



Northeastern  
University

# Lecture 14: Mid-term Exam Review

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# Format

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- The exam will be 5 - 6 problems, with some problems having multiple sub-questions.
- It is a closed-book exam. No calculators, books, phones, or anything else. You can only use a browser to take the exam. No extra tabs, no ChatGPT.
- To make exam consistent to all students, we will have online lectures on Tuesday, Feb. 28. The zoom link of the lecture is the same as the 2<sup>nd</sup> lecture. (Please reference to the syllabus.)

## Format (cont.)

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- It is an **online exam**, and it can be only available during the lecture time on **Tuesday, Feb. 28**.
- The link of the exam will be announced during the lecture time.
- **During the exam, please make sure both of your camera and microphone are “on” during the whole exam time.**

# Content

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- Kinds of questions to expect:
  - » Explain object-oriented concepts and terminologies
  - » Explain a program or part of a program
  - » Write your own code
  - » Fix incorrect code / find bugs in code
  - » Fill in the blank (in a program)
  - » Short answer
  - » Multiple choices questions

## Content (cont.)

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- Everything we've covered so far, including:
  - » Mathematical expressions
  - » **if-else** statements
  - » **while**, **do-while**, and **for** loops
  - » Methods
  - » Array and ArrayList
  - » File I/O and exceptions
  - » Classes and Objects
  - » Inheritance and Polymorphism

# Review Exercises

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- The following slides contain exercises that will help you prepare for the exam.
- The exercises give you an idea of the style of questions to expect as well as the complexity.

# Exercise

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- What is static variable?
- What's the difference between static variables and instance variables?

# Answer

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- Static variables:
  - » The variables that can be shared by all objects of a class
  - » Static variables also called *class variables*
- Instance variable:
  - » The variables that belong to an object
  - » Both static variables and instance variables are sometimes called *fields* or *data members*
- Differences:
  - » Each object has one copy of its instance variables. They are not shared with other objects with the same class type.



# Answer

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## Member Variables

### Instance Variable

```
class City
{
    int count;
    ...
}
```

### Class Variable

```
class City
{
    static int count;
    ...
}
```

# Exercise

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- What is the meaning of Inheritance? Please give an example of it.

# Answer

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- Inheritance allows you to define a very general class and then later define more specialized classes that add some new details to the existing class definition.
- Example:

```
public class Person{  
    private String name;  
    public Person(){  
        ...  
    }  
    ...  
}
```

```
public class Student extends Person{  
    private int studentName;  
    public Student(){  
        super();  
        ...  
    }  
    ...  
}
```

## Exercise

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- What is the meaning of Polymorphism? Please give an example of it.

# Answer

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- Polymorphism means that a variable of a supertype can refer to a subtype object.

- Example:

```
public class PolymorphismExample {  
    public static void main(String[] args) {  
        m(new Student());  
    }  
  
    public static void m(Object x) {  
        System.out.println(x.toString());  
    }  
}
```

```
class Student extends Person {  
    public String toString() {  
        return "Student";  
    }  
}
```

```
class Person extends Object {  
    public String toString() {  
        return "Person";  
    }  
}
```

Supertype variable `x` can refer to subtype student object

# Exercise

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- What is the output of the following code?

```
public class ClassExercise {  
    public static void main(String[] args){  
        System.out.println(Integer.parseInt("13"));  
        System.out.println(Integer.parseInt("23",10));  
        System.out.println(Integer.parseInt("33",16));  
    }  
}
```

# Answer

---

13

23

51

# Exercise

---

- Please answer “true” or “false” to the following questions? If you answer “false”, please also explain why.

Q: A class cannot contain both static and non-static methods.



# Answer

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- False.
- A Class can contain both static and non-static methods. The static method can be invoked by using the Class name dot method name. For example:

```
public class CSYE6200 {  
    ...  
    public static double getAverage(double first, double second){  
        return 0;  
    }  
}  
  
CSYE6200.getAverage(firstData,secondData); //Invoke getAverage()
```

# Exercise

```
public class Exercise1 {  
    public static void main(String[] args) {  
        B b = new B();  
        b.m(5);  
        System.out.println("i is " + b.i);  
    }  
}  
  
class A {  
    int i;  
  
    public void m(int i) {  
        this.i = i;  
    }  
}  
  
class B extends A {  
    public void m(String s) {  
    }  
}
```

- A. The program has a compilation error, because m is overridden with a different signature in B.
- B. The program has a compilation error, because b.m(5) cannot be invoked since the method m(int) is hidden in B.
- C. The program has a runtime error on b.i, because i is not accessible from b.
- D. The method m is not overridden in B. B inherits the method m from A and defines an overloaded method m in B.

# Answer

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D

## Exercise

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- Write a method that is passed a **String** array and returns the longest string (the one with the most characters). If there are multiple **String** objects that are tied for the longest, return the last such **String**. Write a `main()` method to test your method.

# Answer

---

```
public class ClassExamples {

    public static String findLongest(String[] a) {
        String longest = "";
        int maxLength = -1;
        for (int i = 0; i < a.length; i++) {
            if (a[i].length() >= maxLength) {
                maxLength = a[i].length();
                longest = a[i];
            }
        }
        return longest;
    }

    public static void main(String[] args) {
        String[] testVals = { "abcdef", "stuff", "more stuff", "abcdefghij" };

        String answer = findLongest(testVals);

        System.out.println("The longest string was: " + answer);
    }
}
```

## Exercise

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- Write a class that represents a book. Every book should have a name, number of pages, and year published. Include an appropriate constructor and an `toString()` method. Write a `main()` method in a separate class to test your book class.

# Answer

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```
public class Book {  
    private String title;  
    private int pageCount;  
    private int yearPublished;  
  
    public Book(String bookTitle, int bookPageCount, int bookYearPublished) {  
        title = bookTitle;  
        pageCount = bookPageCount;  
        yearPublished = bookYearPublished;  
    }  
  
    public String toString() {  
        String output = "Book: '" + title + "'";  
        output += String.format(", Published: %d", yearPublished);  
        output += String.format(", Length: %d pages", pageCount);  
        return output;  
    }  
}
```

Book.java:

## ClassExamples.java:

```
public class ClassExamples {  
    public static void main(String[] args) {  
        Book hobbit = new Book("The Hobbit", 310, 1937);  
        Book iRobot = new Book("I, Robot", 272, 1950);  
  
        System.out.println(hobbit);  
        System.out.println(iRobot);  
    }  
}
```

## Exercise

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- Write a class that represents a planet. Every planet has a radius and a distance from the sun. Include an appropriate constructor, a method that lets you set the distance separately, a method that returns the approximate volume of the planet (volume of a sphere is  $4\pi r^3/3$ ), and a `toString()` method. Write a `main()` method in a separate class to test the planet class.



# Answer

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```
public class Planet {
    private double radius;
    private double distanceFromSun;
    public Planet(double planetRadius, double planetDistance) {
        radius = planetRadius;
        distanceFromSun = planetDistance;
    }
    public void setDistance(double planetDistance) {
        distanceFromSun = planetDistance;
    }
    public double volume() {
        return (4.0/3.0) * Math.PI * Math.pow(radius, 3);
    }
    public String toString() {
        String output = String.format("Radius: %.0f km, ", radius);
        output += String.format("Distance From Sun: %.0f km, ", distanceFromSun);
        output += String.format("Approximate Volume: %.0f cubic km", volume());
        return output;
    }
}
```

Planet.java:

## ClassExamples.java:

```
public class ClassExamples {
    public static void main(String[] args) {
        Planet earth = new Planet(6371, 150000000);
        System.out.println(earth);
        earth.setDistance(149597871);
        System.out.println(earth);
    }
}
```

# Exercise

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- Create a class **Android** whose objects have unique data. The class has the following attributes:
  - » **tag**: a static integer, begin at 1, change each time an instance is created.
  - » **name**: a string that is unique for each instance of this class
- Android class has the following methods:
  - » **Android**: default constructor that sets name to “Bob”+tag
  - » **getName**: return the name portion of the invoking object
  - » **isPrime(n)**: a private static method, return true if n is prime
  - » **changeTag**: a private static method, replace tag with next prime number

# Answer

```
public class Android {

    private static int tag = 1;
    private String name;

    public Android() {
        name = "Bob"+tag;
        changeTag();
    }

    private static void changeTag() {
        int tryNext = tag + 1;
        while(!isPrime(tryNext))
            tryNext = tryNext + 1;
        tag = tryNext;
    }

    private static boolean isPrime(int n) {
        boolean hasFactor = false;
        for(int factor = 2; factor<n; factor++){
            if(n%factor == 0)
                hasFactor = true;
        }
        return !hasFactor;
    }

    public String getName() {
        return name;
    }

}
```

## Exercise

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- Continued. Create a program that tests the class `Android` described above.

# Answer

---

```
public class Android {  
  
    ...  
    public static void main(String[] args) {  
        for(int count = 1; count<10; count++){  
            Android myAndroid = new Android();  
            System.out.println("Created an android with name " +  
                               myAndroid.getName());  
        }  
    }  
}
```

## Exercise

---

- The following method compiles and executes but does not work as you might hope. What is wrong with it? How do you correct it?

```
public static int[] copyArray(int[] anArray) {  
  
    int[] temp = new int[anArray.length];  
  
    temp = anArray;  
  
    return temp;  
  
}
```

## Answer

---

- The method does not return an array distinct from the given argument array. Rather, **it returns a reference to the array** it is given.
- To make a duplicated array, you would replace the statement “temp = anArray” with

```
for(int i = 0; i<anArray.length; i++){  
    temp[i] = anArray[i];  
}
```

## Exercise

---

- Please use `ArrayList` to contain four greetings and print out all greetings at the end, such as:

```
All greetings
```

```
Hello! How are you?
```

```
Hi man, what's up!
```

```
Yo! How's going?
```

```
Hey! How are you doing?
```



# Answer

---

```
public class ClassExample {  
  
    public static void main(String[] args){  
  
        ArrayList<String> greetings = new ArrayList<String>();  
  
        greetings.add("Hello! How are you?");  
        greetings.add("Hi man, what's up!");  
        greetings.add("Yo! How's going?");  
        greetings.add("Hey! How are you doing?");  
  
        System.out.println("All greetings");  
        System.out.println("");  
        for(String s: greetings){  
            System.out.println(s);  
        }  
    }  
}
```