

Exam 2 - Solution

Part I - Circle the best answer for the following questions (50%)

- Linear search can be applied to
 - only sorted lists
 - any list of integers
 - any list of objects that are comparable**
 - none of the above
- which one of the following conditions cause linear search to perform worst?
 - the target is at the end of the list
 - target is not in the list
 - all of the above**
- The complexity of linear search is
 - Order(n)**
 - order(log n)
 - order(n log n)
- When applying binary search, after each comparison, the size of the list is reduced by
 - one entry
 - half**
 - third
 - cannot determine, it depends on the data set
- Many algorithms perform efficiently is data is already sorted
 - TRUE**
 - FALSE
- Fast sorts are of order
 - n
 - log n
 - n log n**
 - n²
- Bubble sort works well for small data sets
 - TRUE**
 - FALSE
- Selection sort may perform better than bubble sort, because
 - number of swaps is less**
 - number of comparisons is less
 - no difference in swaps or comparisons
- Consider the following code used in quick sort

```
void Foo(int[] A, int left, int right) {
    if (A[left] > A[right])
        Swap(A[left], A[right]);
}
```

the purpose of the code is to
 - pivot**
 - partition
 - find the maximum
- Which one of the following best describes the recurrence relation in quicksort?
 - C(n) = 2C(n/2) + n**
 - C(n) = n
 - C(n) = 3C(n/2)
- The JAVA IO statement `File f1 = new File("myData.txt");`
 - creates a new file mydata.txt
 - creates a reference to a file object**
- The predefined `BufferedInputStream` object to represent a stream of input that comes from the keyboard is called
 - System.out
 - System.in**
 - System.out.println()
- The line : `URL u = new URL("http://www.whitehouse.gov")`
 - Sets up communication software on your machine
 - Contacts the remote machine
 - Waits for response
 - Sets up connection
 - All of the above**
- Which one of the following is not a primitive data type
 - int
 - class**
 - char
 - boolean
- The main purpose of inheritance is
 - defining new objects
 - deriving new classes from existing ones**
 - defining protected members
- A difference between private and protected member of a class makes sense when we are dealing with
 - Defining new members of a class
 - using inheritance to create new classes**
 - when we want to protect private members from changes
- A key idea of inheritance is
 - recursion
 - software reuse**
 - defining a "has-a" relationship
- In the declaration : `class Circle extends Shape` the base class is
 - Circle
 - Shape**
 - both Shape and Circle
- Which one of the members are inherited?
 - public only
 - protected only
 - public and protected**
 - public, private and protected
- Constructors in base class are inherited by derived class

- a. TRUE b. FALSE

Part II - WRITE NEW METHODS (30%)

1. (15 points) Study the class definition of Set

```
public class Set {  
    private Vector list;  
    public Set() { ...}  
    public void add(Object obj);  
    public boolean contains(Object obj){..}  
    public Set union(Set S){...}  
    public Set intersection(Set S){...}  
    public Set complement(Set S){...}  
    public void print();  
    boolean isEmpty();  
    ....  
}
```

- a. Complete the method `contains` (hint: use vector methods)

```
public boolean contains(Object obj){  
    return (list.contains(obj));  
}
```

- b. Complete the method `isEmpty()` {

```
    return (list.size() == 0);  
}
```

- c. Suppose we are dealing with a set of integers. eg: $S = \{-2, -1, 0, 1, 2\}$

A set is closed with respect to addition if the sum of any two elements is also another element in the set. Note the above set is closed under addition. Write a method, that returns true if the set is closed under addition. You may assume any of the above methods exists.

```
public boolean isClosedUnderAddition() {  
    for (int i=0; i<list.size(); i++)  
        for (int j=0; j<list.size(); j++)  
            {   int n1 = ((Integer)list.elementAt(i)).intValue();  
                int n2 = ((Integer)list.elementAt(j)).intValue();  
                Integer Sum = new Integer(n1+n2);  
                if (!list.contains(Sum)) return false;  
            }  
    return true;  
}
```

2. (15 points) Consider the following class definition

```
? public class Account {  
    protected double balance;  
    protected long accountNumber;  
    public Account(){}  
    public Account(double b, long n){}  
    public void deposit(double b){}  
    public void withdraw(double b){}  
    public void getBalance(double b){}  
};
```

- a. Complete the methods `deposit`.

```
public void deposit(double b){  
    if (b>0) balance += b;  
}
```

b. Complete the method withdraw (make sure you cannot withdraw money you don't have)

```
public void withdraw(double b){
    if (b <= balance)
        deposit -= b;
}
```

c. Derive a new class SavingsAccount with new members, instance variable interestRate, and a public method calculateInterest(). Complete the method calculateInterest() - interest = balance * monthlyrate

```
class SavingsAccount extends Account {
    double interestRate;
    public double calculateInterest() {
        int interest;
        interest = balance*interestRate/12;
        balance += interest;
        return interest;
    }
}
```

Part III - TRACE THE CODE (20%)

1. (10 points) consider the following code. A is an array of integers.

```
public int foo(int target){
    for (int l=0;l<A.size();l++)
        if (A.elementAt(l)==target)
            return i;
    return -1;
}
```

a. What is the purpose of the method foo?

This is the linear search algorithm

b. If the array A is symmetric, i.e left and right halves are the same. egs: [1 2 3 2 1] or [2 3 3 2] above to achieve the same goals.

Modify the code

```
for (int l=0;l<A.size()/2;l++)
```

2. (10 pts) Consider the following code

```
public int binarySearch(Object target){
    int first=0, last=A.size()-1;
    middle=(first+last)/2;
    while (first<=last){
        if (A.elementAt(middle) > target)
            {last=middle-1;}
        else if (A.elementAt(middle) < target)
            {first=middle+1;}
        else return middle;
    }
    return -1
}
```

a. What is wrong with the code? (hint: one line misplaced)

middle=(first+last)/2;
should be inside the while loop

b. Consider the array A = {1, 4, 5, 6, 8, 10, 12}, if the target is 4, show the values of middle entry as you run through the above code. How many comparisons are needed to decide that 4 is a part of the array.

round	first	last	middle index	middle entry	search
1	0	7	3	6	left
2	0	2	1	4	complete (target found)