

#1)

The following class `WordList` is designed to store and manipulate a list of words. The incomplete class declaration is shown below. You will be asked to implement two methods.

```
public class WordList
{
    private ArrayList myList; // contains Strings made up of letters

    // postcondition: returns the number of words in this WordList that
    //                  are exactly len letters long
    public int numWordsOfLength(int len)
    { /* to be implemented in part (a) */ }

    // postcondition: all words that are exactly len letters long
    //                  have been removed from this WordList, with the
    //                  order of the remaining words unchanged
    public void removeWordsOfLength(int len)
    { /* to be implemented in part (b) */ }

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

- (a) Write the `WordList` method `numWordsOfLength`. Method `numWordsOfLength` returns the number of words in the `WordList` that are exactly `len` letters long. For example, assume that the instance variable `myList` of the `WordList` `animals` contains the following.

```
["cat", "mouse", "frog", "dog", "dog"]
```

The table below shows several sample calls to `numWordsOfLength`.

<u>Call</u>	<u>Result returned by call</u>
<code>animals.numWordsOfLength(4)</code>	1
<code>animals.numWordsOfLength(3)</code>	3
<code>animals.numWordsOfLength(2)</code>	0

Complete method `numWordsOfLength` below.

```
// postcondition: returns the number of words in this WordList that
//                  are exactly len letters long
public int numWordsOfLength(int len)
```

- (b) Write the `WordList` method `removeWordsOfLength`. Method `removeWordsOfLength` removes all words from the `WordList` that are exactly `len` letters long, leaving the order of the remaining words unchanged. For example, assume that the instance variable `myList` of the `WordList` `animals` contains the following.

```
["cat", "mouse", "frog", "dog", "dog"]
```

The table below shows a sequence of calls to the `removeWordsOfLength` method.

<u>Call</u>	<u>myList after the call</u>
<code>animals.removeWordsOfLength(4);</code>	<code>["cat", "mouse", "dog", "dog"]</code>
<code>animals.removeWordsOfLength(3);</code>	<code>["mouse"]</code>
<code>animals.removeWordsOfLength(2);</code>	<code>["mouse"]</code>

---

Complete method `removeWordsOfLength` below.

```
// postcondition: all words that are exactly len letters long
//                have been removed from this WordList, with the
//                order of the remaining words unchanged
public void removeWordsOfLength(int len)
```