from left to right. For example, (0, 1) is less than (0, 2) and (1, 8) is less than (3, 0).

public String toString()
Returns a string representation of this Location in the form (row, col).

THE Actor CLASS

Description

The Actor class is the superclass for every creature or object that appears in the grid.

An Actor has a location, direction, and color, along with the capacity to change each of these instance variables. It has access to its grid. It can put itself in the grid, and also remove itself from it.

Every creature in the grid is coded as a subclass of Actor.

Here is the box diagram for the Actor class, showing only its public methods. (Since Actor is a black-box class, you are not privy to its private data and methods, nor the implementation of its methods.)
Methods

public Actor()
Default constructor. Constructs a blue actor facing north.

public Color getColor()
public int getDirection()
public Location getLocation()
Accessor methods. Return the color, direction, or location of this Actor. Note that the direction returned is an int from 0 through 359 (degrees).

public Grid<Actor> getGrid()
Accessor method. Returns the grid of this Actor, or null if the actor is not in the grid.

public void setColor(Color newColor)
public void setDirection(int newDirection)
Mutator methods. Change the color or direction of this Actor to the new value speci-
fied by the parameter.

```java
public void moveTo(Location newLocation)
```

Moves this Actor to a new location. If the new location is already occupied, the actor in that location is removed from the grid. The `moveTo` method has two preconditions:

1. This Actor is in a grid.
2. `newLocation` is valid in this Actor’s grid.

```java
public void putSelfInGrid(Grid<Actor> gr, Location loc)
```

Puts this Actor into the given grid `gr` at the specified location `loc`. A precondition is that `loc` is valid.

```java
public void removeSelfFromGrid()
```

Removes this Actor from the grid.

```java
public void act()
```

Reverses the direction of this actor. (The method is often overridden in subclasses of Actor.)

```java
public String toString()
```

Returns a string with the location, direction, and color of this Actor.

---

THE Rock AND Flower CLASSES

The Rock Class

A Rock acts by doing nothing. It has a default constructor that creates a black rock, and a second constructor that allows construction of a rock with a specified color. The `act` method is overridden—it has an empty body!

The Flower Class

A Flower acts by darkening its color. It has a default constructor that creates a pink flower, and a second constructor that allows construction of a flower with a specified color. The overridden `act` method darkens the flower by reducing the values of the red, green, and blue components of its color by a constant factor.

---

THE Bug CLASS

Description

A Bug is an Actor that moves forward in a straight line, turning only when it is blocked. A bug can be blocked by either the edge of the grid, or an actor that is not a flower.
As the bug moves, it steps on any flower in its path, causing the removal of that flower from the grid. After each step, the bug places a flower in its previous location.

Here is a box diagram for the Bug class. Methods inherited from Actor are not shown. Overridden methods are indicated with a double frame.

The diagram shows that a Bug has two constructors. The act method is overridden, and there are three additional public methods: turn, move, and canMove. Don’t forget that Bug also inherits the following methods from Actor: getColor, setColor, getDirection, setDirection, getGrid, getLocation, putSelfInGrid, removeSelfFromGrid, moveTo, and toString.

**Methods**

```java
public Bug()
```
Default constructor. Creates a red Bug.

```java
public Bug(Color bugColor)
```
Constructor. Creates a Bug with the specified color.

Note that both of the constructors use the inherited setColor method.

```java
public void act()
```
The Bug moves if it can; otherwise it turns.

Note that this is the only method of the Actor class that is overridden.

```java
public void turn()
```
Turns this Bug 45° to the right without changing its location. It does it by adding Location.HALF_RIGHT to the bug’s current direction.
public boolean canMove()

Returns true if this Bug can move, false otherwise. The bug is able to move if the location directly in front of it (a) is valid and (b) is empty or contains a flower. Here are the steps in the method:

- Get the bug’s grid, and if it is null, return false. (Note that a bug’s grid is null if another actor removed the bug.)
- Get the adjacent location directly in front of the bug.
- If this location is invalid (namely, out of the grid), return false.
- Get the actor in this neighboring location.
- If the actor is a flower or null (i.e., no actor there!), return true. Otherwise return false.

public void move()

Moves this Bug forward, placing a flower in its previous location. Here are the steps:

- Get the bug’s grid, and if it is null, exit the method.
- Get the bug’s current location.
- Get the adjacent location directly in front of the bug.
- If this location is valid, the bug moves there; otherwise it removes itself from the grid. (Note: If this location is invalid, the canMove method will return false, and move will not be called. So the test in this step is redundant, and is probably included as an extra precaution.)
- Create a flower that is the same color as the bug.
- Place the flower in the bug’s previous location (which was saved in the second step.)

THE BoxBug CLASS

Description

A BoxBug is a Bug that moves in a square pattern if it is unimpeded. To create the square, a BoxBug has two private instance variables: sideLength, which is the number of steps in a side of its square, and steps, which keeps track of where the BoxBug is in creating a side. Whenever a side has been completed or the bug must start again because it encountered an obstacle, steps gets reset to zero.

Here is the box diagram for the BoxBug class.
The diagram shows that BoxBug has two private instance variables, one constructor, and an overridden act method. In addition to inheriting all of the public methods of Actor, BoxBug inherits the methods turn, move, and canMove from Bug.

**Methods**

```java
public BoxBug(int length)
```

Constructor. Sets sideLength to the specified length, and initializes steps to 0.

```java
public void act()
```

This overridden method performs one step in the creation of the BoxBug’s square. First, the method tests whether the bug is still in the process of making a side:

```java
if (steps < sideLength...)
```

If this is true, and the bug can move, the bug moves and steps is incremented. If the above piece of the test is false, it means that the bug has completed the current side, and must turn so that it can start a new side. It does this by calling turn twice, to create the 90° angle at the vertex of the square. (Recall that a single call to turn turns the bug through 45°.) After the bug has completed the 90° turn, steps is reset to zero in preparation for a new side. Notice that if steps < sideLength is true, but canMove() is false (BoxBug is blocked), the same preparation for a new side must occur (turn, turn, reset steps). If the BoxBug is unimpeded when creating its square, and the sideLength has value \( k \), there will be \( k + 1 \) flowers on each side of the square.

---

**THE Critter CLASS**

**Description**

A Critter is an Actor with the following pattern of behavior.

- Get a list of neighboring actors.
- Process the actors.
- Get a list of possible locations to move to.
- Select a location from the list.
- Move there.
Here is the box diagram for the Critter class.

The diagram shows that the Critter class does not have an explicit constructor. This means that the default constructor of the Actor superclass will be invoked to create a blue Critter facing north. All other methods of Actor are inherited, and act is overridden. The other five methods are new methods for Critter.

**Methods**

```java
public void act()
```

A Critter acts by getting a list of its neighbors, processing them, getting a list of possible locations to move to, selecting one of these, and then moving to the selected location.

```java
public ArrayList<Actor> getActors()
```

Returns a list of adjacent neighboring actors.

```java
public void processActors(ArrayList<Actor> actors)
```

Processes the actors. The Critter “eats” all actors that are not rocks or other critters. The actors are processed by iterating through the list of actors. Each actor is examined. If it is neither a rock nor a critter, the actor removes itself from the grid.

```java
public ArrayList<Location> getMoveLocations()
```

Returns a list of valid, adjacent, empty, neighboring locations, which are the possible locations for the next move. The grid method getEmptyAdjacentLocations is used, with the critter's current location as its parameter.
public Location selectMoveLocation(ArrayList<Location> locs)

Selects the location for the next move from locs, a list of valid locations. Here are the steps.

- Assign \( n \) to be the length of the list.
- If \( n \) is zero, which means that there are no available locations, return the current location of the critter.
- Get a random int from 0 to \( n - 1 \) with the statement
  
  ```java
  int r = (int) (Math.random() * n);
  ```

- Return the location at index \( r \) in the locs ArrayList.

public void makeMove(Location loc)

Moves his Critter to the specified location. A precondition is that loc is valid. The method is implemented with the statement

```java
moveTo(loc);
```

Recall that moveTo is inherited from Actor.

---

**THE ChameleonCritter CLASS**

**Description**

A ChameleonCritter is a Critter. When it acts, a ChameleonCritter gets the same list of actors as a Critter, but instead of eating them, it randomly selects one actor and changes its color to that of the selected actor. A ChameleonCritter moves like a Critter, with one difference: Before it moves, it turns to face its new location.

Here is the box diagram for the ChameleonCritter class.

![ChameleonCritter Diagram]

Notice that there is no constructor, which means that when a ChameleonCritter is created, the default constructor of Actor will be invoked, constructing a blue ChameleonCritter facing north.
Chapter 13  The GridWorld Case Study

Methods

```java
public void processActors(ArrayList<Actor> actors)
```

Randomly selects an adjacent neighbor, and changes this ChameleonCritter’s color to that of the selected actor. Does nothing if there are no neighbors.

```java
public void makeMove(Location loc)
```

Moves like a regular Critter, but before it moves, it turns to face its new location. To change direction, the setDirection method is used. The parameter used for the call to setDirection is the direction from the ChameleonCritter’s current location to loc:

```java
getLocation().getDirectionToward(loc)
```

THE Grid<E> INTERFACE

The interface Grid<E> specifies methods that manipulate a grid of objects of type E. In the case study, Grid<E> is implemented by three classes, AbstractGrid<E>, BoundedGrid<E>, and UnboundedGrid<E>. When the grid classes are used by clients, type E is replaced by Actor.

Methods

Listed below are the methods in the interface. These methods are commented and discussed in the classes that implement them.

```java
public interface Grid<E>
{
    int getNumRows();
    int getNumCols();
    boolean isValid(Location loc);
    E put(Location loc, E obj);
    E remove(Location loc);
    E get(Location loc);
    ArrayList<Location> getOccupiedLocations();
    ArrayList<Location> getValidAdjacentLocations(Location loc);
    ArrayList<Location> getEmptyAdjacentLocations(Location loc);
    ArrayList<Location> getOccupiedAdjacentLocations(Location loc);
    ArrayList<E> getNeighbors(Location loc);
}
```

THE AbstractGrid<E> CLASS

Description

The AbstractGrid<E> class implements five methods of the Grid<E> interface that are common to both the BoundedGrid<E> and UnboundedGrid<E> classes. While no instance of an AbstractGrid<E> can be created, having this class avoids repeated code.

Here is the box diagram for the AbstractGrid class.
**Methods**

Note that in every method below that has a `loc` parameter, there is a precondition that `loc` is valid in the grid.

```java
public ArrayList<E> getNeighbors(Location loc)
```

Returns a list of all actors in locations adjacent to `loc`. It does this by traversing the locations in `getOccupiedAdjacentLocations(loc)`, and adding the actors in those locations to an initially empty `ArrayList<E>`. Note that if `neighbors` is the `ArrayList` of actors to be returned, and `neighborLoc` is a `Location` in the traversal, the statement

```java
neighbors.add(get(neighborLoc));
```

extracts the actor in `neighborLoc` and adds it to the `neighbors` list. Recall that `add` is an `ArrayList` method; but the `get` method used here is the `Grid` method that returns the object at its `Location` parameter.

```java
public ArrayList<Location> getValidAdjacentLocations(Location loc)
```

Returns all valid locations adjacent to `loc`. Starting with north (at 0°), and going up in increments of 45, it gets the adjacent location in that direction, and, if that location is in the grid, adds it to an initially empty `ArrayList` of locations. If you do the math, you will see that the line

```java
for (int i = 0; i < Location.FULL_CIRCLE / Location.HALF_RIGHT; i++)
```

is equivalent to

```java
for (int i = 0; i < 8; i++)
```

The constants `FULL_CIRCLE` and `HALF_RIGHT` are used because they are much more descriptive than "8".


The grid classes provide an environment for the actors in GridWorld. A bounded grid is two-dimensional, with a finite number of rows and columns. Creatures in a bounded grid cannot escape its confines. An unbounded grid is also rectangular, but the number of rows and columns is unlimited.

Both BoundedGrid<E> and UnboundedGrid<E> extend AbstractGrid<E> which implements Grid<E>. This means that both of the grid classes inherit the five methods of AbstractGrid<E>, and must implement the remaining methods of Grid<E>.

Both the BoundedGrid<E> and UnboundedGrid<E> classes are represented in the following box diagram.
The diagram shows that each class has its own constructor, and each class implements the seven remaining Grid<E> methods that are not in AbstractGrid<E>. The inherited methods of AbstractGrid<E> are not shown: getValidAdjacentLocations, getEmptyAdjacentLocations, getOccupiedAdjacentLocations, getNeighbors, and toString.

The BoundedGrid<E> is implemented with a two-dimensional array of Object called occupantArray,

```java
private Object[][] occupantArray;
```

The element type is Object, not E, because Java doesn’t allow arrays of generic types. Still, all elements of occupantArray must be of type E, since the method that adds elements to this array, put, requires a parameter of type E for the object that is added.

The UnboundedGrid<E> is implemented with a map called occupantMap, in which a key of the map is a Location object and the corresponding value is an object of type E in that location:

```java
private Map<Location, E> occupantMap;
```

Only those locations that contain an actor are keys of the map.

**Methods**

**THE CONSTRUCTORS**

For each class, the constructor creates an empty grid.
### BoundedGrid

**public BoundedGrid(int rows, int cols)**

Constructs an empty bounded grid with specified number of rows and columns. Throws an `IllegalArgumentException` if either parameter is negative.

**public int getNumRows()**
**public int getNumCols()**

BoundedGrid

Returns number of rows or columns in grid. Note that the number of rows is `occupantArray.length` and the number of columns is the length of the 0th row, `occupantArray[0].length`.

### UnboundedGrid

**public UnboundedGrid()**

Creates an empty unbounded grid. Uses a `HashMap`.

**public boolean isValid(Location loc)**

BoundedGrid

Returns true if `loc` is in bounds, false otherwise.

UnboundedGrid

Always returns true.

**public ArrayList<Location> getOccupiedLocations()**

Returns all occupied locations in this grid.

**public E get(Location loc)**

BoundedGrid

- A nested for loop traverses the rows and columns of the grid.
- Creates new `Location` from current row and column.
- Retrieves object at this location (using `get(loc)`).
- If object is not `null` (i.e., `loc` occupied), adds this location to `ArrayList`.

UnboundedGrid

- Traverses key set of `occupantMap`, using a for-each loop.
- Adds each location in traversal to `ArrayList`. (All the keys are occupied locations.)

Returns the object at `loc`, or `null` if `loc` is unoccupied.
### BoundedGrid

- An `IllegalArgumentException` is thrown if `loc` is invalid.
- Accesses object at `loc` by using the expression
  \[
  \text{occupantArray[loc.getRow()] [loc.getCol()]}
  \]
- Before returning this object, cast to `E`.

```java
public E put(Location loc, E obj)
```

Puts `obj` at location `loc` in this grid, and returns the previous occupant of that location. Returns `null` if `loc` was previously unoccupied.

- An `IllegalArgumentException` is thrown if `loc` is invalid.
- A `NullPointerException` is thrown if `obj` is `null`.
- Saves previous occupant at `loc`.
- Adds `obj` to `loc` using
  \[
  \text{occupantArray[loc.getRow()] [loc.getCol()] = obj;}
  \]
- Returns previous occupant.

```java
public E remove(Location loc)
```

Removes the object at `loc` and returns it. Returns `null` if `loc` is unoccupied.

- An `IllegalArgumentException` is thrown if `loc` is invalid.
- Retrieves object from `loc`:
  \[
  \text{E r = get(loc);}
  \]
  (Note: `get` is a BoundedGrid method.)
- Sets object in `loc` to `null`:
  \[
  \text{occupantArray[loc.getRow()] [loc.getCol()] = null;}
  \]
- Returns `r`.

### UnboundedGrid

- A `NullPointerException` is thrown if `loc` is `null`.
- Accesses object at `loc` by using the expression
  \[
  \text{occupantMap.get(loc)}
  \]
  where `get` is a Map method.

```java
public E put(Location loc, E obj)
```

- A `NullPointerException` is thrown if either `obj` or `loc` is `null`.
- Using the Map method `put`, returns result of
  \[
  \text{occupantMap.put(loc, obj)}
  \]
  (This creates a new mapping for `loc`, but returns the previous value that corresponded to `loc`.)

```java
public E remove(Location loc)
```

Removes the object at `loc` and returns it. Returns `null` if `loc` is unoccupied.

- A `NullPointerException` is thrown if `loc` is `null`.
- Using Map method `remove`, removes mapping with `loc` as key, and returns previous object corresponding to `loc`:
  \[
  \text{return occupantMap.remove(loc);}
  \]
RUN-TIME ANALYSIS OF GRID METHODS

AB ONLY

Bounded Grid

Suppose a bounded grid has $r$ rows, $c$ columns, and $n$ occupied locations, where $r$, $c$, and $n$ are large. Any algorithm that requires a traversal of every location will need $r \times c$ “moves" and is therefore $O(rc)$. If you have a list of only those occupied locations, (or the actors in them), processing the actors will be $O(n)$. Accessing any given location in the grid is $O(1)$. An algorithm that processes adjacent neighbors for any location will require no more than eight operations, which is a constant. Therefore the algorithm is $O(1)$.

Unbounded Grid

Rows and columns do not enter into the analysis for an unbounded grid. The map contains only the $n$ locations that are occupied; so big-O run times will all be in terms of $n$, the number of actors in the grid.

Since keys are stored in a HashMap, each of the following operations is $O(1)$: finding a given location (or key), inserting a new actor (or mapping), removing an actor, retrieving a given actor, and so on. These all use the Map methods get, put, and remove, which are $O(1)$.

Suppose the implementation of UnboundedGrid is changed so that keys are stored in a TreeMap. The above Map operations now become $O(\log n)$.

In the following examples, you may assume a grid with $n$ occupied locations, and a bounded grid with $r$ rows and $c$ columns.

Example 1

What is the big-O run time for getOccupiedLocations in
(1) BoundedGrid  (2) UnboundedGrid?

(1) $O(rc)$. A nested loop traversal must be done, examining every location. The algorithm depends only on the number of locations in the grid.

(2) $O(n)$. All that is required is a simple traversal through the $n$ locations in the key set of the map.

Example 2

What is the big-O run time for getNeighbors in
(1) BoundedGrid  (2) UnboundedGrid?

(1) $O(1)$.

(2) $O(1)$.

To retrieve the neighbors,

- Get a list of occupied adjacent locations.
- Traverse the list to extract the actors.

In each type of grid, there are no more than eight adjacent locations to be examined, a constant number. Therefore, in each case, the algorithm is $O(1)$.
NOTE

An $O(1)$ operation performed eight times is still $O(1)$. The assumption is that eight is small compared to $n$.

BIG-O SUMMARY OF GRID METHODS

The run times in the table below assume a grid with $n$ occupied locations, and a bounded grid with $r$ rows and $c$ columns.

<table>
<thead>
<tr>
<th>Method</th>
<th>BoundedGrid</th>
<th>UnboundedGrid</th>
</tr>
</thead>
<tbody>
<tr>
<td>getNeighbors</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>getValidAdjacentLocations</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>getEmptyAdjacentLocations</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>getOccupiedAdjacentLocations</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>toString</td>
<td>$O(rc)$</td>
<td>$O(n)$</td>
</tr>
<tr>
<td>getOccupiedLocations</td>
<td>$O(rc)$</td>
<td>$O(n)$</td>
</tr>
<tr>
<td>get</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>put</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>remove</td>
<td>$O(1)$</td>
<td>$O(1)$</td>
</tr>
</tbody>
</table>

THE CASE STUDY AND THE AP EXAM

Approximately one-fourth of the AP exam will be devoted to questions on the case study. (This means five to ten multiple-choice questions and one free-response question.)

Both level A and AB students will be tested on Chapters 1–4 of the case study. You must be familiar with the Bug, BoxBug, Critter, and ChameleonCritter classes, including their implementations. You should also be familiar with the documentation for the Location, Actor, Rock, and Flower classes, as well as the Grid $<$E$>$ interface.

On the AP exam, all students will be provided with a Quick Reference that contains a list of methods for the preceding classes and interface. You will also receive source code for the Bug, BoxBug, Critter, and ChameleonCritter classes.

Only level AB students need to know Chapter 5 of the case study. This includes the documentation and implementation for the AbstractGrid $<$E$>$ abstract class, and the BoundedGrid $<$E$>$ and UnboundedGrid $<$E$>$ classes. The Quick Reference for level AB students will include the documentation and source code for all the grid classes.

NOTE

1. The Javadoc comments @param, @return, and @throws are part of the AP Java subset. In this book they are included in the case study questions only. Here is an example.
/**
 * Puts obj at location loc in this grid, and returns
 * the object previously at this location.
 * Returns null if loc was previously unoccupied.
 * Precondition: obj is not null, and loc is valid in this grid.
 * @param loc the location where the object will be placed
 * @param obj the object to be placed
 * @return the object previously at the specified location
 * @throws IllegalArgumentException if the location is invalid
 * @throws NullPointerException if the object is null
 */

public E put(Location loc, E obj)

This will produce the following Javadoc output:

```
put
public E put (Location loc, E obj)

    Puts obj at location loc in this grid, and returns
    the object previously at this location.
    Returns null if loc was previously unoccupied.
    Precondition: obj is not null, and loc is valid in this grid.

    Parameters:
        loc - the location where the object will be placed
        obj - the object to be placed

    Returns:
        the object previously at the specified location

    Throws:
        IllegalArgumentException - if the location is invalid
        NullPointerException - if the object is null
```

2. The GridWorld case study, including documentation, narrative, and code, can be found at http://www.collegeboard.com/student/testing/ap/subjects.html.

---

**Chapter Summary**

Be thoroughly familiar with each of the actors in this world. Know how they move and act. In particular, you must know the inheritance relationships between the various actors. On the AP exam you are likely to be asked to write subclasses of Bug or Critter, or to write modified methods for some given superclass.

Find GridWorld in the Quick Reference guide, so you can become comfortable referring to this as you write your own code. By the time you get to the AP exam, it should be second nature to you to use the Quick Reference.

Level AB students must be familiar with the Grid interface, and how its methods are implemented in the AbstractGrid class. You must also be able to compare implementations of methods in the BoundedGrid and UnboundedGrid classes. By now it goes without saying that you must know the big-O run times of all of the grid algorithms.
MULTIPLE-CHOICE QUESTIONS ON THE CASE STUDY

Before you begin, note that

- Some of the questions in this section provide code from the case study. On the AP exam, code will not be reproduced in the questions, since you will be provided with a copy of all code to be tested.
- The actors in GridWorld are represented in this book with the pictures shown below. Each actor is shown facing north. These pictures almost certainly will be different from those used on the AP exam!

1. Which of the following is a false statement about Rock and Flower behavior?
   (A) When a rock acts, it does nothing.
   (B) When a flower acts, it does nothing.
   (C) A flower never changes its location when it acts.
   (D) A rock never changes its location when it acts.
   (E) When a rock is placed in a location that contains a flower, the flower disappears from the grid.

2. Suppose a Bug starts out facing south. If the turn method is called for this bug, what will its resulting direction be?
   (A) North
   (B) Northeast
   (C) Northwest
   (D) Southeast
   (E) Southwest
3. Consider the BoxBug in the diagram. If its `sideLength` is 3, which represents the result of executing `act()` once for this BoxBug?

(A)  
(B)  
(C)  
(D)  
(E)
4. What will be the effect of executing the following statement in a client class for Bug and BoxBug?

\[
\text{Bug } \text{bb} = \text{new BoxBug();}
\]

(A) A red BoxBug facing north will be created, with random sideLength.
(B) A red BoxBug facing north will be created, with \( \text{sideLength} = 0 \).
(C) A red BoxBug with random direction will be created, with \( \text{sideLength} = 0 \).
(D) A BoxBug with random color and direction will be created, with \( \text{sideLength} = 0 \).
(E) A compile-time error will occur.

5. Which is a good reason for using the Location class constants for the compass directions and commonly used turn angles?

I They enhance readability of code.
II There is no built-in Degree type in Java.
III They distinguish locations from directions.

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) I, II, and III

6. Which location will the bug occupy after it acts once?

(A) (1, 1)
(B) (0, 1)
(C) (1, 2)
(D) (2, 1)
(E) (1, 0)
7. Suppose you want to modify the behavior of a Bug as follows: Every time it moves to a new location, it drops a Rock rather than a Flower into its old location. Which of the following modifications to the move method of the Bug class will correctly achieve this?

I Replace the last two “flower” lines with
   
   Rock rock = new Rock();
   rock.putSelfInGrid(gr, loc);

II Replace the last two “flower” lines with
   
   Rock rock = new Rock();
   gr.put(loc, rock);

III Replace the last two “flower” lines with
   
   Rock rock = new Rock();
   gr[loc.getRow()][loc.getCol()] = rock;

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
8. In which of the following situations will the canMove method of Bug return true?

I

II

III

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) II and III only

9. What would be the effect of having a subclass of Actor called SubActor that does not override the act method?

I A SubActor object would always be blue.
II A SubActor object would always face north.
III A SubActor object would remain in its original location when it acts.

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) I, II, and III
10. Consider a $4 \times 4$ bounded grid that contains a Bug at location $(2, 3)$ facing east. What happens at this bug’s turn to act?
   (A) It removes itself from the grid, leaving location $(2, 3)$ empty.
   (B) It removes itself from the grid, leaving a flower in location $(2, 3)$.
   (C) It moves to location $(2, 4)$, leaving a flower in location $(2, 3)$.
   (D) It remains in location $(2, 3)$, and turns to face south.
   (E) It remains in location $(2, 3)$, and turns to face southeast.

11. Suppose a subclass of Critter, SmallCritter, selects its next location by randomly selecting the location of an actor that occupies an adjacent neighboring grid location. The getMoveLocations of the Critter class will need to be overridden. Here is the specification for the overridden method.

```java
/**
 * Gets the possible locations for the next move. Returns the occupied neighboring locations.
 * Postcondition: The locations must be valid in the grid of this SmallCritter.
 * @return a list of possible locations for the next move.
 */
public ArrayList<Location> getMoveLocations()
{
    /* implementation code */
}
```

Which of the following is correct /* implementation code */ that will satisfy the postcondition?
   (A) return getGrid().getNeighbors(getLocation());
   (B) return getGrid().getValidAdjacentLocations(getLocation());
   (C) return getGrid().getOccupiedAdjacentLocations(getLocation());
   (D) return getActors();
   (E) return getActors().getLocations();
12. Suppose a ForwardCritter extends Critter, and exists only in a bounded grid. A ForwardCritter has the following behavior when it acts.

- It eats all actors in the grid (except for rocks and other critters) that are in a straight line in the direction that it is facing.
- It then moves to a random empty location in the straight line in front of it.

For example, the ForwardCritter at (3, 1) would eat the bug at (1, 3) and the flower at (0, 4), then it would randomly move to either (1, 3) or (0, 4). If it were the turn of the ForwardCritter at (3, 3) to act, it would eat the bug at (1, 3) and then randomly move to (2, 3), (1, 3), or (0, 3).

In implementing the ForwardCritter class, which Critter methods would need to be overridden?

I getActors
II processActors
III getMoveLocations

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) I, II, and III

13. Suppose the Actor class is modified to add a Color parameter to its constructor. If the Critter class is not changed, what will happen when the modified constructor is called to create a Critter in a client class?

(A) A compile-time error will occur.
(B) An exception will be thrown as soon as a color is selected.
(C) A blue Critter will be created.
(D) A Critter will be created with the same color as the Actor.
(E) A dialog box will appear, allowing a Critter of any color to be created.
Refer to the grid shown for Questions 14 and 15.

14. Suppose it is the turn of the Critter in location (2, 1) to act. What will be the value of getActors().size() for this Critter?
   (A) 1
   (B) 2
   (C) 3
   (D) 4
   (E) 5

15. Again, suppose it is the turn of the Critter in location (2, 1) to act. What will be the value of getMoveLocations().size() when getMoveLocations is called by this Critter’s act method?
   (A) 2
   (B) 3
   (C) 5
   (D) 7
   (E) 8
Multiple-Choice Questions on the Case Study

Refer to the grid shown for Questions 16 and 17.

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<tr>
<td>3</td>
<td></td>
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</tr>
</tbody>
</table>

Location (0, 2) contains a green Bug.
Location (2, 0) contains a blue Bug.
Location (1, 1) contains a yellow ChameleonCritter.
Location (1, 2) contains a pink Flower.
Location (2, 2) contains a black Rock.
Location (3, 1) contains a red Critter.
The ChameleonCritter is about to act.

16. After the ChameleonCritter has acted, its color could not be
   (A) blue.
   (B) green.
   (C) pink.
   (D) black.
   (E) red.

17. After the ChameleonCritter has acted, its direction could not be
   (A) south.
   (B) southeast.
   (C) north.
   (D) northwest.
   (E) west.
For Questions 18 and 19, refer to the modified act method of the Critter class. The method has been changed by interchanging the lines

```java
    processActors(actors);
```

and

```java
    ArrayList<Location> moveLocs = getMoveLocations();
```

Here is the modified method:

```java
    public void act()
    {
        if (getGrid() == null)
            return;
        ArrayList<Actor> actors = getActors();
        ArrayList<Location> moveLocs = getMoveLocations();
        processActors(actors);
        Location loc = selectMoveLocation(moveLocs);
        makeMove(loc);
    }
```

18. Suppose that a Critter has at least one adjacent Bug. Which of the following must be true as a result of the modified act method for that Critter?
   (A) The Critter would eat a different group of actors.
   (B) The Critter would eat fewer actors.
   (C) There would be fewer locations available for the move.
   (D) The Critter would eat but not move.
   (E) There would be no change.

19. Suppose version 1 is the original version of act, and version 2 is the modified version of act. Let list1 represent the ArrayList<Location> as a result of calling getMoveLocations() in version 1, and let list2 represent the ArrayList<Location> returned by getMoveLocations() in version 2. Which of the following could be true, given that nothing is known about the surrounding actors for this Critter?
   I list1.size() == list2.size()
   II list1.size() > list2.size()
   III list1.size() < list2.size()
   (A) I only
   (B) II only
   (C) III only
   (D) I and II only
   (E) I and III only
20. For the 3 × 3 BoundedGrid, grid, shown, refer to the following code segment.

```java
Location loc = new Location(1, 2);
ArrayList<Location> list = grid.getValidAdjacentLocations(loc);
System.out.println(list);
```

What will be output as a result of executing this code segment?
(A) [(0, 2), (2, 2), (2, 1), (1, 1), (0, 1)]
(B) [(2, 2), (2, 1), (1, 1), (0, 1), (0, 2)]
(C) [(1, 1), (0, 1), (0, 2), (2, 2), (2, 1)]
(D) [(0, 2), (0, 1), (1, 1), (2, 1), (2, 2)]
(E) [(2, 2), (0, 2), (0, 1), (1, 1), (2, 1)]

21. A method is deterministic if, given the inputs to it, you can tell exactly what its result will be. A method is probabilistic if, given the inputs, there are various probabilities of different results. Which of the following is false?
(A) Setting the original color of any Actor is deterministic.
(B) The getMoveLocations method in the Critter class is probabilistic.
(C) The processActors method in the ChameleonCritter class is probabilistic.
(D) The getActors method in the Critter class is deterministic.
(E) The process whereby a BoxBug receives its sideLength is deterministic.

22. Refer to the following statements concerning a 10 × 10 bounded grid.

```java
Location loc1 = new Location(1, 2);
Location loc2 = loc1.getAdjacentLocation(110);
```

What will loc2 contain after executing these statements?
(A) Location.EAST
(B) Location.SOUTHEAST
(C) (1, 3)
(D) (2, 3)
(E) (2, 2)
23. Consider the bounded grid shown.

Assume that the act method for each actor is invoked with the configuration as shown. Which of the following statements is false?

(A) The chameleon critters in locations (1, 2) and (2, 2) will change color but not location.
(B) The bugs in locations (0, 1) and (2, 0) will change direction but not location.
(C) The critter in location (1, 1) will change location.
(D) The flowers in locations (0, 0) and (2, 1) will change color.
(E) The rocks in locations (1, 0) and (0, 2) will change neither color nor location.
Multiple-Choice Questions on the Case Study

Refer to the BoundedGrid shown for Questions 24 and 25.

<p>| | | |</p>
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</tbody>
</table>

24. The ChameleonCritter in location (0, 1) is facing south. After it acts, its direction could not be
(A) Location.SOUTH
(B) Location.WEST
(C) Location.EAST
(D) Location.SOUTHEAST
(E) Location.SOUTHWEST

25. Suppose that in the diagram the ChameleonCritter is blue, the Flower is red, and the Rock is black. What is true about the color of the ChameleonCritter after it acts?
(A) It is a random color.
(B) It is red or black, each of which is equally likely.
(C) It must be red.
(D) It must be blue.
(E) It must be black.

26. Suppose a Critter has just one empty adjacent location just before its turn to act. What must be true after this Critter acts?
I The Critter will be in that empty location.
II The Critter will face the same direction that it faced before it acted.
III After it moves, the only possible adjacent neighbors will be rocks and other critters.
(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III

27. Suppose a BoundedGrid has r rows, c cols, and n occupants. What is the big-O run-time efficiency for the (1) get and (2) put methods?
(A) (1) $O(rc)$ (2) $O(rc)$
(B) (1) $O(n)$ (2) $O(n)$
(C) (1) $O(n)$ (2) $O(1)$
(D) (1) $O(1)$ (2) $O(n)$
(E) (1) $O(1)$ (2) $O(1)$
28. Suppose the data structure for the UnboundedGrid were changed to TreeMap<Location, E>, instead of HashMap<Location, E>. What would be a valid reason for doing this?

(A) To improve the run time of the getOccupiedLocations method.
(B) To improve the run times of the get and put methods.
(C) To simplify the traversal of the map’s key set.
(D) To facilitate the printing of all the actors in the grid in alphabetical order.
(E) To facilitate the printing of all the occupied locations in the grid in ascending (row-major) order.

29. In order to use a HashMap for correct storage of the UnboundedGrid, which method(s) must the Location class implement?

I equals
II hashCode
III compareTo

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III

30. Which is a false statement about the grid classes?

(A) In the get method of BoundedGrid, the object returned must be cast to E because occupantArray contains elements of type Object.
(B) In the UnboundedGrid class, getNumRows and getNumCols must be implemented even though they are meaningless in this implementation.
(C) The element returned by the get method of UnboundedGrid is not cast to E because values in the Map are declared to be of type E.
(D) The AbstractGrid class must be abstract because it doesn’t define all of the methods specified in the Grid interface.
(E) The occupantArray of the BoundedGrid class contains references of type Object rather than type E to allow more flexibility in the types of elements that can be inserted into the grid.

31. Which is true about the BoundedGrid class?

I It is a two-dimensional grid with a finite number of rows and columns.
II An occupant of the grid can be an object of any type.
III Empty locations in the grid have a value of null.

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) I, II, and III
32. In the BoundedGrid class, what would it mean if the following test were true?

\[
\text{occupantArray[loc.getRow()][loc.getCol()] == null}
\]

(A) The occupantArray has been constructed, but there is no actor in
\[
\text{occupantArray[loc.getRow()][loc.getCol()]}.\]
(B) loc is an invalid location.
(C) loc has not yet been constructed using new.
(D) occupantArray has not yet been constructed using new.
(E) An error has been made and an exception will be thrown.

33. The isValid(loc) method of BoundedGrid returns false if

I loc is null.
II loc is out of range.
III The grid has not been constructed.

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III

34. The current implementation of the grid classes allows for a given location to have
eight adjacent neighbors: those on all four sides, and the four diagonally adjacent
neighbors. Suppose the program will be changed so that any given location will
have just four adjacent neighbors, those that are north, south, east, and west of
the given location. Which of the following methods must be changed in order to
achieve the modification described?

I The constructors of the BoundedGrid and UnboundedGrid classes.
II The isValid methods of the BoundedGrid and UnboundedGrid classes.
III The getValidAdjacentLocations method of the AbstractGrid class.

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III

35. Suppose the GridWorld case study program is run with \(N\) actors and \(M\) steps in
the simulation, where \(N\) and \(M\) are large. Assume that the grid used is imple-
mented with the UnboundedGrid class. The run-time efficiency of \(M\) steps of the
simulation will be

(A) \(O(N + M)\)
(B) \(O(NM)\)
(C) \(O(N^2M)\)
(D) \(O(M)\)
(E) \(O(N)\)
36. Suppose a TreeMap will be used to implement the UnboundedGrid class instead of a HashMap. Which method(s) in UnboundedGrid will need to be changed?

   I  the constructor
   II getOccupiedLocations
   III get and put

(A) None
(B) I only
(C) II only
(D) III only
(E) II and III only
ANSWER KEY

1. B
2. E
3. A
4. E
5. A
6. A
7. A
8. E
9. C
10. E
11. C
12. D
13. A
14. C
15. D
16. E
17. B
18. C
19. D
20. A
21. B
22. C
23. B
24. D
25. C
26. B
27. E
28. E
29. D
30. E
31. D
32. A
33. B
34. C
35. B
36. B

ANSWERS EXPLAINED

1. **(B)** When a flower acts, its color darkens.

2. **(E)** When a bug turns, its resulting direction is its current direction + 45°. In this case:

   \[
   \text{final direction} = \text{getDirection() + Location.HALF_RIGHT} \\
   = 180 + 45 \\
   = 225 \\
   = \text{Location.SOUTHWEST}
   \]

3. **(A)** When `act()` is called for this `BoxBug`, the test

   ```java
   if (steps < sideLength && canMove())
   ```

will be false, since `canMove()` is false. Thus, the bug will execute two 45° turns, resulting in choice A. Choice B is wrong because it only makes one 45° turn. Choice C is the result when `act` is called twice. Choices D and E are wrong because a bug cannot move onto a rock.

4. **(E)** The error message will be

   ```
   The constructor BoxBug() is undefined.
   ```

This is because the `BoxBug` constructor takes an `int` parameter representing the `sideLength` for the `BoxBug`. Here are the rules for subclasses and constructors.

- Constructors are not inherited.
- If no constructor is provided in a subclass, the default constructor in the superclass is invoked. If there is no default constructor in the superclass, there will be a compile-time error.
- If a constructor with parameters is provided in the subclass, but there is no default constructor, as is the case in the BoxBug class, you must use that constructor with parameters; otherwise you will get a compile-time error.

5. (A) The constants allow you to visualize directions at a glance. For example, `setDirection(Location.WEST)` is much clearer than `setDirection(270)`. Reason II is bogus: A `Degree` type is unnecessary. (There’s nothing wrong with representing a direction with an `int`—it’s just more readable to use a constant.) Reason III is also spurious: A location is always easy to recognize because it has both a row and column component. This is easy to distinguish from an `int` that represents a direction.

6. (A) This bug will not change location because it is blocked by a rock. Its `canMove` method will return `false`, and the bug will turn instead of moving.

7. (A) Segment I is correct: A new rock places itself in the bug’s old location and updates its location and direction. Segment II appears to work correctly. However, if the grid adds the rock, the rock does not know that its location and direction have been changed. In general, when adding or removing actors, do not use `get` and `put` from the `Grid` interface, since these methods don’t update the location and direction values of the actor. Segment III is egregiously wrong: The variable `gr` is not a two-dimensional array, it is a `Grid` object.

8. (E) In diagram I the bug can’t move because it is at the edge of the grid. In diagram II the bug moves onto the flower. In diagram III the location in front of the bug is empty, and the bug will move there.

9. (C) The act method of `Actor` does not change the location of the actor. A `SubActor` would inherit this method and exhibit the same behavior. Choice II is wrong because an `Actor` changes direction when it acts. Choices I and II both fail because an `Actor` has mutator methods `setColor` and `setDirection`, which would be inherited by `SubActor`.

10. (E) The situation before the bug acts is shown. Since the location in front of the bug is not valid, the `canMove` method for this bug will return `false`, and the bug will remain in its current location, but turn to face southeast (a half-turn to the right).

11. (C) The method `getMoveLocations` returns an `ArrayList` of `Location` objects; so eliminate choices A and D, which return lists of `Actor` objects. Choice B is wrong because it will return empty as well as occupied locations, which was not required. Choice E is egregiously wrong: There is no `getLocations` method in the `ArrayList` class.

12. (D) Method I: `getActors` must be overridden because you are no longer getting the actors in neighboring locations. Method II: `processActors` should not be overridden, since once you have the list of actors, the action taken on them is
no different from the action taken by regular critters (namely, they get eaten if they are not rocks or other critters). Method III: getMoveLocations must be overridden since you are no longer getting adjacent locations.

13. (A) A subclass does not inherit constructors from the superclass. If there is no constructor provided in the subclass, the compiler will provide a default constructor that calls the superclass default constructor. If the constructor in the superclass (Actor in this case) is not a default constructor, a compile-time error will occur when you try to construct a subclass object. Note that if a parameter is added to the Actor constructor, Actor no longer has a default constructor.

14. (C) The getActors method returns a list of adjacent actors. For the grid shown, the list will contain the flower at (2, 2), the rock at (3, 0), and the bug at (1, 1). Therefore the size of the list is 3.

15. (D) When the Critter acts it “eats” the nonrock and noncritter actors in the getActors list. Then, getMoveLocations() gets a list of adjacent, empty, neighboring locations. In this case the list contains (1, 0), (1, 1), (1, 2), (2, 2), (3, 2), (3, 1), and (2, 0)—seven elements. Notice that locations (1, 1) and (2, 2) are empty because the previous occupants have been eaten. The rock, however, is still there.

16. (E) The actors processed by any Critter must be in adjacent neighboring locations. Since location (3, 1) does not satisfy this condition, the red Critter in (3, 1) is not included in the ChameleonCritter's getActors list.

17. (B) The getMoveLocations() method for the ChameleonCritter will contain the following locations: (2, 1), which is south of (1, 1); (0, 1), which is north of (1, 1); (0, 0), which is northwest of (1, 1); and (1, 0), which is west of (1, 1). Thus, the ChameleonCritter will end up facing south, north, northwest, or west. It cannot end up facing southeast because it cannot move to location (2, 2), which is southeast of (1, 1).

18. (C) The effect of the change is to get the list of empty adjacent neighboring locations before the “edible” neighboring actors have been removed. There would therefore be fewer empty locations available. Notice that choice D may be true (if all the neighboring locations were occupied before processing), but it is not necessarily true.

19. (D) See the explanation for the previous question on the effect of modifying the act method. Test I would be true if there were no adjacent actors to be eaten. Test II would be true if there were at least one adjacent actor to be eaten. Test III could never be true: The original version of the method creates the biggest possible list of available empty locations, since it removes some of the adjacent actors before the list is created.

20. (A) The algorithm in the getValidAdjacentLocations method starts with the adjacent location north of loc (0°) and, going up in increments of 45°, gets the adjacent location in that direction. If that location is in the grid, it adds it to the list.

21. (B) There is nothing random about how a Critter gets its list of possible move locations. It simply gets the list of empty neighboring locations. Choices A and E are true: The color and side length values are provided in the constructors. Choice C is true: A ChameleonCritter randomly selects an Actor whose color it will assume. Choice D is true: A Critter gets the list of actors that are in adjacent neighboring locations. There is no probability involved.
22. (C) The specification for `getAdjacentLocation` is to return the adjacent location that is in the compass direction nearest to its parameter. Since it does not return the nearest compass direction, reject choices A and B. The nearest compass direction to 110 is 90, or east. The adjacent location east of (1, 2) is location (1, 3).

23. (B) The bug in (2, 0) will move onto the flower in (2, 1). (The other bug, however, is blocked by the critter in (1, 1), and will turn right.) Each of the other choices is true. Choice A: The chameleon critters have no empty adjacent locations to move to. They will, however, randomly pick one of the neighboring actors and change color. Choice C: The critter will eat the bugs in (0, 1) and (2, 0) and the flowers in (0, 0) and (2, 1), making their locations available. The critter will randomly pick one of these and move. Choice D: Flowers get darker when they act. Choice E: Rocks do nothing when they act.

24. (D) The `ChameleonCritter` ends up facing the direction in which it moved. Since it cannot move onto the flower, it cannot end up facing southeast.

25. (C) The only actor in the `ChameleonCritter`'s neighborhood is the red `Flower`. Therefore the `ChameleonCritter` ends up red.

26. (B) A `Critter` does not change direction when it acts. Statement I is wrong because a `Critter` can end up in the location of an actor that it ate. Statement III is wrong because after a `Critter` moves to a different location, its adjacent neighbors are different from those that it had before the move.

27. (E) Each of these methods is given the location that will be accessed. A two-dimensional array allows $O(1)$ access to any location, using

```
occupantArray[loc.getRow()][loc.getCol()]
```

The `get` method returns the object at that location, and the `put` method places a new object at that location, while returning the “old” object.

28. (E) A `TreeMap` stores the elements of the key set in a balanced binary search tree. To print the keys in ascending order, an inorder traversal of the binary search tree is performed. In a `HashMap`, the keys are stored in a hash table. Printing the keys will not produce them in any predictable order.

   Note that choices A and C are wrong because it is equally easy—and efficient—to traverse the key set of either a `HashMap` or a `TreeMap`. Choice B is wrong because `get` and `put` for a `HashMap` are $O(1)$, while for a `TreeMap` they are $O(\log n)$. Choice D is wrong because a `TreeMap` produces the `keys` in order, not the corresponding values. Besides, what does it mean to print the actors in alphabetical order??

29. (D) Defining both `equals` and `hashCode` in any class ensures that objects of that class can be stored in a set without allowing duplicates. The condition for `obj1` and `obj2` to be duplicates is

```
obj1.equals(obj2) \implies obj1.hashCode() == obj2.hashCode()
```
If `hashCode` has not been defined for the class, then both `obj1` and `obj2` may be added to the set (wrongly), even though you consider them to be equal. In the `HashMap` of the `UnboundedGrid`, it is important that there not be duplicate locations in the key set, which is stored as a `HashSet`. Note that it’s not necessary for the objects in a `HashSet` to be `Comparable` (no ordering). Therefore, for the `HashMap` implementation, `Location` does not need `compareTo`.

30. **(E)** The type of elements in the array is `Object` because Java does not allow arrays of generic types. The following is illegal and will cause a compile-time error:

```java
private E[][] occupantArray = new E[rows][cols];
```

31. **(D)** Statement II is false because the grid is declared as `BoundedGrid<E>`, which means that occupants of the grid must be objects of type `E`.

32. **(A)** In the constructor, the line

```java
occupantArray = new Object[rows][cols];
```

creates a `rows` × `cols` two-dimensional array of `null` objects. Each slot represents an empty location. Notice in the `remove` method, the line

```java
occupantArray[loc.getRow()][loc.getCol()] = null;
```

signifies that `loc` is now empty.

33. **(B)** The precondition for the method is that `loc` is not `null`. If `loc` is `null`, an exception is thrown. If the grid has not been constructed, the method call `grid.isValid(loc)` will throw a `NullPointerException` before any value can be returned.

34. **(C)** The only method that goes into the details of getting adjacent locations is the `getValidAdjacentLocations` method of the `AbstractGrid` class. Every other method that uses some subset of these locations starts by calling the method `getValidAdjacentLocations`. Note that each of the constructors of `BoundedGrid` and `UnboundedGrid` simply creates a grid containing no occupants.

35. **(B)** For each of the `N` actors to act once is `O(N)`, since getting, putting, and removing objects in a `HashMap` is `O(1)`. Thus for each actor to act `M` times is `O(NM)`.

36. **(B)** The implementation of the constructor will need to be changed to

```java
occupantMap = new TreeMap<Location, E>();
```

The `Map` operations required for the methods in II and III are identical for a `TreeMap` and a `HashMap`, so nothing else needs to be changed.
Practice
Exams
1. B B C C C
   10. B B B B C

2. B B C C C
   11. B B C C C

3. B B C C C
   12. B B C C C

4. B B C C C
   13. B B C C C

5. B B C C C
   14. B B C C C

6. B B C C C
   15. B B C C C

7. B B C C C
   16. B B C C C

8. B B C C C
   17. B B C C C

9. B B C C C
   18. B B C C C

19. B B C C C
   20. B B C C C

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   22. B B C C C

23. B B C C C
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25. B B C C C
   26. B B C C C

27. B B C C C
   28. B B C C C

29. B B C C C
   30. B B C C C

31. B B C C C
   32. B B C C C

33. B B C C C
   34. B B C C C

35. B B C C C
   36. B B C C C

37. B B C C C
   38. B B C C C

39. B B C C C
   40. B B C C C
How to Calculate Your (Approximate) AP Score — AP Computer Science Level A

Multiple Choice

Number correct (out of 40) =

\( \frac{1}{4} \times \) number wrong =

Raw score = line 1 – line 2 =

\( \Rightarrow \) Multiple-Choice Score
(Do not round. If less than zero, enter zero.)

Free Response

Question 1 (out of 9)

Question 2 (out of 9)

Question 3 (out of 9)

Question 4 (out of 9)

Total 

\( \times \) 1.11 =

\( \Rightarrow \) Free-Response Score
(Do not round.)

Final Score

\( \frac{ \text{Multiple-Choice Score} }{ } + \frac{ \text{Free-Response Score} }{ } = \frac{ \text{Final Score} }{ } \)

(\text{Round to nearest whole number.})

Chart to Convert to AP Grade

Computer Science A

<table>
<thead>
<tr>
<th>Final Score Range</th>
<th>AP Grade(^a)</th>
</tr>
</thead>
<tbody>
<tr>
<td>60–80</td>
<td>5</td>
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<tr>
<td>45–59</td>
<td>4</td>
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<tr>
<td>33–44</td>
<td>3</td>
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<tr>
<td>25–32</td>
<td>2</td>
</tr>
<tr>
<td>0–24</td>
<td>1</td>
</tr>
</tbody>
</table>

\(^a\)The score range corresponding to each grade varies from exam to exam and is approximate.
Directions: Determine the answer to each of the following questions or incomplete statements, using the available space for any necessary scratchwork. Then decide which is the best of the choices given and fill in the corresponding oval on the answer sheet. Do not spend too much time on any one problem.

Notes:
- Assume that the classes in the Quick Reference have been imported where needed.
- Assume that variables and methods are declared within the context of an enclosing class.
- Assume that method calls that have no object or class name prefixed, and that are not shown within a complete class definition, appear within the context of an enclosing class.
- Assume that parameters in method calls are not null unless otherwise stated.

1. A large Java program was tested extensively and no errors were found. What can be concluded?
   (A) All of the preconditions in the program are correct.
   (B) All of the postconditions in the program are correct.
   (C) The program may have bugs.
   (D) The program has no bugs.
   (E) Every method in the program may safely be used in other programs.
Questions 2–4 refer to the Worker class below:

```java
public class Worker {
    private String myName;
    private double myHourlyWage;
    private boolean isUnionMember;

    //constructors
    public Worker() {
        /* implementation not shown */
    }
    public Worker(String name, double hourlyWage, boolean union) {
        /* implementation not shown */
    }

    //accessors getName, getHourlyWage, getUnionStatus not shown ...

    //modifiers

    //Permanently increase hourly wage by amt.
    public void incrementWage(double amt) {
        /* implementation of incrementWage */
    }

    //Switch value of isUnionMember from true to false and vice versa.
    public void changeUnionStatus() {
        /* implementation of changeUnionStatus */
    }
}
```

2. Refer to the `incrementWage` method. Which of the following is a correct
   /* implementation of incrementWage */?
(A) return myHourlyWage + amt;
(B) return getHourlyWage() + amt;
(C) myHourlyWage += amt;
(D) getHourlyWage() += amt;
(E) myHourlyWage = amt;
3. Consider the method changeUnionStatus. Which is a correct implementation of changeUnionStatus? 

I if (isUnionMember) 
   isUnionMember = false; 
   else 
      isUnionMember = true; 
II isUnionMember = !isUnionMember; 
III if (isUnionMember) 
   isUnionMember = !isUnionMember; 

(A) I only 
(B) II only 
(C) III only 
(D) I and II only 
(E) I, II, and III

4. A client method computePay will return a worker’s pay based on the number of hours worked. 

   //Precondition: Worker w has worked the given number of hours. 
   //Postcondition: Returns amount of pay for Worker w.  
   public static double computePay(Worker w, double hours) 
   { /* code */ } 

Which replacement for /* code */ is correct? 

(A) return myHourlyWage * hours; 
(B) return getHourlyWage() * hours; 
(C) return w.getHourlyWage() * hours; 
(D) return w.myHourlyWage * hours; 
(E) return w.getHourlyWage() * w.hours;

5. Consider this program segment. You may assume that wordList has been declared as ArrayList<String>. 

   for (String s : wordList) 
      if (s.length() < 4) 
         System.out.println("SHORT WORD"); 

What is the maximum number of times that SHORT WORD can be printed? 

(A) 3 
(B) 4 
(C) wordList.size() 
(D) wordList.size() - 1 
(E) s.length()
6. Refer to the following method.

```java
public static int mystery(int n) {
    if (n == 1)
        return 3;
    else
        return 3 * mystery(n - 1);
}
```

What value does mystery(4) return?

(A) 3  
(B) 9  
(C) 12  
(D) 27  
(E) 81  

7. Refer to the following declarations:

```java
String[] colors = {"red", "green", "black"};
ArrayList<String> colorList = new ArrayList<String>();
```

Which of the following correctly assigns the elements of the colors array to colorList? The final ordering of colors in colorList should be the same as in the colors array.

I for (String col : colors)
    colorList.add(col);

II for (String col : colorList)
    colors.add(col);

III for (int i = colors.length - 1; i >= 0; i--)
    colorList.add(i, colors[i]);

(A) I only  
(B) II only  
(C) III only  
(D) II and III only  
(E) I, II, and III
Questions 8 and 9 refer to the classes Address and Customer given below.

```java
public class Address {
    private String myStreet;
    private String myCity;
    private String myState;
    private int myZipCode;

    // constructor
    public Address(String street, String city, String state, int zipCode) {
        /* implementation not shown */
    }

    // accessor
    public String getStreet() {
        /* implementation not shown */
    }

    public String getCity() {
        /* implementation not shown */
    }

    public String getState() {
        /* implementation not shown */
    }

    public int getZipCode() {
        /* implementation not shown */
    }
}

public class Customer {
    private String myName;
    private String myPhone;
    private Address myAddress;
    private int myID;

    // constructor
    public Customer(String name, String phone, Address addr, int ID) {
        /* implementation not shown */
    }

    // accessor
    public Address getAddress() {
        /* implementation not shown */
    }

    public String getName() {
        /* implementation not shown */
    }

    public String getPhone() {
        /* implementation not shown */
    }

    public int getID() {
        /* implementation not shown */
    }
}
```
8. Which of the following correctly creates a Customer object c?

I Address a = new Address("125 Bismark St", "Pleasantville", "NY", 14850);
   Customer c = new Customer("Jack Spratt", "747-1674", a, 7008);

II Customer c = new Customer("Jack Spratt", "747-1674", "125 Bismark St, Pleasantville, NY 14850", 7008);

III Customer c = new Customer("Jack Spratt", "747-1674",
   new Address("125 Bismark St", "Pleasantville", "NY", 14850), 7008);

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I and III only

9. Consider an AllCustomers class that has private instance variable
   
   private Customer[] custList;

   Given the ID number of a particular customer, a method of the class, locate, must find the correct Customer record and return the name of that customer. Here is the method locate:

   /* Precondition: custList contains a complete list of Customer
   * objects. idNum matches the ID number data member
   * of one of the Customer objects.
   * Postcondition: The name of the customer whose ID number
   * matches idNum is returned. */
   public String locate(int idNum)
   {
     for (Customer c : custList)
       if (c.getID() == idNum)
         return c.getName();
     return null; //idNum not found
   }

   A more efficient algorithm for finding the matching Customer object could be used if
   (A) Customer objects were in alphabetical order by name.
   (B) Customer objects were sorted by phone number.
   (C) Customer objects were sorted by ID number.
   (D) the custList array had fewer elements.
   (E) the Customer class did not have an Address data member.
10. Often the most efficient computer algorithms use a divide-and-conquer approach, for example, one in which a list is repeatedly split into two pieces until a desired outcome is reached. Which of the following use a divide-and-conquer approach?

I Mergesort  
II Insertion sort  
III Binary search

(A) I only  
(B) II only  
(C) III only  
(D) I and III only  
(E) I, II, and III

11. In Java, a variable of type int is represented internally as a 32-bit signed integer. Suppose that one bit stores the sign, and the other 31 bits store the magnitude of the number in base 2. In this scheme, what is the largest value that can be stored as type int?

(A) $2^{32}$  
(B) $2^{32} - 1$  
(C) $2^{31}$  
(D) $2^{31} - 1$  
(E) $2^{30}$

12. Refer to method removeWord.

```java
//Precondition: wordList is an ArrayList of String objects.  
//Postcondition: All occurrences of word have been removed from wordList.  
public static void removeWord(ArrayList<String> wordList, String word)
{
    for (int i = 0; i < wordList.size(); i++)
        if (((wordList.get(i)).equals(word))
            wordList.remove(i);
}
```

The method does not always work as intended. Consider the method call

```
removeWord(wordList, "cat");
```

For which of the following lists will this method call fail?

(A) The cat sat on the mat  
(B) The cat cat sat on the mat mat  
(C) The cat sat on the cat  
(D) cat  
(E) The cow sat on the mat
13. What will be output by this code segment?

```java
for (int i = 5; i > 0; i--)
{
    for (int j = 1; j <= i; j++)
        System.out.print(j * j + " ");
    System.out.println();
}
```

(A) 1
    1 4
    1 4 9
    1 4 9 16
    1 4 9 16 25

(B) 1 4 9 16 25
    1 4 9 16
    1 4 9
    1 4
    1

(C) 25 16 9 4 1
    25 16 9 4
    25 16 9
    25 16
    25

(D) 25
    25 16
    25 16 9
    25 16 9 4
    25 16 9 4 1

(E) 1 4 9 16 25
    1 4 9 16 25
    1 4 9 16 25
    1 4 9 16 25
    1 4 9 16 25
14. Consider two different ways of storing a set of nonnegative integers in which there are no duplicates.

Method One: Store the integers explicitly in an array in which the number of elements is known. For example, in this method, the set \{6, 2, 1, 8, 9, 0\} can be represented as follows:

\[
\begin{array}{cccccc}
0 & 1 & 2 & 3 & 4 & 5 \\
6 & 2 & 1 & 8 & 9 & 0 \\
\end{array}
\]

6 elements

Method Two: Suppose that the range of the integers is 0 to MAX. Use a boolean array indexed from 0 to MAX. The index values represent the possible values in the set. In other words, each possible integer from 0 to MAX is represented by a different position in the array. A value of true in the array means that the corresponding integer is in the set, a value of false means that the integer is not in the set. For example, using this method for the same set above, \{6, 2, 1, 8, 9, 0\}, the representation would be as follows (T = true, F = false):

\[
\begin{array}{ccccccccccccccc}
0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & \ldots & MAX \\
T & T & T & F & F & F & T & F & T & T & F & \ldots & F \\
\end{array}
\]

The following operations are to be performed on the set of integers:

I Search for a target value in the set.
II Print all the elements of the set.
III Return the number of elements in the set.

Which statement is true?
(A) Operation I is more efficient if the set is stored using Method One.
(B) Operation II is more efficient if the set is stored using Method Two.
(C) Operation III is more efficient if the set is stored using Method One.
(D) Operation I is equally efficient for Methods One and Two.
(E) Operation III is equally efficient for Methods One and Two.

15. An algorithm for finding the average of \(N\) numbers is

\[
\text{average} = \frac{\text{sum}}{N}
\]

where \(N\) and \text{sum} are both integers. In a program using this algorithm, a programmer forgot to include a test that would check for \(N\) equal to zero. If \(N\) is zero, when will the error be detected?

(A) At compile time
(B) At edit time
(C) As soon as the value of \(N\) is entered
(D) During run time
(E) When an incorrect result is output

GO ON TO THE NEXT PAGE.
16. What is wrong with this interface?

    public interface Bad
    {
        void someMethod(String password)
        {
            System.out.println("Psst! The password is " + password);
        }
    }

    (A) A method in an interface should be declared public.
    (B) A method in an interface should be declared abstract.
    (C) There should not be a method implementation.
    (D) There should be a class implementation provided.
    (E) There should not be any method parameters.

17. Consider a program that deals with various components of different vehicles. Which of the following is a reasonable representation of the relationships among some classes that may comprise the program? Note that an open up-arrow denotes an inheritance relationship and a down-arrow denotes a composition relationship.

    (A)
        Vehicle
          ┌─ Car
          │   ┌─ Truck
          │   │   ┌─ AirBag
          │   │   │
        │   │
        │   │
        │   │
    (B)
        Vehicle
          ┌─ Car
          │   ┌─ Truck
          │   │   ┌─ AirBag
          │   │   │
          │   │
          │   │
    (C)
        Vehicle
          ┌─ Car
          │   ┌─ Truck
          │   │   ┌─ AirBag
          │   │
          │
          │
    (D)
        Vehicle
          ┌─ Car
          │   ┌─ Truck
          │   │
          │       ┌─ AirBag
          │       │
          │       │
    (E)
        Vehicle
          ┌─ Car
          │   ┌─ Truck
          │   │
          │       ┌─ AirBag
          │       │
          │       │

    GO ON TO THE NEXT PAGE.
18. Consider the following program segment:

```java
//Precondition: a[0]...a[n-1] is an initialized array of integers, 0 < n <= a.length.
int c = 0;
for (int i = 0; i < n; i++)
    if (a[i] >= 0)
        {a[c] = a[i]; c++;}
    n = c;
```

Which is the best postcondition for the segment?
(A) a[0]...a[n-1] has been stripped of all positive integers.
(B) a[0]...a[n-1] has been stripped of all negative integers.
(C) a[0]...a[n-1] has been stripped of all nonnegative integers.
(D) a[0]...a[n-1] has been stripped of all occurrences of zero.
(E) The updated value of n is less than or equal to the value of n before execution of the segment.

19. If a, b, and c are integers, which of the following conditions is sufficient to guarantee that the expression

\[ a < c \lor (a < b \land ! (a == c)) \]

evaluates to true?
(A) a < c
(B) a < b
(C) a > b
(D) a == b
(E) a == c

20. Airmail Express charges for shipping small packages by integer values of weight. The charges for a weight \( w \) in pounds are as follows:

\[
\begin{align*}
0 < w & \leq 2 \quad \$4.00 \\
2 < w & \leq 5 \quad \$8.00 \\
5 < w & \leq 20 \quad \$15.00
\end{align*}
\]

The company does not accept packages that weigh more than 20 pounds. Which of the following represents the best set of data (weights) to test a program that calculates shipping charges?
(A) 0, 2, 5, 20
(B) 1, 4, 16
(C) -1, 1, 2, 3, 5, 16, 20
(D) -1, 0, 1, 2, 3, 5, 16, 20, 22
(E) All integers from -1 through 22
Questions 21–22 are based on the following class declaration:

```java
public class AutoPart {
    private String myDescription;
    private int myPartNum;
    private double myPrice;

    //constructor
    public AutoPart(String description, int partNum, double price) {
        /* implementation not shown */
    }

    //accessors
    public String getDescription() {
        return myDescription;
    }

    public int getPartNum() {
        return myPartNum;
    }

    public double getPrice() {
        return myPrice;
    }
}
```
21. This question refers to the `findCheapest` method below, which occurs in a class that has an array of `AutoPart` as one of its private data fields:

```java
private AutoPart[] allParts;

The `findCheapest` method examines an array of `AutoPart` and returns the part number of the `AutoPart` with the lowest price whose description matches the `partDescription` parameter. For example, several of the `AutoPart` elements may have "headlight" as their description field. Different headlights will differ in both price and part number. If the `partDescription` parameter is "headlight", then `findCheapest` will return the part number of the cheapest headlight.

```java
/* Precondition: allParts contains at least one element whose description matches partDescription.
 * Postcondition: Returns the part number of the cheapest AutoPart whose description matches partDescription. */
public int findCheapest(String partDescription)
{
    AutoPart part = null; // AutoPart with lowest price so far
    double min = LARGEVALUE; // larger than any valid price
    for (AutoPart p : allParts)
    {
        // more code */
    }
}
```

Which of the following replacements for `/* more code */` will achieve the intended postcondition of the method?

I if (p.getPrice() < min)
    {
        min = p.getPrice();
        part = p;
    }
    return part.getPartNum();

II if (p.getDescription().equals(partDescription))
    if (p.getPrice() < min)
    {
        min = p.getPrice();
        part = p;
    }
    return part.getPartNum();

III if (p.getDescription().equals(partDescription))
    if (p.getPrice() < min)
        return p.getPartNum();

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I and III only

GO ON TO THE NEXT PAGE.
22. Consider the following method:

```java
//Precondition: ob1 and ob2 are distinct Comparable objects.
//Return smaller of ob1 and ob2.
public static Comparable min(Comparable ob1, Comparable ob2) {
    if (ob1.compareTo(ob2) < 0)
        return ob1;
    else
        return ob2;
}
```

A method in the same class has these declarations:

```java
AutoPart p1 = new AutoPart(<suitable values>);
AutoPart p2 = new AutoPart(<suitable values>);
```

Which of the following statements will cause an error?

I System.out.println(min(p1.getDescription(),
p2.getDescription()));
II System.out.println(min(((String) p1).getDescription(),
    ((String) p2).getDescription()));
III System.out.println(min(p1, p2));

(A) None
(B) I only
(C) II only
(D) III only
(E) II and III only

23. This question is based on the following declarations:

```java
String strA = "CARROT", strB = "Carrot", strC = "car";
```

Given that all uppercase letters precede all lowercase letters when considering alphabetical order, which is true?

(A) strA.compareTo(strB) < 0 && strB.compareTo(strC) > 0
(B) strC.compareTo(strB) < 0 && strB.compareTo(strA) < 0
(C) strB.compareTo(strC) < 0 && strB.compareTo(strA) > 0
(D) !(strA.compareTo(strB) == 0) && strB.compareTo(strA) < 0
(E) !(strA.compareTo(strB) == 0) && strC.compareTo(strB) < 0
Questions 24–26 refer to the ThreeDigitInteger and ThreeDigitCode classes below.

```java
public class ThreeDigitInteger {
    private int myHundredsDigit;
    private int myTensDigit;
    private int myOnesDigit;
    private int myValue;

    //constructor
    //value is a 3-digit int.
    public ThreeDigitInteger(int value) { /* implementation not shown */ }

    //Return sum of digits for this ThreeDigitInteger.
    public int digitSum() { /* implementation not shown */ }

    //Return sum of hundreds digit and tens digit.
    public int twoDigitSum() { /* implementation not shown */ }

    //other methods not shown

}

public class ThreeDigitCode extends ThreeDigitInteger {
    private boolean myIsValid;

    //constructor
    //value is a 3-digit int.
    public ThreeDigitCode(int value) { /* implementation code */ }

    /* Returns true if ThreeDigitCode is valid, false otherwise.
    * ThreeDigitCode is valid if and only if the remainder when the
    * sum of the hundreds and tens digits is divided by 7 equals the
    * ones digit. Thus 362 is valid while 364 is not. */
    public boolean isValid() { /* implementation not shown */ }
}
```

GO ON TO THE NEXT PAGE.
24. Which is a true statement about the classes shown?
   (A) The ThreeDigitInteger class inherits the isValid method from the class ThreeDigitCode.
   (B) The ThreeDigitCode class inherits all of the private instance variables and public accessor methods from the ThreeDigitInteger class.
   (C) The ThreeDigitCode class inherits the constructor from the class ThreeDigitInteger.
   (D) The ThreeDigitCode class can directly access all the private variables of the ThreeDigitInteger class.
   (E) The ThreeDigitInteger class can access the myIsValid instance variable of the ThreeDigitCode class.

25. Which is correct /* implementation code */ for the ThreeDigitCode constructor?

   I super(value);
   myIsValid = isValid();

   II super(value, valid);

   III super(value);
       myIsValid = twoDigitSum() % 7 == myOnesDigit;

   (A) I only
   (B) II only
   (C) III only
   (D) I and III only
   (E) I, II, and III

26. Refer to these declarations in a client program:

   ThreeDigitInteger code = new ThreeDigitCode(127);
   ThreeDigitInteger num = new ThreeDigitInteger(456);

   Which of the following subsequent tests will not cause an error?

   I if (code.isValid())
       ...

   II if (num.isValid())
       ...

   III if (((ThreeDigitCode) code).isValid())
       ...

   (A) I only
   (B) II only
   (C) III only
   (D) I and II only
   (E) I and III only
27. Consider the following hierarchy of classes:

```
Bird
   Parrot
   Parakeet
Our
```

Assuming that each class has a valid default constructor, which of the following declarations in a client program are correct?

I Bird b1 = new Parrot();
    Bird b2 = new Parakeet();
    Bird b3 = new Owl();

II Parakeet p = new Parrot();
    Owl o = new Bird();

III Parakeet p = new Bird();

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III

28. Consider an array arr and a list list that is an ArrayList<String>. Both arr and list are initialized with string values. Which of the following code segments correctly appends all the strings in arr to the end of list?

I for (String s : arr)
    list.add(s);

II for (String s : arr)
    list.add(list.size(), s);

III for (int i = 0; i < arr.length; i++)
    list.add(arr[i]);

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) I, II, and III

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29. Refer to the `nextIntInRange` method below:

```java
/* Postcondition: Returns a random integer in the range
* low to high, inclusive. */
public int nextIntInRange(int low, int high)
{
    return /* expression */
}
```

Which /* expression */ will always return a value that satisfies the postcondition?

(A) `(int) (Math.random() * high) + low;`
(B) `(int) (Math.random() * (high - low)) + low;`
(C) `(int) (Math.random() * (high - low + 1)) + low;`
(D) `(int) (Math.random() * (high + low)) + low;`
(E) `(int) (Math.random() * (high + low - 1)) + low;`

30. Consider the following `mergeSort` method and the private instance variable `a` both in the same `Sorter` class:

```java
private Comparable[] a;
/* Sorts a[first] to a[last] in increasing order using mergesort. */
public void mergeSort(int first, int last)
{
    if (first != last)
    {
        int mid = (first + last) / 2;
        mergeSort(first, mid);
        mergeSort(mid + 1, last);
        merge(first, mid, last);
    }
}
```

Method `mergeSort` calls method `merge`, which has this header:

```java
/* Merge a[lb] to a[mi] and a[mi+1] to a[ub].
* Precondition: a[lb] to a[mi] and a[mi+1] to a[ub] both
* sorted in increasing order. */
private void merge(int lb, int mi, int ub)
```

If the first call to `mergeSort` is `mergeSort(0, 3)`, how many further calls will there be to `mergeSort` before an array `b[0]...b[3]` is sorted?

(A) 2
(B) 3
(C) 4
(D) 5
(E) 6
31. A programmer has a file of names. She is designing a program that sends junk mail letters to everyone on the list. To make the letters sound personal and friendly, she will extract each person’s first name from the name string. She plans to create a parallel file of first names only. For example,

<table>
<thead>
<tr>
<th>fullName</th>
<th>firstName</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ms. Anjali DeSouza</td>
<td>Anjali</td>
</tr>
<tr>
<td>Dr. John Roufaiel</td>
<td>John</td>
</tr>
<tr>
<td>Mrs. Mathilda Concia</td>
<td>Mathilda</td>
</tr>
</tbody>
</table>

Here is a method intended to extract the first name from a full name string.

```java
/* Precondition: fullName starts with a title followed by a period. * A single space separates the title, first name, * and last name. * Postcondition: Returns the first name only. */
public static String getFirstName(String fullName)
{
    final String BLANK = " ";
    String temp, firstName;

    /* code to extract firstName */

    return firstName;
}
```

Which represents correct /* code to extract firstName */?

I  int k = fullName.indexOf(BLANK);
    temp = fullName.substring(k + 1);
    k = temp.indexOf(BLANK);
    firstName = temp.substring(0, k);

II int k = fullName.indexOf(BLANK);
    firstName = fullName.substring(k + 1);
    k = firstName.indexOf(BLANK);
    firstName = firstName.substring(0, k);

III int firstBlank = fullName.indexOf(BLANK);
    int secondBlank = fullName.indexOf(BLANK);
    firstName = fullName.substring(firstBlank + 1, secondBlank + 1);

(A) I only  
(B) II only  
(C) III only  
(D) I and II only  
(E) I, II, and III

GO ON TO THE NEXT PAGE.
32. A large hospital maintains a list of patients' records in no particular order. To find the record of a given patient, which represents the most efficient method that will work?
   (A) Do a sequential search on the name field of the records.
   (B) Do a binary search on the name field of the records.
   (C) Use insertion sort to sort the records alphabetically by name; then do a sequential search on the name field of the records.
   (D) Use mergesort to sort the records alphabetically by name; then do a sequential search on the name field of the records.
   (E) Use mergesort to sort the records alphabetically by name; then do a binary search on the name field of the records.

Use the following information for Questions 33 and 34.

Here is a diagram that shows the relationship between some of the classes that will be used in a program to draw a banner with block letters.

The diagram shows that the Banner class uses BlockLetter objects, and that the BlockLetter class has 26 subclasses, representing block letters from A to Z.

The BlockLetter class has an abstract draw method

```java
public abstract void draw();
```

Each of the subclasses shown implements the draw method in a unique way to draw its particular letter. The Banner class gets an array of BlockLetter and has a method to draw all the letters in this array.

Here is a partial implementation of the Banner class:

```java
public class Banner {
    private BlockLetter[] letters;
    private int numLetters;

    //constructor. Gets the letters for the Banner.
    public Banner() {
        numLetters = <some integer read from user input >
        letters = getLetters();
    }
}
```
//Return an array of block letters.
public BlockLetter[] getLetters()
{
    String letter;
    letters = new BlockLetter[numLetters];
    for (int i = 0; i < numLetters; i++)
    {
        // read in capital letter
        if (letter.equals("A"))
            letters[i] = new LetterA();
        else if (letter.equals("B"))
            letters[i] = new LetterB();
        ...  // similar code for C through Y
        else
            letters[i] = new LetterZ();
    }
    return letters;
}

//Draw all the letters in the Banner.
public void drawLetters()
{
    for (BlockLetter letter : letters)
        letter.draw();
}

//Other methods not shown.
...

33. You are given the information that BlockLetter is an abstract class that is used in the program. Which of the following can you conclude about the class?

I It must have at least one abstract method.

II It must have at least one subclass.

III No instances of BlockLetter can be created.

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III

34. Which is a true statement about method drawLetters?

(A) It is an overloaded method in the Banner class.

(B) It is an overridden method in the Banner class.

(C) It uses polymorphism to draw the correct letters.

(D) It will cause a compile-time error because draw is not implemented in the BlockLetter class.

(E) It will cause a run-time error because draw is not implemented in the BlockLetter class.
Questions 35–40 involve reasoning about the code from the GridWorld Case Study. A Quick Reference to the case study is provided as part of this exam. The actors in GridWorld are represented in this book with the pictures shown below. Each actor is shown facing north. These pictures almost certainly will be different from those used on the AP exam!

Actor Bug Flower Rock Critter ChameleonCritter

35. Suppose a Bug is at the edge of a grid, facing south, as shown.

Which of the following correctly represents the state of this part of the grid after the act method has been called twice, assuming no other actors enter it?

(A)  
(B)  
(C)  
(D)  
(E)  

GO ON TO THE NEXT PAGE.
36. Which of the following always makes an actor reverse direction?

I \hspace{1em} \texttt{setDirection}(180);

II \hspace{1em} \texttt{setDirection}((\texttt{getDirection()} + \texttt{Location.HALF_CIRCLE}) mod 360);

III \hspace{1em} \texttt{setDirection}((\texttt{getDirection()} - 180) mod 360);

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III

37. Here is the implementation of the \texttt{act} method in the \texttt{Rock} class.

\begin{verbatim}
public void act()
{
}
\end{verbatim}

What would be the effect of omitting this piece of code from the \texttt{Rock} class?

I A \texttt{Rock} would change location at its turn to act.

II A \texttt{Rock} would change direction at its turn to act.

III A \texttt{Rock} would change color at its turn to act.

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) II and III only

38. Which is (are) \textit{true} about the behavior of a \texttt{BoxBug} that moves in a grid with many obstacles?

I It will make smaller and smaller squares.

II It will remove itself from the grid when it can no longer move forward.

III It will step on obstacles until it reaches its \texttt{sideLength}.

(A) None
(B) I only
(C) II only
(D) I and II only
(E) I and III only
39. Consider a subclass of Critter called CannibalCritter. A CannibalCritter eats only flowers and other critters. Its behavior is otherwise identical to that of a Critter. The only method that needs to be overridden in the CannibalCritter class is processActors. Here is the method.

```java
/**
 * Processes the actors.
 * Implemented to "eat" (i.e., remove) all actors that
 * are critters or flowers.
 * @param actors the actors to be processed
 */
public void processActors(ArrayList<Actor> actors)
{
    for (Actor a : actors)
    {
        if ( /* test */ )
            a.removeSelfFromGrid();
    }
}
```

Which replacement for /* test */ produces the desired behavior for a CannibalCritter?
(A) a instanceof Critter && a instanceof Flower
(B) !(a instanceof Critter) && !(a instanceof Flower)
(C) a instanceof Critter || a instanceof Flower
(D) !(a instanceof Critter) || !(a instanceof Flower)
(E) !(a instanceof Critter || a instanceof Flower)

40. Refer to the bounded grid shown.

```
0 1 2
0
1
2
```

Location (0, 0) contains a ChameleonCritter facing southwest.
Location (1, 1) contains a Bug facing north.
Location (2, 1) contains a Critter facing north.
Which is true about the actors in the grid?
(A) If it were the ChameleonCritter’s turn to act, it could end up in location (0, 1).
(B) If it were the Rock’s turn to act, it could end up in location (1, 1).
(C) If it were the Bug’s turn to act, it would end up in location (0, 1).
(D) If it were the Critter’s turn to act, it could end up in location (1, 2).
(E) If it were the Flower’s turn to act, it would end up in location (0, 2).

END OF SECTION I
1. Consider a program that keeps track of transactions in a large department store. Both sales and returns are recorded. Three classes—Transaction, Sale, and Return—are used in the program, related as in the following inheritance hierarchy:

```
Transaction
   ^
  /  \
Sale   Return
```

The Transaction class is defined below:

```java
public class Transaction {
    private String myDescription;
    private int myNumItems;
    private double myItemCost;
    public static final double TAX_RATE = 0.07;
}
```

Go on to the next page.
//constructor
public Transaction(String description, int numItems,
                   double itemCost)
{
    myDescription = description;
    myNumItems = numItems;
    myItemCost = itemCost;
}

//accessors
public String getDescription()
{ return myDescription; }

public int getNumItems()
{ return myNumItems; }

public double getItemCost()
{ return myItemCost; }

public double getTotal()
{
    double cost = myNumItems * myItemCost;
    double tax = cost * TAX_RATE;
    return cost + tax;
}

(a) Write the code for the Sale class. Each Sale includes
    • A description of the item being sold.
    • The number of this item being sold.
    • The cost of this item.
    • Whether the sale is cash or credit, stored as a boolean variable.
    • A 10 percent discount for cash, with 10 percent stored as a final variable.

When a new Sale is created, it must be assigned an item description, the
number being sold, the cost of this item, and whether the sale is cash or
credit. Operations on a Sale include the following:
    • Retrieve the description of the item being sold.
    • Retrieve the quantity of the item being sold.
    • Retrieve the cost of the item being sold.
    • Retrieve whether the sale is cash or credit.
    • Calculate the total for the sale. In calculating this total, a 10 percent
discount for paying cash should be applied to the cost before the tax is
calculated.
        (Hint: discount is discount rate × cost.)

Write the code for the Sale class below.
(b) A class called DailyTransactions has the following private instance variable:

```java
private Transaction[] allTransactions; //contains all transactions
    //in a single day, including sales and returns
```

Write `findTransactionAverage`, a method for the DailyTransactions class, which computes the average of all transactions in a given day. The transactions are contained in the array `allTransactions`, where each object is a Sale or Return. The method `findTransactionAverage` should:

- Compute the total for all transactions.
- Divide by the number of transactions. (You may assume that there’s at least one transaction.)
- Return the average.

Note that when an item is returned to the store, the amount paid is returned to the customer. For this reason, the `getTotal` method in the Return class returns a negative quantity.

Complete `findTransactionAverage` below:

```java
//Precondition: allTransactions contains the day’s transactions, each of which may be a Sale or a Return.
//Postcondition: Average of day’s transactions returned.
public double findTransactionAverage()
```

2. Assume that information about candidates in a class election is stored using the `Candidate` and `CandidateList` classes below:

```java
public class Candidate {
    private String myName;
    private int myNumVotes;
    private double myVotePercent;

    //constructor
    //myVotePercent initialized to 0. Actual value set later.
    public Candidate(String name, int numVotes) {
        myName = name;
        myNumVotes = numVotes;
        //implementation not shown */
    }

    //Set myVotePercent equal to votePercent.
    //Precondition: votePercent is a real number between 0.0 and 100.0.
    public void setVotePercent(double votePercent) {
        myVotePercent = votePercent;
    }

    //accessors
    public String getName() {
        return myName;
    }

    public int getNumVotes() {
        return myNumVotes;
    }

    public double getVotePercent() {
        return myVotePercent;
    }
}
```

GO ON TO THE NEXT PAGE.
public class CandidateList
{

    private Candidate[] myCList;

    //constructor
    //Reads name and number of votes for all candidates into myCList.
    public CandidateList()
    { /* implementation not shown */ }

    //Precondition: myCList contains Candidate objects.
    //Postcondition: The vote percent for each Candidate has been
    // calculated and updated.
    public void computeVotePercents()
    { /* to be implemented in part (a) */ }

    //Precondition: myCList contains complete information about
    // all candidates, including their updated vote
    // percents. Each vote percent is a real number
    // between 0.0 and 100.0.
    //Postcondition: Returns a list of viable candidates, namely
    // those candidates who got at least 10 percent
    // of the vote.
    public ArrayList<Candidate> getViableList()
    { /* to be implemented in part (b) */ }

    //Precondition: myCList contains complete information about
    // all candidates, including their updated vote
    // percents.
    //Postcondition: The names of viable candidates only have
    // been printed, one per line, followed by
    // that candidate’s vote percent.
    public void printViable()
    { /* to be implemented in part (c) */ }
}

(a) Write the implementation of the computeVotePercents method of the
CandidateList class. The computeVotePercents method should fill in the
vote percent for each Candidate in myCList. A candidate’s vote percent is
computed by dividing the number of votes for that candidate by the total
number of votes cast for all candidates and then multiplying by 100.

In writing computeVotePercents, you may use any of the accessible meth-
ods in the Candidate and CandidateList classes.

Complete method computeVotePercents below.

    //Precondition: myCList contains Candidate objects.
    //Postcondition: The vote percent for each Candidate has been
    // calculated and updated.
    public void computeVotePercents()
(b) Write the implementation of the `getViableList` method of the `CandidateList` class. The `getViableList` method should examine the elements in `myCList` and create an `ArrayList` of viable candidates only. A viable candidate is one who received at least 10 percent of the vote.

In writing `getViableList`, you may use any of the accessible methods in the `Candidate` and `CandidateList` classes.

Complete method `getViableList` below.

```java
//Precondition: myCList contains complete information about
// all candidates, including their updated vote
// percents. Each vote percent is a real number
// between 0.0 and 100.0.
//Postcondition: Returns a list of viable candidates, namely
// those candidates who got at least 10 percent
// of the vote.
public ArrayList<Candidate> getViableList()
```

(c) Write the implementation of the `printViable` method of the `CandidateList` class. The method `printViable` should list the names and vote percents of viable candidates only, one per line. Sample output:

```
Chris Arsenault 42.3278542118662
Anton Kriksunov 15.8023902117245
Lila Fontes 29.7646489012392
```

In writing `printViable` you must call the `getViableList` method specified in part (b), and use the list returned. Assume that `getViableList` works as specified regardless of what you wrote in part (b).

Complete method `printViable` below.

```java
//Precondition: myCList contains complete information about
// all candidates, including their updated vote
// percents.
//Postcondition: The names of viable candidates only have
// been printed, one per line, followed by
// that candidate’s vote percent.
public void printViable()
```

3. Consider the problem of writing a Hi-Lo game in which a user thinks of an integer from 1 to 100 inclusive and the computer tries to guess that number with the smallest number of guesses. Each time the computer makes a guess the user makes one of three responses:

- “lower” (i.e., the number is lower than the computer’s guess)
- “higher” (i.e., the number is higher than the computer’s guess)
- “you got it in < however many > tries!”

The game will be programmed using the following `HiLoGame` class:
public class HiLoGame
{
    private int computerGuess;

    //constructor
    public HiLoGame()
    { computerGuess = 0; }

    //Explain to user how game will work.
    public void giveInstructions()
    { /* implementation not shown */ }

    //Sequence of computer guesses and user responses until computer
    //guesses user’s number.
    public void play()
    { /* to be implemented in part (a) */ }
}

(a) Write the implementation of the play method of the HiLoGame class. In
writing play, the following sequence of steps should be repeated until the
computer guesses the user’s number:
• Output the computer’s guess.
• Prompt the user for a response.
• Read the user’s response. You should use the following statement to
  read the user’s response:

    String response = IO.readString();

    No error checking is necessary for the response.
In writing the play method the computer should use a binary search strategy
for making its guesses. This is the best strategy for the computer, one that
will enable it to find the user’s number with the smallest number of guesses
on average.

Here’s how the binary search strategy works: If the computer’s guess is \( k \)
and the user says “lower,” the computer’s guess should be midway between
1 and \( k - 1 \). If the user says “higher,” the computer’s new guess should be
midway between \( k + 1 \) and 100. Any other response means the computer
has guessed the user’s number. The initial guess is midway between 1 and
100. With each subsequent guess, the interval of possible numbers is halved
from what it was.

Write the play method below:

    //Sequence of computer guesses and user responses until computer
    //guesses user’s number.
    //Computer uses a binary search strategy for its guesses.
    //Postcondition: Number of guesses made by the computer is printed.
    public void play()
(b) Using the binary search strategy, what is the maximum number of guesses the computer could make before guessing the user’s number? Explain your answer.

(c) Suppose the computer used a sequential search strategy for guessing the user’s number. What is the maximum number of guesses the computer could make before guessing the user’s number? Explain your answer.

(d) Using a sequential search strategy, how many guesses on average would the computer need to guess the number? Explain your answer.

4. This question involves reasoning about the code from the GridWorld Case Study. A Quick Reference to the case study is provided as part of this exam.

Consider a new type of Bug, a JiveBug that dances when it acts. First, it turns. Then, it either stays where it is, or moves forward if it can. Each of these actions is equally likely. Some of the times that it moves forward, it tosses a flower in front of it to the right, according to a specified probability and if the “toss” location is valid.

A partial definition of JiveBug is shown below. Notice that the move method of Bug is overridden: Even though a JiveBug moves like a regular Bug, it no longer drops a flower in its path. Instead, it sometimes tosses a flower. The act and turn methods are also overridden.

```java
public class JiveBug extends Bug
{
    private double probOfFlowerToss;
    private int[] myTurns = { /* selection of turns from Location.LEFT, Location.RIGHT, Location.HALF_LEFT, Location.HALF_RIGHT, Location.FULL_CIRCLE, Location.HALF_CIRCLE */ }

    /**
     * Constructs a JiveBug that dances when it acts, and sometimes throws a flower according to the specified probability.
     * @param probToss the probability of tossing a flower
     */
    public JiveBug(double probToss)
    {
        probOfFlowerToss = probToss;
    }

    /**
     * Gets a randomly selected turn from myTurns.
     * @return a randomly selected turn constant
     */
    public int getDanceTurn()
    { /* to be implemented in part (a) */ }
}
```

GO ON TO THE NEXT PAGE.
/**
* Gets a dance turn, and then turns.
*/
public void turn()
{ /* to be implemented in part (b) */ }

/**
* Moves forward, like a Bug.
* Attempts to toss a flower that is the same color as itself.
*/
public void move()
{
    Grid<Actor> gr = getGrid();
    if (gr == null)
        return;
    Location loc = getLocation();
    Location next = loc.getAdjacentLocation(getDirection());
    if (gr.isValid(next))
        moveTo(next);
    else
        removeSelfFromGrid();
    tossFlower();
}

/**
* Tosses a flower some fraction of the time, given by
* probOfFlowerToss. A JiveBug tosses a flower in front
* of itself to the right, if that location is valid.
* The flower is the same color as the JiveBug.
*/
public void tossFlower()
{ /* to be implemented in part (c) */ }

/**
* A JiveBug starts by turning when it acts.
* Then, it is equally likely that it will stay where it is
* or attempt to move.
*/
public void act()
{ /* to be implemented in part (d) */ }
}

(a) Write the getDanceTurn method of JiveBug. This method randomly returns a turn from the myTurns array.
Complete method getDanceTurn below.

/**
* Gets a randomly selected turn from myTurns.
* @return a randomly selected turn constant
*/
public int getDanceTurn()
(b) Override the turn method from the Bug class. The overridden method should get a turn value from its myTurns array, and make that turn. Complete the turn method below.

```java
/**
 * Gets a dance turn, and then turns.
 */
public void turn()
```

(c) Write the tossFlower method for JiveBug. Method tossFlower causes a flower that is the same color as the JiveBug to be tossed some fraction of the time, given by probOfFlowerToss, if the toss location is valid. When it tosses a flower, a JiveBug tosses it into the location that is in front of it and to its right.

Here are some toss locations for a JiveBug that has just moved:

```
[  ]   [ ]   [ ]
[ ]   [ ]   [ ]
[ ]   [ ]   [ ]
```

Complete method tossFlower below.

```java
/**
 * Tosses a flower some fraction of the time, given by probOfFlowerToss. A JiveBug tosses a flower in front of itself to the right, if that location is valid. The flower is the same color as the JiveBug.
 */
public void tossFlower()
```

(d) Override the act method of the Bug class. A JiveBug acts by turning. Then it either stays where it is, or, with equal probability, moves forward if it can. Complete the act method below.

```java
/**
 * A JiveBug starts by turning when it acts.
 * Then, it is equally likely that it will stay where it is or attempt to move.
 */
public void act()
```

END OF EXAMINATION
### ANSWER KEY (Section I)

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### ANSWERS EXPLAINED (Section I)

1. (C) Testing a program thoroughly does not prove that a program is correct. For a large program, it is generally impossible to test every possible set of input data.

2. (C) The private instance variable `myHourlyWage` must be incremented by `amt`. Eliminate choice E, which doesn’t `increment myHourlyWage`; it simply replaces it by `amt`. Choice D is wrong because you can’t use a method call as the left-hand side of an assignment. Choices A and B are wrong because the `incrementWage` method is void and should not return a value.

3. (D) The value of the boolean instance variable `isUnionMember` must be changed to the opposite of what it currently is. Segments I and II both achieve this. Note that `!true` has a value of `false` and `!false` a value of `true`. Segment III fails to do what’s required if the current value of `isUnionMember` is `false`.

4. (C) `computePay` is a client method and, therefore, cannot access the private variables of the class. This eliminates choices A and D. The method `getHourlyWage()` must be accessed with the dot member construct; thus, choice B is wrong, and choice C is correct. Choice E is way off base—`hours` is not part of the `Worker` class, so `w.hours` is meaningless.

5. (C) If `s.length() < 4` for all strings in `wordList`, then `SHORT WORD` will be printed on each pass through the `for` loop. Since there are `wordList.size()` passes through the loop, the maximum number of times that `SHORT WORD` can be printed is `wordList.size()`. 

6. (E) \[ \text{mystery}(4) = 3 \times \text{mystery}(3) \]
\[ = 3 \times 3 \times \text{mystery}(2) \]
\[ = 3 \times 3 \times 3 \times \text{mystery}(1) \]
\[ = 3 \times 3 \times 3 \times 3 \]
\[ = 81 \]

7. (A) The declaration of the \textit{colors} array makes the following assignments: \texttt{colors[0]} = "red", \texttt{colors[1]} = "green", and \texttt{colors[2]} = "black". The loop in segment I adds these values to \texttt{colorList} in the correct order. Segment II fails because \texttt{colors} is an array and therefore can’t use the \texttt{get} method. The code also confuses the lists. Segment III, in its first pass through the loop, attempts to add \texttt{colors[2]} to index position 2 of \texttt{colorList}. This will cause an \texttt{IndexOutOfBoundsException} to be thrown, since index positions 0 and 1 do not yet exist!

8. (E) A new \textit{Address} object must be created, to be used as the \texttt{Address} parameter in the \texttt{Customer} constructor. To do this correctly requires the keyword \texttt{new} preceding the \texttt{Address} constructor. Segment II omits \texttt{new} and does not use the \texttt{Address} constructor correctly. (In fact, it inserts a new \texttt{String} object in the \texttt{Address} slot of the \texttt{Customer} constructor.)

9. (C) The algorithm used in method \texttt{locate} is a sequential search, which may have to examine all the objects to find the matching one. A binary search, which repeatedly discards a chunk of the array that does not contain the key, is more efficient. However, it can only be used if the values being examined—in this case customer ID numbers—are sorted. Note that it doesn’t help to have the array sorted by name or phone number since the algorithm doesn’t look at these values.

10. (D) Mergesort repeatedly splits an array of \textit{n} elements in half until there are \textit{n} arrays containing one element each. Now adjacent arrays are successively merged until there is a single merged, sorted array. A binary search repeatedly splits an array into two, narrowing the region that may contain the key. Insertion sort, however, does no array splitting. It takes elements one at a time and finds their insertion point in the sorted piece of the array. Elements are shifted to allow correct insertion of each element. Even though this algorithm maintains the array in two parts—a sorted part and yet-to-be-sorted part—this is not a divide-and-conquer approach.

11. (D) Think of the integer as having 31 slots for storage. If there were just one slot, the maximum binary number would be \(1 = 2^1 - 1\). If there were just two slots, the maximum binary number would be \(11 = 2^2 - 1 = 3\). If there were just eight slots, the maximum binary number would be \(11111111 = 2^8 - 1\). So for 31 slots, the maximum value is \(2^{31} - 1\).

12. (B) The \texttt{remove} method of \texttt{ArrayList} removes the indicated element, shifts the remaining elements down one slot (i.e., it does not leave gaps in the list), and adjusts the size of the list. Consider the list in choice B. The index values are shown:

```plaintext
The cat cat sat on the mat mat
0 1 2 3 4 5 6 7
```

After the first occurrence of \texttt{cat} has been removed:
The cat sat on the mat mat  
0 1 2 3 4 5 6

The value of i, which was 1 when cat was removed, has now been incremented to 2 in the for loop. This means that the word to be considered next is sat. The second occurrence of cat has been missed. Thus, the given code will fail whenever occurrences of the word to be removed are consecutive. You fix it by not allowing the index to increment when a removal occurs:

```java
int i = 0;
while (i < wordList.size())
{
    if ((wordList.get(i)).equals(word))
        wordList.remove(i);
    else
        i++;
}
```

13. (B) This code translates into

```java
for five rows (starting at i = 5 and decreasing i)
    print the first i perfect squares
    go to a new line
```

Thus, in the first line, the first five perfect squares will be printed. In the second line, the first four perfect squares will be printed, and so on down to i = 1, with just one perfect square being printed.

14. (C) To return the number of elements in the set for Method One requires no more than returning the number of elements in the array. For Method Two, however, the number of cells that contain true must be counted, which requires a test for each of the MAX values. Note that searching for a target value in the set is more efficient for Method Two. For example, to test whether 2 is in the set, simply check if a[2] == true. In Method One, a sequential search must be done, which is less efficient. To print all the elements in Method One, simply loop over the known number of elements and print. Method Two is less efficient because the whole array must be examined: Each cell must be tested for true before printing.

15. (D) An ArithmeticException will be thrown at run time. Note that if N were of type double, no exception would be thrown. The variable sum would be assigned the value Infinity, and the error would only be detected in the output.

16. (C) An interface should provide method declarations only. No code! Note that the methods are automatically public and abstract, so there is no need to specify this explicitly.

17. (A) The correct diagram uses two up arrows to show that a Car is-a Vehicle and a Truck is-a Vehicle (inheritance relationship). The two down arrows indicate that a Car has-a AirBag and a Truck has-a AirBag (composition relationship). In each of the incorrect choices, at least one of the relationships does not make sense. For example, in choice B a Vehicle has-a Truck, and in choice E an AirBag is-a Car.

18. (B) The postcondition should be a true assertion about the major action of the segment. The segment overwrites the elements of array a with the nonnegative elements of a. Then n is adjusted so that now the array a[0]...a[n-1] contains just nonnegative integers. Note that even though choice E is a correct assertion
about the program segment, it is not a good postcondition because it doesn’t
describe the main modification to array a (namely all negative integers have been
removed).

19. (A) Note the order of precedence for the expressions involved: (1) parentheses,
(2) !, (3) <, (4) ==, (5) &&, (6) ||. This means that \( a < c \), \( a < b \), and \( !(a == b) \) will
all be evaluated before \( || \) and \( && \) are considered. The given expression then boils
down to \( value1 || (value2 && value3) \), since \( && \) has higher precedence than
\( || \). Notice that if \( value1 \) is true, the whole expression is true since \( (true || any) \)
evaluates to true. Thus, \( a < c \) will guarantee that the expression evaluates
to true. None of the other conditions will guarantee an outcome of true. For
example, suppose \( a < b \) (choice B). If \( a == c \), then the whole expression will be
false because you get \( F || F \).

20. (D) Test data should always include a value from each range in addition to all
boundary values. The given program should also handle the cases in which
weights over 20 pounds or any negative weights are entered. Note that choice
E contains redundant data. There is no new information to be gained in testing
two weights from the same range—both 3 and 4 pounds, for example.

21. (B) Segment II correctly checks that the part descriptions match and keeps track
of the current part with minimum price. If this is not done, the part whose
number must be returned will be lost. Segment I is incorrect because it doesn’t
check that \( partDescription \) matches the description of the current part being
examined in the array. Thus, it simply finds the \( AutoPart \) with the lowest price,
which is not what was required. Segment III incorrectly returns the part number
of the first part it finds with a matching description.

22. (E) Statement I is fine: The parameters are \( String \) objects. Statement II will
throw a \( ClassCastException \) because an \( AutoPart \) cannot be cast to a \( String \).
Statement III will fail because \( p1 \) and \( p2 \) are not \( Comparable \) objects.

23. (C) Ordering of strings involves a character-by-character comparison start-
ing with the leftmost character of each string. Thus, \( strA \) precedes \( strB \)
(since "A" precedes "a") or \( strA.compareTo(strB) < 0 \). This eliminates
choices B and D. Eliminate choices A and E since \( strB \) precedes \( strC \)
(because "C" precedes "c") and therefore \( strB.compareTo(strC) < 0 \). Note that
\( string1.compareTo(string2) == 0 \) if and only if \( string1 \) and \( string2 \) are equal
strings.

24. (B) \( ThreeDigitCode \) is a subclass of \( ThreeDigitInteger \) and therefore inherits all
the instance variables and methods of \( ThreeDigitInteger \) except constructors.
All of the statements other than B are false. For choice A, \( ThreeDigitInteger \)
is the superclass and therefore cannot inherit from its subclass. For choice C,
constructors are never inherited (see p. 190). For choice D, a subclass can access
private variables of the superclass through accessor methods only (see p. 190).
For choice E, a superclass cannot access any additional instance variables of its
subclass.

25. (A) Implementation II is wrong because the constructor has no boolean validity
parameter. Implementation III is wrong because a subclass cannot access a private
instance variable of its superclass.

26. (C) A compile-time error will occur for both tests I and II because at compile
time the types of \( code \) and \( num \) are both \( ThreeDigitInteger \), and the class
ThreeDigitInteger does not have an isValid method. To avoid this error, the code object must be cast to ThreeDigitCode, its actual type. Note that if you try to cast num to ThreeDigitCode, you’ll get a run-time error (ClassCastException) because num is not an instance of ThreeDigitCode.

27. (A) The is-a relationship must work from right-to-left: a Parrot is-a Bird, a Parakeet is-a Bird, and an Owl is-a Bird. All are correct. This relationship fails in declarations II and III: a Parrot is not necessarily a Parakeet, a Bird is not necessarily an Owl, and a Bird is not necessarily a Parakeet.

28. (E) All three segments traverse the array, accessing one element at a time, and appending it to the end of the ArrayList. In segment II, the first parameter of the add method is the position in list where the next string s will be added. Since list.size() increases by one after each insertion, this index is correctly updated in each pass through the for-each loop.

29. (C) Suppose you want random integers from 2 to 8, that is, low = 2 and high = 8. This is 7 possible integers, so you need

\[(\text{int}) (\text{Math.random()} * 7)\]

which produces 0, 1, 2, ..., or 6. Therefore the quantity

\[(\text{int}) (\text{Math.random()} * 7) + 2\]

produces 2, 3, 4, ..., or 8. The only expression that yields the right answer with these values is

\[(\text{int}) (\text{Math.random()} * (\text{high} - \text{low} + 1)) + \text{low};\]

30. (E) Here is a “box diagram” for mergeSort(0,3). The boldface numbers 1–6 show the order in which the mergeSort calls are made.

```
mergeSort(0,3)

mid=(0+3)/2=1
mergeSort(0,1)
mergeSort(2,3)
merge(0,1,3)

mergeSort(0,1)
mid=(0+1)/2=0
mergeSort(0,0)
mergeSort(1,1)
merge(0,0,1)

mergeSort(2,3)
mid=(2+3)/2=2
mergeSort(2,2)
mergeSort(3,3)
merge(2,2,3)
```

The mergeSort calls in which first == last are base case calls, which means that there will be no further method calls.

31. (D) Suppose fullName is Dr. John Roufael. In segment I the expression fullName.indexOf(BLANK) returns 3. Then temp gets assigned the
value of `fullName.substring(4)`, which is John Roufaiel. Next, if gets assigned the value `temp.indexOf(BLANK)`, namely 4, and `firstName` gets assigned `temp.substring(0, 4)`, which is all the characters from 0 to 3 inclusive, namely John. Note that segment II works the same way, except `firstName` gets assigned John Roufaiel and then reassigned John. This is not good style, since a variable name should document its contents as precisely as possible. Still, the code works. Segment III fails because `indexOf` returns the first occurrence of its `String` parameter. Thus, `firstBlank` and `secondBlank` will both contain the same value, 3.

32. (A) Since the records are not sorted, the quickest way to find a given name is to start at the beginning of the list and sequentially search for that name. Choices C, D, and E will all work, but it’s inefficient to sort and then search because all sorting algorithms take longer than simply inspecting each element. Choice B won’t work: A binary search can only be used for a sorted list.

33. (D) Statement I may be true, but it doesn’t have to be. The point about an abstract class is that it represents an abstract concept, and no instance of it will ever be created. The only instances that will be created are instances of its subclasses. Statement II must be true, since you are told the abstract class is actually used in the program. Statement III is true because an abstract class cannot be instantiated.

34. (C) The `draw` method is polymorphic, which means that it is a superclass method that is overridden in at least one of its subclasses. During run time, there is dynamic binding between the calling object and the method, that is, the actual instance is bound to its particular overridden method. In the `drawLetters` method, the correct version of `draw` is called during each iteration of the `for` loop, and a banner with the appropriate letters is drawn.

35. (C) The first time it acts, the bug can’t move forward, so it turns 45° right. (Choice B is the situation after it acts once.) The second call to `act` has the bug move forward, leaving a flower in its original location (choice C, the correct answer). Choice A is wrong because if the bug doesn’t move, it turns. Choice D fails because a bug cannot move onto a rock. Choice E is wrong because it doesn’t reflect the fact that the bug turned to face southwest when it couldn’t move the first time. After its second turn it would still be facing southwest.

36. (D) Adding 180 to or subtracting 180 from the actor’s current direction will reverse that actor’s direction. Note that `Location.HALF_CIRCLE` has a value of 180. Statement I is wrong because the method call `setDirection(180)` causes the actor to face south, which does not necessarily reverse its direction.

37. (B) With no override of `act`, a `Rock` will do what an `Actor` does, namely change direction.

38. (A) Statement I is wrong because the `sideLength` does not get changed when obstacles are encountered. The `BoxBug` tends to make rectangles, rather than squares, since it turns when it cannot move forward. Statement II is false: When a `Bug` cannot move forward, it turns. Statement III is false: A `Bug` steps on flowers, but not on other actors. Its behavior is to turn when it encounters obstacles, not to step on them.

39. (C) Here is the logic of choice C: If `a` is a `Critter` or a `Flower`, remove it. This is what was required. Choice A says: If `a` is both a `Critter` and a `Flower`... — not possible! Choice B: If `a` is neither a `Critter` nor a `Flower`, remove it. Wrong
action! Choice E is equivalent to choice B. Choice D: If a is not a critter or a is not a flower, remove it. This test will evaluate to true no matter what a is!

Section II

1. (a) public class Sale extends Transaction  
   {  
   private boolean myIsCash;  
   private final double CASH_DISCOUNT = 0.1;  

   //constructor  
   public Sale(String description, int numItems,  
   double itemCost, boolean isCash)  
   {  
   super(description, numItems, itemCost);  
   myIsCash = isCash;  
   }  

   //Return true if Sale is cash, false otherwise.  
   public boolean getIsCash()  
   { return myIsCash; }  

   public double getTotal()  
   {  
   double cost = getNumItems() * getItemCost();  
   if (myIsCash)  
   {  
   double discount = cost * CASH_DISCOUNT;  
   cost = cost - discount;  
   }  
   double tax = cost * TAX_RATE;  
   return cost + tax;  
   }  
   }  

(b) public double findTransactionAverage()  
   {  
   double sum = 0;  
   for (Transaction t : allTransactions)  
   sum += t.getTotal();  
   return sum / allTransactions.length;  
   }  

NOTE

- In part (a), the solution shows some comments. In general, you don’t need to provide comments for your code on the exam. However, short comments to clarify what you’re doing are fine.
- The Sale class inherits all of the accessors from the Transaction superclass. The getDescription, getNumItems, and getItemCost methods should not be redefined. Their implementation doesn’t change. The getTotal method, however, is different in the Sale class and therefore must be overridden.
- In part (b), the fact that getTotal is negative for a Return object means that the correct amount will automatically be added to the sum if the Transaction is a Return. The method is polymorphic and will call the appropriate getTotal method, depending on whether the Transaction t is a Sale or a Return.
2. (a) public void computeVotePercents()
{
    int total = 0;

    //Find total of all votes cast.
    for (Candidate c : myCList)
        total += c.getNumVotes();

    //Set vote percent for each candidate.
    for (Candidate c : myCList)
    {
        double votePercent =
            100 * c.getNumVotes() / (double) total;
        c.setVotePercent(votePercent);
    }
}

(b) public ArrayList<Candidate> getViableList()
{
    ArrayList<Candidate> viable = new ArrayList<Candidate>();
    for (Candidate c : myCList)
    {
        if (c.getVotePercent() >= 10)
            viable.add(c);
    }
    return viable;
}

(c) public void printViable()
{
    ArrayList<Candidate> list = getViableList();
    for (Candidate c : list)
        System.out.println(c.getName() + " " +
                            c.getVotePercent());
}

NOTE

In part (a), to get the correct, real-valued votePercent, you have to make sure that your percent calculation doesn’t do integer division! You can achieve this either by casting the numerator or denominator to double, or by replacing 100 with 100.0.
3. (a) public void play()
{
    boolean done = false;
    int lo = 1, hi = 100, count = 0;
    while (!done)
    {
        computerGuess = (lo + hi) / 2;
        count++;
        System.out.println("Computer guess is " +
                           computerGuess);
        System.out.println("Should computer go higher
                        or lower?");
        System.out.println("Or did computer guess right?");
        String response = IO.readString(); //read user input
        if (response.equals("lower"))
            hi = computerGuess - 1;
        else if (response.equals("higher"))
            lo = computerGuess + 1;
        else
        {
            System.out.println("Computer got it in " +
                                count + " tries!");
            done = true;
        }
    }
}

(b) The computer should find the number in no more than seven tries. This is
    because the guessing interval is halved on each successive try:

    (1) \(100 \div 2 = 50\)  numbers left to try
    (2) \(50 \div 2 = 25\)  numbers left to try
    (3) \(25 \div 2 = 13\)  numbers left to try
    (4) \(13 \div 2 = 7\)   numbers left to try
    (5) \(7 \div 2 = 4\)    numbers left to try
    (6) \(4 \div 2 = 2\)   numbers left to try
    (7) \(2 \div 2 = 1\)   number left to try

    Seven iterations of the loop leaves just 1 number left to try!

(c) The maximum number of guesses is 100. A sequential search means that the
    computer starts at the first possible number, namely 1, and tries each succes-
    sive number until it gets to 100. If the user’s number is 100, the computer
    will take 100 guesses to reach it.

(d) On average the computer will make 50 guesses. The user is equally likely to
    pick any number between 1 and 100. Half the time it will be less than 50,
    half the time greater than 50. So on the average the distance of the number
    from 1 is 50.
4. (a) public int getDanceTurn()
    {
        int n = myTurns.length;
        int r = (int) (Math.random() * n);
        return myTurns[r];
    }

(b) public void turn()
    { setDirection(getDirection() + getDanceTurn()); }

(c) public void tossFlower()
    {
        if (Math.random() < probOfFlowerToss)
        {
            Grid<Actor> gr = getGrid();
            int tossDirection = getDirection() + Location.HALF_RIGHT;
            Location currentLoc = getLocation();
            Location tossLoc =
                currentLoc.getAdjacentLocation(tossDirection);
            if (gr.isValid(tossLoc))
            {
                Flower flower = new Flower(getColor());
                flower.putSelfInGrid(gr, tossLoc);
            }
        }
    }

(d) public void act()
    {
        turn();
        if (Math.random() < 0.5)
            if (canMove())
                move();
    }

NOTE

• In part (a), you cannot make assumptions about the number of turns in
  the myTurns array. You must therefore use myTurns.length.
• In part (b), you must use the method getDanceTurn defined in part (a).
  You will not get full credit if you reimplement code.
Answer Sheet: Practice Exam Four

How to Calculate Your (Approximate) AP Score — AP Computer Science Level AB

Multiple Choice

Number correct (out of 40) = 

\( \frac{1}{4} \times \text{number wrong} = \)

Raw score = line 1 − line 2 = 

Raw score \( \times 1.25 = \) \( \text{Multiple-Choice Score} \)

(Do not round. If less than zero, enter zero.)

Free Response

Question 1 (out of 9) 

Question 2 (out of 9) 

Question 3 (out of 9) 

Question 4 (out of 9) 

Total \( \times 1.39 = \) \( \text{Free-Response Score} \)

(Do not round.)

Final Score

\[ \frac{\text{Multiple-Choice Score}}{\text{Free-Response Score}} = \text{Final Score} \]

(Round to nearest whole number.)

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*The score range corresponding to each grade varies from exam to exam and is approximate.*
Practice Exam Four
COMPUTER SCIENCE AB
SECTION I

Time—1 hour and 15 minutes
Number of questions—40
Percent of total grade—50

Directions: Determine the answer to each of the following questions or incomplete statements, using the available space for any necessary scratchwork. Then decide which is the best of the choices given and fill in the corresponding oval on the answer sheet. Do not spend too much time on any one problem.

Notes:
- Assume that the classes in the Quick Reference have been imported where needed.
- Assume that the implementation classes ListNode and TreeNode in the Quick Reference are used for any questions referring to linked lists or trees, unless otherwise stated.
- ListNode and TreeNode parameters may be null. Otherwise, unless noted in the question, assume that parameters in method calls are not null, and that methods are called only when their preconditions are satisfied.
- Assume that variables and methods are declared in the context of an enclosing class.
- Assume that method calls that have no object or class name prefixed, and that are not shown within a complete class definition, appear within the context of an enclosing class.

1. Which of the following will evaluate to true only if boolean expressions A, B, and C are all false?
   (A) !A && !(B && !C)
   (B) !A || !(B || !C)
   (C) !(A || B || C)
   (D) !(A && B && C)
   (E) !A || !(B || !C)
2. The database for a large bookstore has a list of Book objects maintained in sorted order by title. The following operations are performed on this list:

   I. Adding a new book.
   II. Updating information for an individual book.
   III. Removing a book from the list.

Assuming that the most efficient algorithms are used to perform the operations, which of the following is a true statement about using an ArrayList versus a LinkedList to store the database? (Assertions about run time in the choices below should be considered in terms of big-O efficiency.)

(A) Operation I has approximately the same run-time efficiency for a LinkedList as for an ArrayList.

(B) Operation II has faster run-time efficiency for a LinkedList than an ArrayList.

(C) Operation III has faster run-time efficiency for an ArrayList than a LinkedList.

(D) If a new book whose title starts with the letter “A” is to be inserted into the list, inserting into an ArrayList will have faster run time than inserting into a LinkedList.

(E) If the last book in the list must be removed, the run time will be faster for a LinkedList than an ArrayList.
Questions 3–5 are based on the three classes below:

```java
class Employee {
    private String myName;
    private int myEmployeeNum;
    private double mySalary, myTaxWithheld;

    public Employee(String name, int empNum, double salary,
                     double taxWithheld) {
        /* implementation not shown */
    }

    // Returns pre-tax salary
    public double getSalary() {
        return mySalary;
    }

    public String getName() {
        return myName;
    }

    public int getEmployeeNum() {
        return myEmployeeNum;
    }

    public double getTax() {
        return myTaxWithheld;
    }

    public double computePay() {
        return mySalary - myTaxWithheld;
    }
}

class PartTimeEmployee extends Employee {
    private double myPayFraction;

    public PartTimeEmployee(String name, int empNum, double salary,
                            double taxWithheld, double payFraction) {
        /* implementation not shown */
    }

    public double getPayFraction() {
        return myPayFraction;
    }

    public double computePay() {
        return getSalary() * myPayFraction - getTax();
    }
}

class Consultant extends Employee {
    private static final double BONUS = 5000;

    public Consultant(String name, int empNum, double salary,
                       double taxWithheld) {
        /* implementation not shown */
    }

    public double computePay() {
        /* implementation code */
    }
}
```
3. The `computePay` method in the `Consultant` class redefines the `computePay` method of the `Employee` class to add a bonus to the salary after subtracting the tax withheld. Which represents correct /* implementation code */ of `computePay` for `Consultant`?

I return super.computePay() + BONUS;

II super.computePay();
    return getSalary() + BONUS;

III return getSalary() - getTax() + BONUS;

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) I and II only
4. Consider these valid declarations in a client program:

```java
Employee e = new Employee("Noreen Rizvi", 304, 65000, 10000);
Employee p = new PartTimeEmployee("Rafael Frongillo", 287, 40000, 7000, 0.8);
Employee c = new Consultant("Dan Lepage", 694, 55000, 8500);
```

Which of the following method calls will cause an error?

(A) `double x = e.computePay();`
(B) `double y = p.computePay();`
(C) `String n = c.getName();`
(D) `int num = p.getEmployeeNum();`
(E) `double g = p.getPayFraction();`

5. Consider the `writePayInfo` method:

```java
// Writes Employee name and pay on one line.
public static void writePayInfo(Employee e) {
    System.out.println(e.getName() + " " + e.computePay());
}
```

The following piece of code invokes this method:

```java
Employee[] empList = new Employee[3];
empList[0] = new Employee("Lila Fontes", 1, 10000, 850);
empList[1] = new Consultant("Momo Liu", 2, 50000, 8000);
empList[2] = new PartTimeEmployee("Moses Wilks", 3, 25000, 3750, 0.6);
for (Employee e : empList) 
    writePayInfo(e);
```

What will happen when this code is executed?

(A) A list of employees' names and corresponding pay will be written to the screen.
(B) A `NullPointerException` will be thrown.
(C) A `ClassCastException` will be thrown.
(D) A compile-time error will occur, with the message that the `getName` method is not in the `Consultant` class.
(E) A compile-time error will occur, with the message that an instance of an `Employee` object cannot be created.

---

A ALSO

GO ON TO THE NEXT PAGE.
Refer to the classes below for Questions 6 and 7.

```java
public class ClassA {
    //default constructor not shown ...

    public void method1() {
        /* implementation of method1 */
    }
}

public class ClassB extends ClassA {
    //default constructor not shown ...

    public void method1() {
        /* different implementation from method1 in ClassA*/
    }

    public void method2() {
        /* implementation of method2 */
    }
}
```

6. The method1 method in ClassB is an example of
   (A) method overloading.
   (B) method overriding.
   (C) polymorphism.
   (D) information hiding.
   (E) procedural abstraction.

7. Consider the following declarations in a client class.

   ```java
   ClassA ob1 = new ClassA();
   ClassA ob2 = new ClassB();
   ```

   Which of the following method calls will cause an error?

   I  ob1.method2();
   II ob2.method2();
   III ((ClassB) ob1).method2();

   (A) I only
   (B) II only
   (C) III only
   (D) I and III only
   (E) I, II, and III
8. Quicksort is performed on the following array, to sort it in increasing order:

\[ 45 \ 40 \ 77 \ 20 \ 65 \ 52 \ 90 \ 15 \ 95 \ 79 \]

The first element, 45, is used as the pivot. After one iteration of quicksort (i.e., after the first partitioning), which **must** be true?

I 45 will be the fourth element of the array.
II All elements to the left of 45 will be sorted.
III All elements to the right of 45 will be greater than or equal to 45.

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) II and III only

9. A list of numbers in unknown order is inserted into a binary search tree. Which of the following is **true**?

(A) If the tree produced is reasonably balanced, the run time to create the tree is \(O(\log n)\).
(B) If the tree is balanced, the run time to search for a given element is \(O(n \log n)\).
(C) The worst case run time to insert a new element into the tree is \(O(n^2)\).
(D) A postorder traversal of the tree will produce the elements in ascending order.
(E) The run time to print out the elements sorted in ascending order is \(O(n)\).

10. Consider the following class declaration:

```java
public abstract class AClass
{
    private int v1;
    private double v2;

    //methods of the class
    ...
}
```

Which is **true** about AClass?

(A) Any program using this class will have an error: An abstract class cannot contain private instance variables.
(B) AClass **must** have a constructor with two parameters in order to initialize v1 and v2.
(C) At least one method of AClass must be abstract.
(D) A client program that uses AClass must have another class that is a subclass of AClass.
(E) In a client program, more than one instance of AClass can be created.
11. Consider the ObjectList class and removeObject method below.

```java
public class ObjectList
{
    private LinkedList<Type> objList;

    //constructor and other methods not shown ...

    //Precondition: objList is a LinkedList of Type objects.
    //Postcondition: All occurrences of obj have been removed from objList.
    public void removeObject(Type obj)
    {
        /* implementation */
    }
}
```

Which /* implementation */ will produce the required postcondition?

I for (Type t : objList)
{
    if (t.equals(obj))
        objList.remove(obj);
}

II for (Iterator<Type> itr = objList.iterator(); itr.hasNext();)
{
    if (itr.next().equals(obj))
        objList.remove(obj);
}

III Iterator<Type> itr = objList.iterator();
while (itr.hasNext())
{
    if (itr.next().equals(obj))
        itr.remove();
}

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III

GO ON TO THE NEXT PAGE.
Questions 12 and 13 refer to the `ElapsedTime` class below:

```java
public class ElapsedTime implements Comparable
{
    private int myHours, myMins, mySecs; //0 <= mySecs < 60,
    //0 <= myMins < 60

    //constructors
    public ElapsedTime()
    { myHours = 0; myMins = 0; mySecs = 0; }
    public ElapsedTime(int h, int m, int s)
    { myHours = h; myMins = m; mySecs = s; }
    public ElapsedTime(int numSecs) //numSecs is total number of
    { /* implementation not shown */ } // seconds of elapsed time

    //Returns number of seconds in ElapsedTime.
    public int convertToSeconds()
    { /* implementation not shown */ }

    //Returns a negative integer if this object is less than obj, 0 if
    //this object is equal to obj, and a positive integer if this
    //object is greater than obj.
    public int compareTo(Object obj)
    { /* implementation */ }

    //accessors getHours, getMins, and getSecs not shown ...
}
```

GO ON TO THE NEXT PAGE.
12. Consider the implementation of the compareTo method for the ElapsedTime class:

```java
//Returns a negative integer if this object is less than obj, 0 if //this object is equal to obj, and a positive integer if this //object is greater than obj.
public int compareTo(Object obj)
{
    ElapsedTime rhs = (ElapsedTime) obj;
    /* more code */
}
```

Which is a correct replacement for /* more code */?

I if (myHours < rhs.myHours && myMins < rhs.myMins &&
     mySecs < rhs.mySecs)
    return -1;
else if (myHours > rhs.myHours && myMins > rhs.myMins &&
         mySecs > rhs.mySecs)
    return 1;
else
    return 0;

II if (myHours < rhs.myHours)
    return -1;
else if (myHours > rhs.myHours)
    return 1;
else
{
    if (myMins < rhs.myMins)
        return -1;
    else if (myMins > rhs.myMins)
        return 1;
    else
        return mySecs - rhs.mySecs;
}

III int secs = this.convertToSeconds();
    int rhsSecs = rhs.convertToSeconds();
    return secs - rhsSecs;

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) II and III only
13. A client method timeSum will find the sum of two ElapsedTime objects.

    //Returns sum of t1 and t2.
    public ElapsedTime timeSum(ElapsedTime t1, ElapsedTime t2)
    { /* implementation code */ }

Which is correct /* implementation code */?

I int s1 = t1.convertToSeconds();
   int s2 = t2.convertToSeconds();
   return new ElapsedTime(s1 + s2);

II return new ElapsedTime(t1 + t2);

III int totalSecs = t1.getSecs() + t2.getSecs();
    int seconds = totalSecs % 60;
    int totalMins = t1.getMins() + t2.getMins() + totalSecs / 60;
    int minutes = totalMins % 60;
    int hours = t1.getHours() + t2.getHours() + totalMins / 60;
    return new ElapsedTime(hours, minutes, seconds);

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) I, II, and III

14. A program that keeps track of the inventory items for a small store maintains the items in a HashMap data structure. The keys are inventory items, where each item is a string, and the corresponding values are quantities of that item that are on the shelf. Thus, some entries in the map could be

   Campbell's Clam Chowder Soup 11
   Kleenex Tissues 35
   Extra-strength Bufferin 20

Inventory items are added to and removed from the HashMap as needed. When a listing of all inventory items is required, all items of the HashMap are inserted into a TreeMap, whose keySet is then printed. Using the HashMap and TreeMap data structures as described supports which of the following?

(A) Listing of all current items in alphabetical order, \( O(\log n) \) insertion of new items, and \( O(\log n) \) retrieval of existing items.
(B) Listing of all current items in alphabetical order, \( O(1) \) insertion of new items, and \( O(1) \) retrieval of existing items.
(C) Listing of all current items in no particular order, \( O(1) \) insertion of new items, and \( O(1) \) retrieval of existing items.
(D) Listing of all current items in increasing order of quantities, \( O(\log n) \) insertion of new items, and \( O(\log n) \) retrieval of existing items.
(E) Listing of all current items in alphabetical order, \( O(1) \) insertion of new items, \( O(\log n) \) retrieval of existing items.
15. A large sorted array containing about 30,000 elements is to be searched for a value key using an iterative binary search algorithm. Assuming that key is in the array, which of the following is closest to the smallest number of iterations that will guarantee that key is found? Note: $10^3 \approx 2^{10}$.

(A) 15
(B) 30
(C) 100
(D) 300
(E) 3000

16. Consider the method searchAndStack.

```java
public static void searchAndStack(int[] v, Stack<Integer> s, int value) {
    for (int i = 0; i < v.length; i++) {
        if (v[i] > value % 2)
            s.push(new Integer(v[i]));
        else
            { Integer x = s.pop();
            }
    }
}
```

Suppose v initially contains 2 1 6 5 0 9, and searchAndStack(v, s, 5) is invoked. Which of the following will be true after execution of the method?

(A) The stack will be empty.
(B) The stack will contain three elements with s.peekTop() equal to 9.
(C) The stack will contain two elements with s.peekTop() equal to 9.
(D) The stack will contain two elements with s.peekTop() equal to 6.
(E) An EmptyStackException will have been thrown.

17. Refer to the following code segment:

```java
int n = <some positive integer>
for (int i = n; i >= 1; i /= 2) {
    process(i);
}
```

Given that process(i) has a run time of $O(1)$, what is the run time of the algorithm shown?

(A) $O(1)$
(B) $O(n)$
(C) $O(n^2)$
(D) $O(n/2)$
(E) $O(\log n)$
18. Assume that linear linked lists are implemented using the ListNode class provided. Refer to method mystery below.

```java
//Precondition: firstNode refers to the first node in a linear linked list.
public static ListNode mystery(ListNode firstNode) {
    if (firstNode == null)
        return null;
    else {
        ListNode p = new ListNode(firstNode.getValue(),
                                 mystery(firstNode.getNext()));
        return p;
    }
}
```

What does method mystery do?
(A) It creates an exact copy of the linear linked list referred to by firstNode and returns a reference to this newly created list.
(B) It creates a copy in reverse order of the linear linked list referred to by firstNode and returns a reference to this newly created list.
(C) It reverses the pointers of the linear linked list referred to by firstNode and returns a reference to the original list, which is now in reverse order.
(D) It leaves the original list unchanged and returns a reference to the original list.
(E) It causes a NullPointerException to be thrown.

19. Suppose a queue is implemented with a circular linked list that has just one private instance variable, lastNode, that refers to the last element of the list:

In the diagram, f and b indicate the front and back of the queue. Which of the following correctly gives the run time of (1) add and (2) remove in this implementation?

(A) (1) $O(n)$  (2) $O(1)$
(B) (1) $O(1)$  (2) $O(n)$
(C) (1) $O(n)$  (2) $O(n)$
(D) (1) $O(1)$  (2) $O(n^2)$
(E) (1) $O(1)$  (2) $O(1)$
20. Let list be an ArrayList<String> that contains strings sorted in alphabetical order. Which of the following code segments correctly lists the duplicate values of list in alphabetical order? Each duplicate value should be listed just once. You may assume that list contains at least one duplicate value, and that the line of code

Set<String> set = new TreeSet<String>(list);

works correctly as specified.

I //Copy elements of list into a new TreeSet.
Set<String> set = new TreeSet<String>(list);
System.out.println(set);

II Set<String> hSet = new HashSet<String>();
Set<String> kSet = new TreeSet<String>();
for (String str: list)
    if (!hSet.add(str))
        kSet.add(str);
System.out.println(kSet);

III //Copy elements of list into a new TreeSet.
Set<String> set = new TreeSet<String>(list);
for (String str: set)
    { int count = -1;
        for (String s: list)
            { if (str.equals(s))
                count++;
            }
        if (count > 0)
            System.out.print(str + " ");
    }

(A) I only
(B) II only
(C) III only
(D) II and III only
(E) I, II, and III
21. A binary expression tree is a binary tree that stores an expression as follows. The root contains an operator that will be applied to the results of evaluating expressions in the left and right subtrees, each of which is a binary expression tree. The prefix form of the expression can be generated by a preorder traversal of the binary expression tree that contains the expression. What is the prefix form of the expression in the binary expression tree shown?

```
+ 6
- 2
/ 3
* 4
```

(A) \(+ - / 2 \times 3 \times 5 \times 6\)
(B) \(+ \times - / 2 \times 3 \times 5 \times 6\)
(C) \(+ - \times / 2 \times 3 \times 5 \times 6\)
(D) \(2 \times 3 \times 4 \times 5 \times -6\+)
(E) \(2 \times 3 \times 4 \times -5 \times 6\+)

22. An algorithm to convert a base-10 integer \(n\) to base \(b\), where \(b < 10\), uses repeated division by \(b\) until the quotient is 0. The remainders are stored and then concatenated to form a string, starting with the most recent remainder. This string represents \(n\) in base \(b\). For example, to convert 29 to base 3:

```
3 | 29
  | 9  rem 2
  | 3  rem 0
  | 1  rem 0
  | 0  rem 1
```

29 in base 3 is 1002

To convert 53 to base 4:

```
4 | 53
  | 13 rem 1
  | 3  rem 1
  | 0  rem 3
```

53 in base 4 is 311

Which data structure is most suitable for storing the remainders during the algorithm?

(A) A String
(B) An array
(C) A stack
(D) A queue
(E) A priority queue
23. Refer to the `LinearLinkedList` class shown below.

```java
public class LinearLinkedList {
    private ListNode firstNode;

    // Construct an empty list.
    public LinearLinkedList() {
        firstNode = null;
    }

    // Return true if list is empty, false otherwise.
    public boolean isEmpty() {
        return firstNode == null;
    }

    // Return reference to the first node.
    public ListNode getFirstNode() {
        return firstNode;
    }

    // Change first node of list to newNode.
    public void setFirstNode(ListNode newNode) {
        firstNode = newNode;
    }

    // other methods not shown...
}
```

Two new methods are added to the class, a public method and a private recursive helper method.

```java
public void method1() {
    if (!isEmpty() && firstNode.getNext() != null) {
        method2(null, firstNode);
    }
}

// Recursive helper method
private void method2(ListNode prev, ListNode cur) {
    if (cur.getNext() == null) {
        setFirstNode(cur);
    } else {
        method2(cur, cur.getNext());
    }
    cur.setNext(prev);
}
```

GO ON TO THE NEXT PAGE.
Suppose a `LinearLinkedList` object, `list`, is as follows:

What will `list` be as a result of the call `list.method1()`?

- **(A)** \[\begin{array}{c}
\text{firstNode} \\
\rightarrow 2 \\
\rightarrow 3 \\
\rightarrow 4 \\
\rightarrow 5 \\
\rightarrow 6
\end{array} \]

- **(B)** \[\begin{array}{c}
\text{firstNode} \\
\rightarrow 3 \\
\rightarrow 2 \\
\rightarrow 4 \\
\rightarrow 5 \\
\rightarrow 6
\end{array} \]

- **(C)** \[\begin{array}{c}
\text{firstNode} \\
\rightarrow 6 \\
\rightarrow 4 \\
\rightarrow 2 \\
\rightarrow 5 \\
\rightarrow 3
\end{array} \]

- **(D)** \[\begin{array}{c}
\text{firstNode} \\
\rightarrow 6 \\
\rightarrow 5 \\
\rightarrow 4 \\
\rightarrow 3 \\
\rightarrow 2
\end{array} \]

- **(E)** \[\begin{array}{c}
\text{firstNode} \\
\rightarrow 6 \\
\rightarrow 5 \\
\rightarrow 4 \\
\rightarrow 3 \\
\rightarrow 2
\end{array} \]
24. Consider a class `MatrixStuff` that has a private instance variable:

```java
private int[][] mat;
```

Refer to method `alter` below that occurs in the `MatrixStuff` class. (The lines are numbered for reference.)

```java
//Precondition: mat is initialized with integers.
//Postcondition: column c has been removed and the last column
//is filled with zeros.
public void alter(int[][] mat, int c) {
    for (int i = 0; i < mat.length; i++)
        for (int j = c; j < mat[0].length; j++)
            mat[i][j] = mat[i][j+1];
    //code to insert zeros in rightmost column
    ...
}
```

The intent of the method `alter` is to remove column `c`. Thus, if the input matrix `mat` is

```
2 6 8 9
1 5 4 3
0 7 3 2
```

the method call `mat.alter(1)` should change `mat` to

```
2 8 9 0
1 4 3 0
0 3 2 0
```

The method does not work as intended. Which of the following changes will correct the problem?

I  Change line 7 to
    ```java
    for (int j = c; j < mat[0].length - 1; j++)
    ```
    and make no other changes.

II  Change lines 7 and 8 to
    ```java
    for (int j = c + 1; j < mat[0].length; j++)
        mat[i][j-1] = mat[i][j];
    ```
    and make no other changes.

III Change lines 7 and 8 to
    ```java
    for (int j = mat[0].length - 1; j > c; j--)
        mat[i][j-1] = mat[i][j];
    ```
    and make no other changes.

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
25. A perfect binary tree is one with every leaf on the same level; and every nonleaf node has two children. \( N \) integers are to be inserted into the leaves of a perfect binary tree. The final value of \( \text{level} \) in the following code segment gives the lowest level of tree needed to accommodate all \( N \) elements in its leaves. Which replacement for /* boolean expression */ leads to the correct value of \( \text{level} \)? Note: Start counting levels at the root, which is level 0.

```java
int level = 0;
while (/* boolean expression */)
    level++;
```

(A) \( N < \text{Math.pow}(2, \text{level}) \)
(B) \( N \geq \text{Math.pow}(2, \text{level}) \) \&\& \( N < \text{Math.pow}(2, \text{level} + 1) \)
(C) \( N > \text{Math.pow}(2, \text{level}) \)
(D) \( N > \text{Math.pow}(2, \text{level}+1) \)
(E) \( N \geq \text{Math.pow}(2, \text{level}) \)

26. A common use of hexadecimal numerals is to specify colors on web pages. Every color has a red, green, and blue component. In decimal notation, these are denoted with an ordered triple \((x, y, z)\), where \( x, y, \) and \( z \) are the three components, each an int from 0 to 255. For example, a certain shade of red, whose red, green, and blue components are 238, 9, and 63, is represented as \((238, 9, 63)\).

In hexadecimal, a color is represented in the format \#RRGGBB\, where \( RR, GG, \) and \( BB \) are hex values for the red, green, and blue. Using this notation, the color \((238, 9, 63)\) would be coded as \#EE093F.

Which of the following hex codes represents the color \((14, 20, 255)\)?

(A) \#1418FE
(B) \#0E20FE
(C) \#0E14FF
(D) \#0FE5FE
(E) \#0D14FF
27. A large club has a membership list of \( n \) names and phone numbers stored in a text file in random order, as shown:

```
RABIN ARI 694-8176  
HUBBARD JUDITH 583-2199  
GOLD JONAH 394-5142  
...
```

The text file is edited by hand to add new members to the end of the list and to delete members who leave the club.

A programmer is to write a program that accesses the text file and prints a list of names/phone numbers in alphabetical order. Three methods are considered:

I Read each line of the file into a string and insert it into a binary search tree. Print the list with an inorder traversal of the tree.

II Read the lines of the file into an array of strings. Sort the array with a selection sort. Print the list.

III Read each line of the file into a string and insert it into its correct sorted position in a linear linked list of strings. Thus, the list remains sorted after each insertion. Print the list.

Which is a false statement?

(A) Each of methods I, II, and III, if implemented correctly, will work.

(B) Method III, on average, has \( O(n) \) run time.

(C) If the names in the text file are approximately in alphabetical order, methods I, II, and III will have the same big-O run times.

(D) If the names in the text file are randomly ordered, method I has the fastest run time.

(E) The part of the algorithm that prints the list of names is \( O(n) \) in each of the three methods.

For Questions 28 and 29 refer to customer orders as described below:

Customer orders for a catalog company are stored in a `TreeMap t`, which is declared as follows:

```java
private TreeMap<Integer, CustomerOrder> t;
```

The `Integer` key is an invoice number and `CustomerOrder` is the corresponding value in the map. Each `CustomerOrder` object contains the customer’s name, address, phone number, a list of items purchased, and the total cost.

28. What will the following code segment do?

```java
for (Integer n : t.keySet())
    System.out.println(n);
```

(A) List the invoice numbers in no particular order.

(B) List the invoice numbers in increasing order.

(C) List the customer names in alphabetical order.

(D) List the `CustomerOrder` objects in increasing order by invoice number.

(E) List the `Integer/CustomerOrder` pairs in increasing order by invoice number.
29. Instead of an invoice number, the programmer considers using the customer’s name as the key and the CustomerOrder as the corresponding value, as before. Why is this a bad idea?

I It is not possible to store two or more customers with the same name in map t.

II It is not possible for two or more customers to order the same item.

III It is not possible for a given customer to have more than one order.

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) I, II, and III

30. A class of 30 students rated their computer science teacher on a scale of 1 to 10 (1 means awful and 10 means outstanding). The responses array is a 30-element integer array of the student responses. An 11-element array freq will count the number of occurrences of each response. For example, freq[6] will count the number of students who responded 6. The quantity freq[0] will not be used.

Here is a program that counts the students’ responses and outputs the results.

```java
public class StudentEvaluations {
    public static void main(String args[]) {
        int[] responses = {6,6,7,8,10,1,5,4,6,7,
                          5,4,3,4,9,8,6,7,10,
                          6,7,8,9,6,7,8,9,2};
        int[] freq = new int[11];
        for (int i = 0; i < responses.length; i++)
            freq[responses[i]]++;
        //output results
        System.out.print("rating\tfrequency\n");
        for (int rating = 1; rating < freq.length; rating++)
            System.out.print(rating + "\t" + freq[rating] + "\n");
    }
}
```

Suppose the last entry in the initializer list for the responses array was incorrectly typed as 12 instead of 2. What would be the result of running the program?

(A) A rating of 12 would be listed with a frequency of 1 in the output table.
(B) A rating of 1 would be listed with a frequency of 12 in the output table.
(C) An ArrayIndexOutOfBoundsException would be thrown.
(D) A StringIndexOutOfBoundsException would be thrown.
(E) A NullPointerException would be thrown.
31. Consider the following method:

```java
public static void sketch(int x1, int y1, int x2, int y2, int n) {
    if (n <= 0)
       .drawLine(x1, y1, x2, y2);
    else
    {
        int xm = (x1 + x2 + y1 - y2) / 2;
        int ym = (y1 + y2 + x2 - x1) / 2;
        sketch(x1, y1, xm, ym, n - 1);
        sketch(xm, ym, x2, y2, n - 1);
    }
}
```

Assume that the screen looks like a Cartesian coordinate system with the origin at the center, and that `drawLine` connects \((x_1,y_1)\) to \((x_2,y_2)\). Assume also that \(x_1, y_1, x_2,\) and \(y_2\) are never too large or too small to cause errors. Which picture best represents the sketch drawn by the method call

\[ \text{sketch}(a, 0, -a, 0, 2) \]

where \(a\) is a positive integer?

(A)  
(B)  
(C)  
(D)  
(E)
32. Consider the following methods. (You may assume that the SomeType class has a default constructor.)

```java
public List<SomeType> method1(int n)
{
    LinkedList<SomeType> list = new LinkedList<SomeType>();
    for (int i = 0; i < n; i++)
        list.addFirst(new SomeType());
    return list;
}
```

```java
public List<SomeType> method2(int n)
{
    LinkedList<SomeType> list = new LinkedList<SomeType>();
    for (int i = 0; i < n; i++)
        list.addLast(new SomeType());
    return list;
}
```

Which of the following best describes the running time of (1) method1 and (2) method2?

(A) (1) \(O(1)\) (2) \(O(1)\)
(B) (1) \(O(n)\) (2) \(O(n)\)
(C) (1) \(O(n^2)\) (2) \(O(n^2)\)
(D) (1) \(O(n)\) (2) \(O(n^2)\)
(E) (1) \(O(1)\) (2) \(O(n)\)

For Questions 33–35, assume that binary trees are implemented with the TreeNode class provided.

33. Consider method printStuff:

```java
//Precondition: tree refers to the root of a binary tree.
public static void printStuff(TreeNode tree)
{
    if (tree != null)
    {
        if (tree.getLeft() != null)
            System.out.println(tree.getLeft().getValue());
        printStuff(tree.getLeft());
        printStuff(tree.getRight());
    }
}
```

Which best describes what method printStuff does?

(A) Prints every element in tree except the element in the root node.
(B) Prints every element in tree.
(C) Prints the element in the left child of every node in tree.
(D) Prints every element in the left subtree of tree.
(E) Prints the element in the root node as well as every element in the left subtree of tree.
For Questions 34 and 35 consider the `BinaryTree` and `BinarySearchTree` classes below:

```java
public abstract class BinaryTree
{
    private TreeNode root;

    public BinaryTree()
    { root = null; }

    public TreeNode getRoot()
    { return root; }

    public void setRoot(TreeNode theNewNode)
    { root = theNewNode; }

    public boolean isEmpty()
    { return root == null; }

    public abstract void insert(Comparable item);

    public abstract TreeNode find(TreeNode p, Comparable key);
}

public class BinarySearchTree extends BinaryTree
{
    //Insert item in BinarySearchTree.
    public void insert(Comparable item)
    { /* implementation not shown */ }

    //Precondition: Binary search tree rooted at p.
    //Returns TreeNode that contains key.
    //If key not in tree, returns null.
    public TreeNode find(TreeNode p, Comparable key)
    { /* implementation code */ }
}
```

34. Which is a false statement about these classes?
(A) The compiler will provide the following default constructor for the `BinarySearchTree` class:
    ```java
    public BinarySearchTree()
    { super(); }
    ```

(B) The `insert` and `find` methods in the `BinaryTree` class are abstract because their implementation depends on the type of binary tree.

(C) The `item` and `key` parameters of `insert` and `find` need to be `Comparable` since the methods require you to compare objects.

(D) The private instance variable `root` of the superclass cannot be altered by the `BinarySearchTree` class.

(E) The following statement in a client program will cause an error:
    ```java
    BinaryTree tree = new BinarySearchTree(new String("A"));
    ```

GO ON TO THE NEXT PAGE.
35. Which is correct /* implementation code */ for the find method?

I  
if (p == null)  
    return null;  
else if (key.compareTo(p.getValue()) == 0)  
    return p;  
else if (key.compareTo(p.getValue()) < 0)  
    return find(getRoot().getLeft(), key);  
else  
    return find(getRoot().getRight(), key);

II  
if (p == null)  
    return null;  
else if (key.compareTo(p.getValue()) == 0)  
    return p;  
else if (key.compareTo(p.getValue()) < 0)  
    return find(p.getLeft(), key);  
else  
    return find(p.getRight(), key);

III  
while (p != null && key.compareTo(p.getValue())!= 0)  
{
    if (key.compareTo(p.getValue()) < 0)  
        p = p.getLeft();
    else  
        p = p.getRight();
}  
return p;

(A) I only  
(B) II only  
(C) III only  
(D) II and III only  
(E) I, II, and III

GO ON TO THE NEXT PAGE.
Questions 36–40 involve reasoning about the code from the GridWorld Case Study. A Quick Reference to the case study is provided as part of this exam. The actors in GridWorld are represented in this book with the pictures shown below. Each actor is shown facing north. These pictures almost certainly will be different from those used on the AP exam!

36. Which of the following has exactly one possible new location that the Critter in (0, 0) could move to, assuming that it is that Critter’s turn to act?

(A) I only
(B) II only
(C) III only
(D) I and II only
(E) I, II, and III
37. Refer to the following statements.

```java
Location loc1 = new Location(1, 3);
Location loc2 = new Location(2, 1);
Location loc3 = new Location(3, 2);
Location loc4 = loc1.getAdjacentLocation(40);
Location loc5 = loc2.getAdjacentLocation(200);
```

Which is (are) true?

I. `loc2.getDirectionToward(loc3)` returns 135.
II. `loc1.compareTo(loc5) == 0`
III. `loc4.getAdjacentLocation(230).equals(loc1)`

(A) I only
(B) II only
(C) III only
(D) I and III only
(E) I, II, and III

38. The behavior of a Bug is to be modified as follows: Every time it moves to a new location, it will drop a Critter into its old location, instead of a Flower. In order to achieve this change, a programmer modifies the `move` method of the Bug class as follows. The changes are in boldface.

```java
public void move()
{
    Grid<Actor> gr = getGrid();
    if (gr == null)
        return;
    Location loc = getLocation();
    Location next = loc.getAdjacentLocation(getDirection());
    if (gr.isValid(next))
        moveTo(next);
    else
        removeSelfFromGrid();
    Critter critter = new Critter();
    gr.put(loc, critter);
}
```

The program appears to work as intended. However, after a few steps, the programmer notices that the Critter objects are not behaving properly. Flowers and bugs in their neighborhoods are not being “eaten” as specified. Nor are the critters moving as they should. Which of the following is the correct reason for this errant behavior?

(A) The act method of Bug is being called for each critter that is dropped by a bug.
(B) The Actor class is not being correctly accessed by Critter objects.
(C) The Critter class was not imported into the programmer’s project.
(D) Each critter being dropped by a bug has no reference to the grid. Therefore, its location is not being updated.
(E) The driver class for the program, a class like BugRunner, is not updating the location of each critter dropped by a bug.
39. The getValidAdjacentLocations method of the AbstractGrid class is modified as shown below. Changes are in boldface.

```java
public ArrayList<Location> getValidAdjacentLocations(Location loc)
{
    ArrayList<Location> locs = new ArrayList<Location>();
    int d = Location.NORTH;
    for (int i = 0; i < Location.FULL_CIRCLE / Location.HALF_RIGHT; i++)
    {
        if (i % 2 == 1)
        {
            Location neighborLoc = loc.getAdjacentLocation(d);
            if (isValid(neighborLoc))
                locs.add(neighborLoc);
        }
        d = d + Location.HALF_RIGHT;
    }
    return locs;
}
```

What is the effect of this change?
(A) The method returns all valid locations whose direction from loc is an odd number.
(B) The method returns all valid locations whose direction from loc is an even number.
(C) The method returns all valid adjacent locations that share a side with loc.
(D) The method returns all valid adjacent locations that share a corner point, but not a side, with loc.
(E) The method is equivalent to the original, and returns all valid locations that are adjacent to loc.

40. Consider a large, roughly square grid whose dimensions are approximately $n \times n$. The grid is sparsely populated with actors—approximately one actor per row. What is the big-O performance of the getOccupiedLocations method if the grid is a

(1) BoundedGrid   (2) UnboundedGrid?
(A) (1) $O(n^2)$   (2) $O(n^2)$
(B) (1) $O(n^2)$   (2) $O(n)$
(C) (1) $O(n)$   (2) $O(n)$
(D) (1) $O(n^2)$   (2) $O(1)$
(E) (1) $O(n)$   (2) $O(1)$

END OF SECTION I
SHOW ALL YOUR WORK. REMEMBER THAT
PROGRAM SEGMENTS ARE TO BE WRITTEN IN Java.
Write your answers in pencil only in the booklet provided.

Notes:

- Assume that the classes in the Quick Reference have been imported where needed.
- Assume that the implementation classes ListNode and TreeNode are used for any questions referring to linked lists or trees, unless otherwise specified.
- ListNode and TreeNode parameters may be null. Otherwise, unless noted in the question, assume that parameters in method calls are not null, and that methods are called only when their preconditions are satisfied.
- In writing solutions for each question, you may use any of the accessible methods that are listed in classes defined in that question. Writing significant amounts of code that can be replaced by a call to one of these methods may not receive full credit.

1. The following class, DigitalClock, is designed to display and manipulate a digital clock. The incomplete class declaration is shown below. You will be asked to write the declaration for a class that stores and manipulates a list of digital clocks.

```java
public class DigitalClock
{
    //private instance variables to represent hours, minutes, and a
    // display string are not shown...

    //Constructs a DigitalClock set at 12:00.
    public DigitalClock()
    { /* implementation not shown */ }

    //Constructs a DigitalClock set at the specified hour and minute.
    public DigitalClock(int hour, int minute)
    { /* implementation not shown */ }
}
```

GO ON TO THE NEXT PAGE.
//Advances the time on the DigitalClock by one minute.
public void advanceTime()
{ /* implementation not shown */ }

//Returns true if this DigitalClock is defective, false otherwise.
public boolean isDefective()
{ /* implementation not shown */ }

//other methods not shown ...
}

Write a complete declaration, including implementation of all methods, for a
class called AllClocks. This class stores and manipulates a list of DigitalClock
objects. The AllClocks class must have a private instance variable

ArrayList<DigitalClock> clocks

and a constructor that creates an empty list of DigitalClock objects (i.e., initial-
izes clocks to empty).
The AllClocks class should have methods that do each of the following:

- Add a new DigitalClock, set at 12:00, to clocks.
- Advance the time by one minute on all the clocks.
- Remove all defective clocks.
- Replace all defective clocks with a new clock set at 12:30 (hours 12, minutes
  30).

Complete the class declaration for AllClocks started below:

public class AllClocks
{
    private ArrayList<DigitalClock> clocks;

2. A color grid is defined as a two-dimensional array whose elements are charac-
ter strings having values "b" (blue), "r" (red), "g" (green), or "y" (yellow). The
elements are called pixels because they represent pixel locations on a computer
screen. For example,

<table>
<thead>
<tr>
<th>b</th>
<th>b</th>
<th>g</th>
<th>r</th>
<th>y</th>
<th>g</th>
<th>r</th>
</tr>
</thead>
<tbody>
<tr>
<td>g</td>
<td>r</td>
<td>g</td>
<td>r</td>
<td>b</td>
<td>y</td>
<td>g</td>
</tr>
<tr>
<td>b</td>
<td>g</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>b</td>
<td>b</td>
</tr>
</tbody>
</table>

A connected region for any pixel is the set of all pixels of the same color that can
be reached through a direct path along horizontal or vertical moves starting at
that pixel. A connected region can consist of just a single pixel or the entire color
grid. For example, if the two-dimensional array is called pixels, the connected
region for pixels[1][0] is as shown here for three different arrays.

<table>
<thead>
<tr>
<th>b</th>
<th>b</th>
<th>g</th>
<th>r</th>
<th>y</th>
<th>g</th>
<th>r</th>
<th>b</th>
<th>b</th>
</tr>
</thead>
<tbody>
<tr>
<td>g</td>
<td>r</td>
<td>g</td>
<td>r</td>
<td>g</td>
<td>y</td>
<td>g</td>
<td>b</td>
<td>b</td>
</tr>
<tr>
<td>b</td>
<td>g</td>
<td>r</td>
<td>g</td>
<td>b</td>
<td>g</td>
<td>r</td>
<td>g</td>
<td>b</td>
</tr>
</tbody>
</table>

GO ON TO THE NEXT PAGE.
The class `ColorGrid`, whose declaration is shown below, is used for storing, displaying, and changing the colors in a color grid.

```java
public class ColorGrid {
    private String[][] myPixels;
    private int myRows;
    private int myCols;

    /* constructor * Creates numRows x numCols ColorGrid from String s. */
    public ColorGrid(String s, int numRows, int numCols) {
        /* to be implemented in part (a) */
    }

    /* Precondition: myPixels[row][col] is oldColor, one of "r", "b", "g", or "y".
     * newColor is one of "r", "b", "g", or "y".
     * Postcondition: if 0 <= row < myRows and 0 <= col < myCols,
     * paints the connected region of
     * myPixels[row][col] the newColor.
     * Does nothing if oldColor is the same as
     * newColor. */
    public void paintRegion(int row, int col, String newColor, String oldColor) {
        /* to be implemented in part (b) */
    }

    //other methods not shown
    ...
}
```

(a) Write the implementation code for the `ColorGrid` constructor. The constructor should initialize the `myPixels` matrix of the `ColorGrid` as follows: The dimensions of `myPixels` are `numRows x numCols`. String `s` contains `numRows x numCols` characters, where each character is one of the colors of the grid—"r", "g", "b", or "y". The characters are contained in `s` row by row from top to bottom and left to right. For example, given that `numRows` is 3, and `numCols` is 4, if `s` is "brrgyrggrggyyrr", `myPixels` should be initialized to be

```
<table>
<thead>
<tr>
<th>b</th>
<th>r</th>
<th>r</th>
<th>y</th>
</tr>
</thead>
<tbody>
<tr>
<td>g</td>
<td>r</td>
<td>g</td>
<td>g</td>
</tr>
<tr>
<td>y</td>
<td>y</td>
<td>y</td>
<td>r</td>
</tr>
</tbody>
</table>
```

Complete the constructor below:

```java
/* constructor * Creates numRows x numCols ColorGrid from String s. */
public ColorGrid(String s, int numRows, int numCols)
```

GO ON TO THE NEXT PAGE.
(b) Write the implementation of the paintRegion method as started below.

**Note: You must write a recursive solution.** The paintRegion paints the connected region of the given pixel, specified by row and col, a different color specified by the newColor parameter. If newColor is the same as oldColor, the color of the given pixel, paintRegion does nothing. To visualize what paintRegion does, imagine that the different colors surrounding the connected region of a given pixel form a boundary. When paint is poured onto the given pixel, the new color will fill the connected region up to the boundary.

For example, the effect of the method call `c.paintRegion(2, 3, "b", "r")` on the ColorGrid `c` is shown here. (The starting pixel is shown in a frame, and its connected region is shaded.)

```
before   after
rrbgy   rrbbgy
brbryr  brrbb
rgrrr   ggbbb
yrryrb  ybbbb
```

Complete the method paintRegion below. **Note: Only a recursive solution will be accepted.**

```java
/* Precondition: myPixels[row][col] is oldColor, one of "r", "b", "g", or "y".
 * newColor is one of "r","b","g", or "y".
 * Postcondition: if 0 <= row < myRows and 0 <= col < myCols,
 * paints the connected region of
 * myPixels[row][col] the newColor.
 * Does nothing if oldColor is the same as newColor. */
public void paintRegion(int row, int col, String newColor, String oldColor)
```

3. A school newspaper has several students who have each applied to fill at least one of the following editorial positions: News, Arts, Sports, Features, and Photos. For example

<table>
<thead>
<tr>
<th>Student</th>
<th>Positions Applied For</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mary</td>
<td>News, Features, Sports</td>
</tr>
<tr>
<td>Joe</td>
<td>Arts, Photos</td>
</tr>
<tr>
<td>Jill</td>
<td>News, Arts, Features</td>
</tr>
<tr>
<td>Kay</td>
<td>Photos</td>
</tr>
<tr>
<td>Tim</td>
<td>Arts, News, Sports, Photos</td>
</tr>
<tr>
<td>Jan</td>
<td>News</td>
</tr>
</tbody>
</table>
The following class, NewspaperPositions, manipulates and stores the data described in the table. The class contains two maps for storing data:

- requestMap, whose keys are student names, and corresponding values are the sets of positions requested by each student.
- positionFreqMap, whose keys are positions, and corresponding values are the numbers of students who requested each position.

```java
public class NewspaperPositions {
    private Map<String, Set<String>> requestMap;
    private Map<String, Integer> positionFreqMap;

    //Postcondition: requestMap contains students and positions
    //they requested.
    //positionFreqMap has been created.
    public NewspaperPositions() {
        requestMap = loadRequestMap();
        positionFreqMap = createFreqMap();
    }

    //Postcondition: Returns map with student names and
    //corresponding sets of requested positions.
    private Map<String, Set<String>> loadRequestMap() {
        /* implementation not shown */
    }

    //Postcondition: Returns map with positions and
    //corresponding frequencies of requests.
    private Map<String, Integer> createFreqMap() {
        /* to be implemented in part (b) */
    }

    //Precondition: student is a key in requestMap.
    //Postcondition: Returns true if student requested the
    //specified position, false otherwise.
    public boolean didRequest(String student, String position) {
        /* to be implemented in part (a) */
    }
}
```

(a) Write the NewspaperPositions method didRequest. Method didRequest determines whether a given student requested a specified position. For example, using the data in the table on the previous page:

- didRequest("Tim", "Features") will return false
- didRequest("Kay", "Photos") will return true

Complete method didRequest below.

```java
//Precondition: student is a key in requestMap.
//Postcondition: Returns true if student requested the
//specified position, false otherwise.
public boolean didRequest(String student, String position) {
    /* to be implemented in part (a) */
}
```

GO ON TO THE NEXT PAGE.
(b) Write the `NewspaperPositions` method `createFreqMap`. This method creates a frequency map of positions and the corresponding number of requests. For example, if the table shown on p. 686 represents `requestMap`, the statement

```
positionFreqMap = createFreqMap();
```

should create the following mapping.

<table>
<thead>
<tr>
<th>Position</th>
<th>Number of Requests</th>
</tr>
</thead>
<tbody>
<tr>
<td>News</td>
<td>4</td>
</tr>
<tr>
<td>Features</td>
<td>2</td>
</tr>
<tr>
<td>Sports</td>
<td>2</td>
</tr>
<tr>
<td>Arts</td>
<td>3</td>
</tr>
<tr>
<td>Photos</td>
<td>3</td>
</tr>
</tbody>
</table>

Complete method `createFreqMap` below.

```java
// Postcondition: Returns map with positions and corresponding frequencies of requests.
private Map<String, Integer> createFreqMap()
```

(c) Suppose you are given the following information:

- `requestMap` is a `HashMap`.
- The values in `requestMap` are `HashSets`.
- There are `n` students in `requestMap`.
- There is a maximum of `c` positions being requested.

In terms of `n` and `c`, what is the big-O running time of the `didRequest` method, assuming that the most efficient algorithm was used?

4. This question involves reasoning about the code from the GridWorld Case Study. A Quick Reference to the case study is provided as part of this exam.

In this question you will write two of the `BoundedGrid<E>` methods using a linked list implementation of the `BoundedGrid<E>` class. The current version of `BoundedGrid<E>` implements the grid as a two-dimensional array of `Object`. Consider a one-dimensional array of linked lists, where each linked list represents one row of the grid. Thus, each element of the array is a linked list, or null if that row is empty. Each index of the array represents a row number.

Each node in each of the linked lists is a `GridNode`, which holds a grid occupant, the location of that occupant, and a link to another `GridNode`. The `GridNode` class is shown below:
public class GridNode
{
    private Object occupant;
    private GridNode next;
    private Location myLoc;

    public GridNode(Object initOccupant, GridNode initNext, Location initLoc)
    {
        occupant = initOccupant;
        next = initNext;
        myLoc = initLoc;
    }

    public Object getOccupant()
    {return occupant;}

    public GridNode getNext()
    {return next;}

    public Location getLoc()
    {return myLoc;}

    public void setOccupant(Object theNewOccupant)
    {occupant = theNewOccupant;}

    public void setNext(GridNode theNewNext)
    {next = theNewNext;}
}

The example below shows how the $4 \times 4$ BoundedGrid shown would be represented in the new implementation. Notice that in each linked list, the locations are maintained in increasing order.

Here are the private instance variables in the modified implementation of BoundedGrid<E>.

private GridNode[] occupantArray;
private int myNumCols;
(a) Write the `getOccupiedLocations` method for the linked list implementation of the `BoundedGrid<E>` class. The method returns all occupied locations in the grid.

Complete method `getOccupiedLocations` below.

```java
/**
 * Gets all occupied locations in this grid.
 * @return a list of occupied locations
 */
public ArrayList<Location> getOccupiedLocations()
```

(b) Write the `put` method for the linked list implementation of the `BoundedGrid<E>` class. Method `put` inserts object `obj` at location `loc` in the grid, and returns the object that was previously at `loc`, or `null` if that location was unoccupied. Recall that after you have inserted `obj`, the locations in its row must still be in increasing order.

Complete method `put` below.

```java
/**
 * Puts obj at location loc in this grid, and returns
 * the object previously at that location.
 * @return the object previously at the specified location
 * @throws IllegalArgumentException if the location is invalid
 * @throws NullPointerException if the object is null
 */
public E put(Location loc, E obj)
{
    if (!isValid(loc))
        throw new IllegalArgumentException("Location " + loc + " is not valid");
    if (obj == null)
        throw new NullPointerException("obj == null");
```

(c) Suppose that the grid contains \( r \) rows, \( c \) columns, and \( n \) occupants, where \( r, c, \) and \( n \) are all large. What is the big-O run time for the `put` method algorithm that you wrote in part (b), in terms of \( r, c, \) and \( n \)?

**END OF EXAMINATION**
ANSWER KEY (Section I)

13. D  27. B

ANSWERS EXPLAINED (Section I)

1. (C) In order for !(A || B || C) to be true, (A || B || C) must evaluate to false. This will happen only if A, B, and C are all false. Choice A evaluates to true when A and B are false and C is true. In choice B, if any one of A, B, or C is false, the boolean expression evaluates to true. In choice D, if any one of A, B, or C is false, the boolean expression evaluates to true since we have !(false). All that’s required for choice E to evaluate to true is for A to be false. Since true || (any) evaluates to true, both B and C can be either true or false.

2. (A) For adding a book to an ArrayList: Finding the insertion point is O(log n) (binary search). Insertion is O(n) (requires movement of elements). Overall: O(n). For a LinkedList: Finding the insertion point is O(n). Insertion is O(1). Overall: O(n). Choice B is false: Finding a given book in the ArrayList, which is sorted by title, is O(log n) (binary search), but O(n) for a LinkedList. Choice C is false: To remove a book requires finding the book and then removing it. For an ArrayList, the search is O(log n) (binary search) and removal is O(n). On balance, O(n). For a LinkedList, the search is O(n) and removal is O(1). On balance, O(n). Choice D is false: For an ArrayList, finding the insertion point is O(log n) (binary search). Insertion, however, requires movement of just about all the elements, O(n). In the LinkedList, the sequential search to find the insertion point will be O(n); insertion itself, O(1). So both list implementations will be O(n). Note that knowing that the title begins with “A” doesn’t change the runtime efficiency estimate: You don’t know where in the A’s the title appears, and there are O(n) titles beginning with “A” since you can’t assume anything special about the distribution of titles among letters of the alphabet. Choice E is false: To remove the last book from both an ArrayList and a LinkedList is O(1). (Recall
that a LinkedList is implemented with a doubly linked list with access at both ends.)

3. (D) Implementation I calls super.computePay(), which is equivalent to the computePay method in the Employee superclass. The method returns the quantity mySalary - myTaxWithheld. The BONUS is then correctly added to this expression, as required. Implementation III correctly uses the public accessor methods getSalary and getTax that the Consultant class has inherited. Note that the Consultant class does not have access to the private instance variables mySalary and myTaxWithheld even though it inherits them from the Employee class. Implementation II incorrectly returns the salary plus BONUS—there is no tax withheld. The expression super.computePay() returns a value equal to salary minus tax. But this is neither stored nor included in the return statement.

4. (E) Note that p is declared to be of type Employee, and the Employee class does not have a getPayFraction method. To avoid the error, p must be cast to PartTimeEmployee as follows:

   double g = ((PartTimeEmployee) p).getPayFraction();

5. (A) The code does exactly what it looks like it should. The writePayInfo parameter is of type Employee and each element of the empList array is-a Employee and therefore does not need to be downcast to its actual instance type. There is no ClassCastException (choice C) since nowhere is there an attempt made to cast an object to a class of which it is not an instance. None of the array elements is null; therefore, there is no NullPointerException (choice B). Choice D won't happen because the getName method is inherited by both the Consultant and PartTimeEmployee classes. Choice E would occur if the Employee superclass were abstract, but it's not.

6. (B) Method overriding occurs whenever a method in a superclass is redefined in a subclass. Method overloading is a method in the same class that has the same name but different parameter types. Polymorphism is when the correct overridden method is called for a particular subclass object during runtime. Information hiding is the use of private to restrict access. Procedural abstraction is the use of helper methods.

7. (E) All will cause an error!
   I: An object of a superclass does not have access to a new method of its subclass.
   II: ob2 is declared to be of type ClassA, so a compile-time error will occur with a message indicating that there is no method2 in ClassA. Casting ob2 to ClassB would correct the problem.
   III: A ClassCastException will be thrown, since ob1 is of type ClassA, and therefore cannot be cast to ClassB.

8. (D) During partitioning the array looks like this:

   | 45 | 40 | 15 | 20 | 45 | 65 | 52 | 90 | 15 | 95 | 79 |
   | 45 | 40 | 15 | 20 | 45 | 65 | 52 | 90 | 77 | 95 | 79 |
   | 20 | 40 | 15 | 45 | 65 | 52 | 90 | 77 | 95 | 79 |
Note that 45, the pivot, is in its final sorted position, the fourth element in the array. All elements to the left of 45 are less than 45 but are not sorted with respect to each other. Similarly, all elements to the right of the pivot are greater than or equal to it but are unsorted.

9. (E) An inorder traversal of the tree will produce the elements in ascending order. Whether the tree is balanced or not, each of the $n$ nodes will be visited once during the traversal, which is $O(n)$. Each of the other choices is incorrect. In choice A, each of the $n$ elements may require a $\log_2 n$ search to find its slot, so creating the tree is $O(n \log n)$. In choice B, to find a single element in a balanced tree requires no more than one comparison on each of $\log_2 n$ levels. This is $O(\log n)$. In choice C, even if the tree is completely unbalanced and consists of one long linked list (worst case), there will be no more than $n$ comparisons to insert one element. This is $O(n)$. In choice D, a postorder traversal for the binary search tree shown below produces 1, 7, 6, which is not in ascending order. In a binary search tree, the order property causes the leftmost elements to be the smallest and the rightmost the largest. Thus, an inorder traversal will produce the elements sorted in ascending order.

```
       6
      / \n     1   7
```

10. (D) A program that uses an abstract class must have at least one subclass that is not abstract, since instances of abstract classes cannot be created. Thus, choice E is false. Choice A is false: An abstract class can contain any number of private instance variables, each of which is inherited by a subclass of AClass. Choice B is wrong—for example $v_1$ and $v_2$ could be initialized in a default constructor (constructor with no parameters). Choice C is incorrect: The point of an abstract class is that no instances of it will be created. The class does not need to contain any abstract methods.

11. (C) When an iterator is used to traverse a list, only the methods of Iterator may be used. Implementation II would be correct if the last line were changed to `itr.remove();`. Implementation I fails because a for-each loop cannot be used to remove an object from a collection You must use an iterator.

12. (E) Implementation I uses faulty logic. For example, it treats an `ElapsedTime` of 5 hours 12 minutes 30 seconds as equal to 12 hours 6 minutes 20 seconds.

13. (D) Segment II is wrong because you can’t use simple addition to add two objects: The code must be explicitly written. Segment I works because you’re adding two `int` values and then invoking the constructor whose argument is the total number of seconds. Segment III works by a brute force computation of hours, minutes, and seconds.

14. (B) A `HashMap` stores its elements in a hash table. Therefore, it provides $O(1)$ run times for its `get` and `put` operations. The key set is not stored in any particular order. Constructing a `TreeMap` with the inventory elements places them in a binary search tree and allows printing of the key set in ascending order (which is alphabetic order for `String` objects).
15. (A) \(30,000 = 1000 \times 30 \approx 2^{10} \times 2^5 = 2^{15}\). Since a successful binary search in the worst case requires \(\log_2 n\) iterations, 15 iterations will guarantee that key is found. (Note that \(30,000 < 2^{10} \times 2^5 = 32,768\).)

16. (C) Since value 5 is odd, \(\text{value} \mod 2 = 1\). Array \(v\) is examined sequentially. Each time an element greater than 1 is encountered, it is pushed onto the stack. Each time an element less than or equal to 1 is encountered, the stack is popped. Thus the following sequence of actions will occur: push 2, pop, push 6, push 5, pop, push 9. Four pushes and two pops leave the stack with 2 elements, and 9 on top. Note that an EmptyStackException is thrown if an attempt is made to pop an empty stack.

17. (E) The for loop is executed \(\log_2 n\) times (i.e., the number of times that \(i\), which is initialized to \(n\), is divided by 2 until it reaches 1).

18. (A) If \(\text{mystery(firstNode)}\) is invoked for the following linear linked list:

```
1 ———> 3 ———> 5
```

the method will create three new \(\text{ListNode}\) nodes whose pointer connections are pending:

```
1 ———> 3 ———> 5
```

In the method call that creates the last node (containing 5), the expression \(\text{firstNode.getNext()}\) involves a base case, resulting in

```
P
```

Now each of the previous method calls can be completed, resulting in the following sequence of pointer connections:

```
P
```

After the execution of the first recursive call has been completed, the final \(\text{ListNode}\) reference returned refers to the first node of a linear linked list that is identical to the original list.
19. (E) Just two pointer adjustments and a reassignment of `lastNode` achieve `add`: `O(1)`.

![Diagram](image)

Just one pointer adjustment achieves `remove`: `O(1)`.

20. (D) Segment II places the distinct elements of `list` in `HashSet hSet` and the duplicates in `TreeSet kSet`. The output correctly lists the duplicates in increasing order, since elements of a `TreeSet` are ordered. Segment III places all elements of `list` in a `TreeSet` and then iterates over each element of the `TreeSet` checking for duplicates in `list`. Notice that each element of `list` will be found in `set` at least once. This is why `count` is initialized to `-1` and then tested for being greater than zero. Segment I prints all the distinct elements of `list`, excluding duplicates, which was not what was required.

21. (A) A preorder traversal recursively traverses a tree as follows: root - left - right (see p. 440).

22. (C) Notice that the remainders are generated in the opposite order that they must be output. A stack, therefore, is the perfect data structure for storage: The last remainder in will be the first out, as required.

23. (D) This is an algorithm for reversing pointers in a linear linked list. Picture what happens to the list below, where `ListNode` references to the three nodes are `a`, `b`, and `c` respectively.

![Diagram](image)

Here is the box diagram that shows the correct sequence of calls, starting with `list.methodr2(null, a)`. The actual order of execution of the statements is numbered 1 through 4.
Executing the statements has the following effect on the given linear linked list:

24. (D) The method as given will throw an `ArrayIndexOutOfBoundsException`. For the matrix in the example, `mat[0].length` is 4. The call `mat.alter(1)` gives `c` a value of 1. Thus, in the inner for loop, `j` goes from 1 to 3. When `j` is 3, the line `mat[i][j] = mat[i][j+1]` becomes `mat[i][3] = mat[i][4]`. Since columns go from 0 to 3, `mat[i][4]` is out of range. The changes in segments I and II both fix this problem. In each case, the correct replacements are made for each row: `mat[i][1] = mat[i][2]` and `mat[i][2] = mat[i][3]`. Segment III makes the following incorrect replacements as `j` goes from 3 to 2: `mat[i][2] = mat[i][3]` and `mat[i][1] = mat[i][2]`. This will cause both columns 1 and 2 to be overwritten. Before inserting zeros in the last column, `mat` will be

```
2 9 9 9
1 3 3 3
0 2 2 2
```

This does not achieve the intended postcondition of the method.

25. (C) If \( N = 1 \), the required level is 0
   If \( N = 2 \), the required level is 1
   If \( N = 3 \) or 4, the required level is 2
   If \( N = 5–8 \), the required level is 3
   ...

Test each of choices A–E with \( N = 4 \), where the desired answer is 2. Choice C works. Choices A and B fail the test on the first try and return \( \text{level} = 0 \). Choice D fails on the second try, leaving \( \text{level} = 1 \). Choice E executes the while loop one time too many, giving \( \text{level} = 3 \) when 2 will suffice. The conditions of the problem specify that the lowest possible level should be found.
26. (C)  
\[
14 = (0)(16^1) + (14)(16^0) = 0E \\
20 = (1)(16^1) + (4)(16^0) = 14 \\
255 = (15)(16^1) + (15)(16^0) = FF \\
\]
Therefore \((14, 20, 255) = \#0E14FF\).

27. (B) Method III is \(O(n^2)\): For each element in the text file, its insertion point in the linear linked list must be found. For one element, this would be \(O(n)\). For \(n\) elements, it is \(O(n^2)\). Choice A is true: An inorder traversal of a binary search tree accesses the values in ascending order, which is alphabetical order if the elements are strings. Choice C is true: Approximately ordered elements lead to an unbalanced binary search tree (worst case). Number of comparisons to form the tree is \(1 + 2 + \cdots + (n - 2) + (n - 1) = n(n - 1)/2\), which is \(O(n^2)\). Selection sort is \(O(n^2)\) irrespective of the order of the elements. Choice D is true: Random order of the elements generally leads to a balanced binary search tree. Creation of the tree is then \(O(n \log n)\), which is faster than the \(O(n^2)\) run times of methods II and III. Choice E is true: Traversal of a linear linked list and printing elements of an array are both \(O(n)\). An inorder traversal of a binary search tree visits each node once, which is \(O(n)\).

28. (B) The statement prints the set of keys only, namely the invoice numbers, so eliminate choices C, D, and E. Choice A is wrong because a `TreeMap` stores the elements in a binary search tree and prints the keys in increasing order.

29. (D) Recall that the keys in a map must be unique. If a name is entered that already exists in the map, whether it’s a new customer with the same name or an existing customer with a new order, the new information will replace the existing entry. Choice II will be OK with this data structure, provided the customers have different names! Different `CustomerOrder` objects can contain the same item that was purchased.

30. (C) If the `responses` array contained an invalid value like 12, the program would attempt to add 1 to `freq[12]`. This is out of bounds for the `freq` array.

31. (B) Here is the “box diagram” for the recursive method calls, showing the order of execution of statements. Notice that the circled statements are the base case calls, the only statements that actually draw a line. Note also that the first time you reach a base case (see circled statement 6), you can get the answer: The picture in choice B is the only one that has a line segment joining \((a, 0)\) to \((a, -a)\).
32. (B) The LinkedList class in the Java Collections library is implemented with a doubly linked list that has a reference to each end. Thus, both addFirst and addLast are $O(1)$. If $n$ elements are added, the running time becomes $O(n)$ in each case.

33. (C) The System.out.println(tree.getLeft().getValue()) statement indicates that the data in the root node is not printed. This eliminates choices B and E. Notice that there’s no null test on tree.getRight(), nor is there any System.out.println(tree.getRight().getValue()) statement. This means that no right children are ever printed, which certainly eliminates choice A. It also eliminates choice D, since nodes in the left subtree of tree do contain right children.

34. (D) The setRoot method, which is inherited from the BinaryTree class, can be used to change the root reference. Note that choice A is true: The BinarySearchTree class doesn’t inherit any constructors. The compiler does, however, provide the default constructor shown. There is no error since the superclass BinaryTree has a default constructor. Choice E is true because the BinarySearchTree class does not have a constructor with a parameter.

35. (D) Segment II is a correct recursive algorithm, and segment III is a correct iterative algorithm. Segment I fails because making the recursive calls with getRoot().getLeft() and getRoot().getRight() means that parameter $p$ will not recurse down the tree. The only nodes inspected will be in level 0 and level 1 of the tree!

36. (D) In grid I, the Critter will end up in location $(0, 1)$ after eating the flower there. In grid II, the Critter will end up in location $(1, 0)$, the only location available to it. In grid III, the Critter will end up in location $(0, 1)$ or $(1, 0)$, since both of those will be empty after the Critter has eaten the flower and bug.
37. (D) Locations 1 – 5 are labeled $l_1$, $l_2$, $l_3$, $l_4$, and $l_5$.

Notice that $l_1$ is adjacent to $l_4$ in the direction 45 (the nearest compass direction to 40). Similarly, $l_5$ is adjacent to $l_2$ in the direction 180 (the nearest compass direction to 200). Statement III gets the adjacent location to $l_4$ in the direction 225, the nearest compass direction to 230. This location is (1, 3) or $l_1$. Statement II is false since Location (1, 3) is not equal to Location (3, 1).

38. (D) To add actors to the grid, the `putSelfInGrid` method must be called by that actor, so that location, direction, and other grid variables for that actor can be updated by the actor. The `get` and `put` methods of `Grid` do not automatically do this. With the boldface code given, the grid knows where each actor is, but the actor, without a reference to the grid, does not know where it is.

39. (D) Notice that when $i$ is 0, 2, 4, or 6, all the for loop does is add 45 to $d$. The only locations inspected are those for which $i$ is 1, 3, 5, or 7; namely $d$ is 45, 135, 225, or 315. These are northeast, southeast, southwest, or northwest. Thus, the valid adjacent locations on the “corners” of $l_1$ are returned.

40. (B) Even though the `getOccupiedLocations` method is creating a list with approximately $n$ objects, in the `BoundedGrid` all $n^2$ grid positions must be visited to retrieve these actors. This is $O(n^2)$. In the `UnboundedGrid` each location in the key set of `occupantMap` must be visited, approximately $n$ locations. This is $O(n)$. Note that retrieving the actor, in either grid, is $O(1)$. 
Section II

1. public class AllClocks

    private ArrayList<DigitalClock> clocks;

    public AllClocks()
    { clocks = new ArrayList<DigitalClock>(); }

    public void add()
    { clocks.add(new DigitalClock()); }

    public void advanceTimeOnAll()
    {
        for (DigitalClock c : clocks)
            c.advanceTime();
    }

    public void removeDefective()
    {
        Iterator<DigitalClock> itr = clocks.iterator();
        while (itr.hasNext())
        {
            if (itr.next().isDefective())
                itr.remove();
        }
    }

    public void replaceDefective()
    {
        ListIterator<DigitalClock> itr = clocks.listIterator();
        while (itr.hasNext())
        {
            if (itr.next().isDefective())
                itr.set(new DigitalClock(12, 30));
        }
    }

NOTE

- A for-each loop can be used to access and modify each element in a list. Thus, it is OK to use it in advanceTimeOnAll.
- A for-each loop cannot be used for removing or replacing elements in a list. Thus removeDefective and replaceDefective both need iterators.
- Method replaceDefective must use a ListIterator which has a set method that allows replacement. This is not available in Iterator.
2. (a) public ColorGrid(String s, int numRows, int numCols) {
    myRows = numRows;
    myCols = numCols;
    myPixels = new String[numRows][numCols];
    int stringIndex = 0;
    for (int r = 0; r < numRows; r++)
        for (int c = 0; c < numCols; c++)
            {
                myPixels[r][c] = s.substring(stringIndex,
                                      stringIndex + 1);
                stringIndex++;
            }
}

(b) public void paintRegion(int row, int col, String newColor, String oldColor)
{
    if (row >= 0 && row < myRows && col >= 0 && col < myCols)
        if (!myPixels[row][col].equals(newColor) &&
            myPixels[row][col].equals(oldColor))
            {
                myPixels[row][col] = newColor;
                paintRegion(row + 1, col, newColor, oldColor);
                paintRegion(row - 1, col, newColor, oldColor);
                paintRegion(row, col + 1, newColor, oldColor);
                paintRegion(row, col - 1, newColor, oldColor);
            }
}

NOTE

• In part (a), you don’t need to test if stringIndex is in range: The precondition states that the number of characters in s is numRows × numCols.
• In part (b), each recursive call must test whether row and col are in the correct range for the myPixels array; otherwise, your algorithm may sail right off the edge!
• Don’t forget to test if newColor is different from that of the starting pixel. Method paintRegion does nothing if the colors are the same.
• Also, don’t forget to test if the current pixel is oldColor—you don’t want to overwrite all the colors, just the connected region of oldColor!
• The color-change assignment myPixels[row][col] = newColor must precede the recursive calls to avoid infinite recursion.

3. (a) public boolean didRequest(String student, String position)
{
    Set<String> positions = requestMap.get(student);
    return positions.contains(position);
}
(b) private Map<String, Integer> createFreqMap()
{
    Map<String, Integer> freqMap =
        new HashMap<String, Integer>();
    for (String student : requestMap.keySet())
    {
        Set<String> posSet = requestMap.get(student);
        for (String position : posSet)
        {
            Integer i = freqMap.get(position);
            if (i == null) //position not in freqMap
            {
                freqMap.put(position, new Integer(1));
            }
            else
            {
                freqMap.put(position,
                    new Integer(i.intValue() + 1));
            }
        }
    }
    return freqMap;
}

(c) O(1)

NOTE

- In part (b), you must first create a new freqMap. Then you have to iterate through the key set of requestMap, the map that already exists. For each student key, you need to get the set of positions and iterate through that set. For each position in that set, you need to update its frequency in freqMap. This involves testing whether that position already exists as a key in freqMap. If it does, add 1 to the frequency. Otherwise, simply add that mapping to freqMap with a frequency of 1.
- The solution in part (b) does not use auto-boxing and -unboxing, which is a feature of Java 5.0 that is not in the AP Java subset. In the nested while loop, it would be perfectly OK to use this new feature:

        if (i == null) //position not in freqMap
        {
            freqMap.put(position, 1);
        }
        else
        {
            freqMap.put(position, i + 1);
        }

- Analysis for part (c): The didRequest method requires two steps:

    1. Locate the given student and corresponding set of positions. In a HashMap this is O(1).
    2. Locate the given position in the set. For a HashSet this is O(1).
    Therefore the whole algorithm is O(1).
4. (a) public ArrayList<Location> getOccupiedLocations()
{
    ArrayList<Location> theLocations =
        new ArrayList<Location>();

    // Look at all grid locations.
    for (GridNode row : occupantArray)
    {
        GridNode current = row;
        while (current != null)
        {
            theLocations.add(current.getLoc());
            current = current.getNext();
        }
    }
    return theLocations;
}

(b) public E put(Location loc, E obj)
{
    if (!isValid(loc))
        throw new IllegalArgumentException("Location " + loc
            + " is not valid");
    if (obj == null)
        throw new NullPointerException("obj == null");

    E oldOccupant = get(loc); //save old object at loc

    //Add the object to the grid.
    int rowNum = loc.getRow();
    GridNode current = occupantArray[rowNum];
    if (current == null)//no occupants in that row
    {
        occupantArray[rowNum] = new GridNode(obj, null, loc);
    } else
    {
        int frontNodeCol = current.getLoc().getCol();
        if (loc.getCol() < frontNodeCol) //obj must be inserted
            //in first node of this row
        {
            occupantArray[rowNum] = new GridNode(obj, current, loc);
        } else //find insertion point for obj in row
        {
            while (current.getNext() != null &
                current.getNext().getLoc().getCol() < loc.getCol())
            {
                current = current.getNext();
            }
            current.setNext(new GridNode(obj, current.getNext(),
                loc));
        }
    }
    return oldOccupant;
}
(c) \(O(c)\)

**NOTE**

- In part (a), you can use a for-each loop to traverse the array, but you cannot use one for the linked lists because there is no iterator available. (Each linked list is a collection of `GridNode` objects. These are not encapsulated in a `LinkedList` object, which could have an iterator defined for it.)
- In part (b), there are three cases to consider:
  1. `obj` must go into an initially empty row.
  2. `obj` must go into the first node of a nonempty row. (This will happen when the column of `loc` is less than the the column in the current first node.)
  3. `obj` must go somewhere after the first node in a nonempty row.
- No casting is needed in the line
  
  ```java
  E oldOccupant = get(loc);
  ```

  since the `get` method of `BoundedGrid` returns an object of type `E`.
- In part (c), locating any given row is \(O(1)\) (accessing an array element). Thus, the required run time depends only on the number of elements in a single row. Since there is a maximum of \(c\) columns, there is a maximum of \(c\) nodes to traverse, and the algorithm is \(O(c)\).
API library: Applications Program Interface library. A library of classes for use in other programs. The library provides standard interfaces that hide the details of the implementations.

Applet: A graphical Java program that runs in a web browser or applet viewer.

Application: A stand-alone Java program stored in and executed on the user’s local computer.

Bit: From “binary digit.” Smallest unit of computer memory, taking on only two values, 0 or 1.

Buffer: A temporary storage location of limited size. Holds values waiting to be used.

Byte: Eight bits. Similarly, megabyte (MB, $10^6$ bytes) and gigabyte (GB, $10^9$ bytes).

Bytecode: Portable (machine-independent) code, intermediate between source code and machine language. It is produced by the Java compiler and interpreted (executed) by the Java Virtual Machine.

Cache: A small amount of “fast” memory for the storage of data. Typically, the most recently accessed data from disk storage or “slow” memory is saved in the main memory cache to save time if it's retrieved again.

Compiler: A program that translates source code into object code (machine language).

CPU: The central processing unit (computer’s brain). It controls the interpretation and execution of instructions. It consists of the arithmetic/logic unit, the control unit, and some memory, usually called “on-board memory” or cache memory. Physically, the CPU consists of millions of microscopic transistors on a chip.

Debugger: A program that helps find errors by tracing the values of variables in a program.

GUI: Graphical user interface.

Hardware: The physical components of computers. These are the ones you can touch, for example, the keyboard, monitor, printer, CPU chip.
Hertz (Hz): One cycle per second. It refers to the speed of the computer’s internal clock and gives a measure of the CPU speed. Similarly, megahertz (MHz, \(10^6\) Hz) and gigahertz (GHz, \(10^9\) Hz).

Hexadecimal number system: Base 16.

High-level language: A human-readable programming language that enables instructions that require many machine steps to be coded concisely, for example, Java, C++, Pascal, BASIC, FORTRAN.

HTML: Hypertext Markup Language. The instructions read by web browsers to format web pages, link to other websites, and so on.

IDE: Integrated Development Environment. Provides tools such as an editor, compiler, and debugger that work together, usually with a graphical interface. Used for creating software in a high-level language.

Interpreter: A program that reads instructions that are not in machine language and executes them one at a time.

Javadoc: A program that extracts comments from Java source files and produces documentation files in HTML. These files can then be viewed with a web browser.

JVM (Java Virtual Machine): An interpreter that reads and executes Java bytecode on any local machine.

Linker: A program that links together the different modules of a program into a single executable program after they have been compiled into object code.

Low-level language: Assembly language. This is a human-readable version of machine language, where each machine instruction is coded as one statement. It is translated into machine language by a program called an assembler. Each different kind of CPU has its own assembly language.

Mainframe computer: A large computer, typically used by large institutions, such as government agencies and big businesses.

Microcomputer: Personal computer.

Minicomputer: Small mainframe.

Modem: A device that connects a computer to a phone line or TV cable.

Network: Several computers linked together so that they can communicate with each other and share resources.

Object code: Machine language. Produced by compiling source code.

Operating system: A program that controls access to and manipulation of the various files and programs on the computer. It also provides the interface for user interaction with the computer. Some examples: Windows, MacOS, and Linux.

Primary memory: RAM. This gets erased when you turn off your computer.

RAM: Random Access Memory. This stores the current program and the software to run it.

ROM: Read Only Memory. This is permanent and nonerasable. It contains, for example, programs that boot up the operating system and check various components of
the hardware. In particular, ROM contains the BIOS (Basic Input Output System)—a program that handles low-level communication with the keyboard, disk drives, and so on.

**SDK:** Sun’s Java Software Development Kit. A set of tools for developing Java software.

**Secondary memory:** Hard drive, disk, magnetic tapes, CD-ROM, and so on.

**Server:** The hub of a network of computers. Stores application programs, data, mail messages, and so on, and makes them available to all computers on the network.

**Software:** Computer programs written in some computer language and executed on the hardware after conversion to machine language. If you can install it on your hard drive, it’s software (e.g., programs, spreadsheets, word processors).

**Source code:** A program in a high-level language like Java, C++, Pascal, or FORTRAN.

**Swing:** A Java toolkit for implementing graphical user interfaces.

**Transistor:** Microscopic semiconductor device that can serve as an on-off switch.

**URL:** Uniform Resource Locator. An address of a web page.

**Workstation:** Desktop computer that is faster and more powerful than a microcomputer.
The ExpressionEvaluator class on p. 451 evaluates binary expression trees. It makes use of an ExpressionHandler class, whose code is given below. This class uses a FileHandler class, also given below.

```java
import java.util.*;

/* A class to create and manipulate expressions */
public class ExpressionHandler
{
    private FileHandler f;
    private Scanner scanner;
    private char ch;
    private Expression exp;
    private Stack<Expression> s; //used to insert expression in tree

    public ExpressionHandler()
    {
        s = new Stack<Expression>();
        f = new FileHandler();
    }

    //Create Constant expression with int value of c.
    //Push this expression onto the stack.
    private void createConstant(char c)
    {
        exp = new Constant(c - '0');
        s.push(exp);
    }

    //Create BinaryOperation depending on operator c.
    //Push this expression onto the stack.
    private void createBinaryOperation(char c)
    {
        Expression right = s.pop();
        Expression left = s.pop();

        if (c == '+')
            exp = new Sum(left, right);
    }
}
```
else if (c == '*')
    exp = new Product(left, right);
else if (c == '-')
    exp = new Difference(left, right);
else if (c == '/')
    exp = new Quotient(left, right);
else
    System.out.println("Error in input file");
s.push(exp);
}
/* Creates binary expression tree from expression in input file.
   Precondition: Input file contains one expression, in postfix form.
   Constants (operands) are single digits.
   The characters of the expression are separated by spaces.
   For example: 9 6 + 4 2 / * represents the expression
    (9 + 6) * (4 / 2). The file should not be terminated with a
   carriage return. */
public Expression createTree()
{
    scanner = f.openFileForReading();
    while (scanner.hasNext())
    {
        ch = (scanner.next()).charAt(0);
        if (Character.isDigit(ch)) // constant (operand)
            createConstant(ch);
        else // binary operator
            createBinaryOperation(ch);
    }
    return exp;
}
Here is the FileHandler class:

import java.io.*;
import java.util.*;
/* A class that manipulates input and output files */
public class FileHandler
{
    private PrintWriter writer;
    private Scanner scanner;

    public FileHandler()
    {};

    // Prompt for fileName, open inFile, create scanner.
    public Scanner openFileForReading()
    {
        Scanner console = new Scanner(System.in);
        System.out.print("Enter input file name: ");
        String fileName = console.next();
        try
        {
            scanner = new Scanner(new File(fileName));
        }
    }
catch (FileNotFoundException e) {
    System.out.println( "Could not open " + fileName);
    e.printStackTrace();
} 
return scanner;
}

// Prompt for fileName, open outFile, create writer.
public PrintWriter openFileForWriting() {
    Scanner console = new Scanner(System.in);
    System.out.print("Enter output file name: ");
    String fileName = console.next();
    try {
        writer = new PrintWriter (new FileWriter (fileName));
    } catch (IOException e) {
        System.out.println( "Could not create " + fileName);
        e.printStackTrace();
    }
    return writer;
}
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