

# Introduction to **Java**

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This test will evaluate the familiarity of basic programming concepts as well as the knowledge of the Java programming language, which is used as the programming language of numerous FIRST<sup>®</sup>robotics competitions.

The following topics will be on this test:

- Primitive Types and Operations (**int**, **byte**, **boolean**, **etc.**)
- Modifiers (**final**, **public**, **static**, **etc.**)\*
- Comparison Operators (**==**, **!=**, **>=**, **etc.**)
- Assignment operators (**+=**, **\*=**, **=**, **etc**)
- Flow Control (**if**, **for**, **break**, **etc**)
- Methods and Parameters\*
- Single- and Multi-Dimensional Arrays
- Object Oriented Programming\*
- Inheritance and Polymorphism\*
- Programming Habits and Conventions

\* Starred items are extremely important in programming a robot

**DO NOT BEGIN UNTIL INSTRUCTED TO DO SO**

## PART ONE: Multiple Choice

*Instructions: Choose the correct solution to the problem, there is only one correct answer for each problem.*

1. The size of a `boolean` variable is
  - (a) 1 byte
  - (b) 4 bytes
  - (c) 1 bit
  - (d) 16 bits
2. When adding an `int` to a `double`, the resulting variable will be
  - (a) an `int` with lower precision
  - (b) an `int` with the same precision
  - (c) a `double` with lower precision
  - (d) a `double` with same precision
3. When the modifier `private` is used, where could one could access the member?
  - (a) Inside the same `class`
  - (b) Inside the same `package`
  - (c) Inside the same superclass
  - (d) Only the processor could access the member
4. When should one use the modifier `static`?
  - (a) When the member should not be modified
  - (b) When the member needs to be shared across all instances of the class
  - (c) When the member should not be accessed by the end-user
  - (d) When the member changes in value frequently
5. What data type does a conditional statement return?
  - (a) `int`
  - (b) `boolean`
  - (c) `boolean*` `pointer`
  - (d) conditional statements do not return any data type

6. What is the outcome when one executes the following code?

```
public static void main(String[] args) {  
    int x = 3;  
    int []y= {3,4};  
    if((x > (int) Math.PI) && (y[2] <= 3))  
        System.out.print("True");  
    System.out.print("False");  
}
```

- (a) True
- (b) True False
- (c) False
- (d) Runtime Error: ArrayIndexOutOfBoundsException

7. What is the outcome when one executes the following code?

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```

- (a) True
- (b) True False
- (c) False
- (d) Runtime Error: ArrayIndexOutOfBoundsException

8. Which of the following is an equivalent statement for  $(x \parallel y) \&\& !x$

- (a)  $y \&\& x$
- (b)  $x \parallel y$
- (c)  $!y$
- (d)  $y \&\& (y \parallel x)$

9. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

10. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

11. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

12. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

13. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

14. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

15. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

16. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

17. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

18. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

19. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

20. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

21. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

22. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

23. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

24. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

25. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

26. Example Question One

- (a) Answer One
- (b) Answer Two
- (c) Answer Three
- (d) Answer Four

**CONTINUE TO THE NEXT PAGE**

## PART TWO: Open Ended Response

*Instructions: Write the most efficient solution to the following methods. You will **not** be given any extra paper.*

1. Write a method that will return an array of  $n$  length, filled with the decimal approximations of the sequence  $\left[\frac{1}{1}, \frac{1}{2}, \frac{1}{3}, \frac{1}{4}, \dots, \frac{1}{n}\right]$  where  $n$  is the integer parameter of the method.

```
public static int[] fractionGenerator(int n){
```

**DO NOT CONTINUE UNTIL INSTRUCTED TO DO SO**

2. Write a method that will recursively determine if a word *str* is a palindrome, where *str* is a string parameter of the method.

```
public static boolean palindromeChecker(String str){
```



3. Given the following super class:

```
public class Counter {

    protected int maxValue, minValue, value;

    public Counter() {
        maxValue = 10;
        minValue = 1;
        value = minValue;
    }

    public Counter(int max, int min, int val) {
        maxValue = max;
        minValue = min;
        value = val;
    }

    public boolean checkBounds() {
        if (value < minValue) {
            value = minValue;
            return false;
        }
        if (value > maxValue) {
            value = maxValue;
            return false;
        }
        return true;
    }

    public boolean countUp() {
        value += 1;
        return checkBounds();
    }

    public boolean countDown() {
        value -= 1;
        return checkBounds();
    }
}
```

Write a subclass named *IntervalCounter* that is a subclass of *Counter* and has an additional integer instance field called *interval*.

```
public class IntervalCounter extends Counter {  
    private int interval;  
    //Create a default constructor with the initial interval of 2  
  
    //Create an overloaded constructor with all of the parameters  
  
    //Override the countUp and countDown methods so that  
    //the value is changed by the interval  
  
    //Create a method named correctValues that will limit the  
    //value to the minimum or the maximum values stated
```

**END OF EXAM**