

5COSC001W - Solutions to Tutorial 5 Exercises

1 Static Methods

```
class CalcManager {
    public static boolean isEven(int n) {
        if (n % 2 == 0)
            return true;
        else
            return false;
    }

    public static int cube(int n) {
        return n*n*n;
    }

    public static double add(double...x) {
        double sum = 0.0;

        for (double e : x)
            sum = sum + e;

        return sum;
    }
}

public class CalcManagerTest {
    public static void main(String[] args) {
        double sum1 = CalcManager.add(2.1, 5.6);
        System.out.println("sum1 = " + sum1);

        double sum2 = CalcManager.add(7.9, 1.3);
        System.out.println("sum2 = " + sum2);

        System.out.println("isEven(4): " + CalcManager.isEven(4));
        System.out.println("isEven(7): " + CalcManager.isEven(7));

        System.out.println("cube(3): " + CalcManager.cube(3));
        System.out.println("cube(10): " + CalcManager.cube(10));
    }
}
```

The program displays:

```
sum1 = 7.699999999999999
sum2 = 9.200000000000001
isEven(4): true
isEven(7): false
cube(3): 27
cube(10): 1000
```

2 Static Fields

1. The output of the program is:

```
e1 contains: Name: John, 77 Exhibition Road London
e2 contains: Name: George, 77 Exhibition Road London
e3 contains: Name: Helen, 77 Exhibition Road London
```

After `e1.company_address = a2`

```
e1 contains: Name: John, 5 Guilford Road York
e2 contains: Name: George, 5 Guilford Road York
e3 contains: Name: Helen, 5 Guilford Road York
```

```
Memory location for e1.company_address object: Address@15ff48b
Memory location for e2.company_address object: Address@15ff48b
Memory location for e3.company_address object: Address@15ff48b
```

```
e1.numberOfEmployees: 3
e2.numberOfEmployees: 3
e3.numberOfEmployees: 3
```

- 3 Since `company_address` is static in `Employee` it is shared among all objects of the class. Therefore it can only have one value for all objects, and employees working for different companies cannot be created in this program.

3 Using `super()` - Implementing the `toString()` method

```
class Book {
    private int pages; // number of pages in the book

    Book(int pages) {
        this.pages = pages;
    }

    public String toString() {
        return ""+pages; // convert pages to String before returning
    }
}
```

```

class Dictionary extends Book {
    private int words; // number of words in the dictionary

    Dictionary(int words, int pages) {
        super(pages);
        this.words = words;
    }

    public String toString() {
        String s = "Number of pages: " + super.toString();
        s = s + ", Number of words: " + words;

        return s;
    }
}

public class BookTest {
    public static void main(String[] args) {
        Dictionary d1 = new Dictionary(100000, 500);
        System.out.println(d1);
    }
}

```

4 Final Classes and Methods

1. A **final** class cannot be extended. Therefore X2 cannot extend X1. Either X1 should not become final, or X2 should not attempt to inherit from it.
2. **final** method cannot be overridden. Therefore, **foo** cannot be overridden in X3. The **final** keyword should be removed from the **foo** version of X2.

5 Construction of Objects

1. Cell constructor called
TinyCell constructor called
MicroscopicCell constructor called
2. The TinyCell2 constructor will call the default constructor of its parent class Cell2. As Cell2 defines a constructor with arguments, the compiler will not synthesise a no-arguments constructor for Cell2 and the compiler will report an error.

Adding the line **super(5)** at the indicated point will force the constructor of TinyCell2 to call the Cell2(int) constructor as opposed to the default constructor. The program will then compile and run.

6 Using the instanceof operator

```
Treenode-> data: 100  
Vertex-> x: 500, y: 400
```

Make sure that you understand why this output was obtained.

7 Challenge: A Clock Program: Implementing Class Hierarchies - Inheritance

This is an optional challenge exercise. If you attempt this and if you have any doubts about your solution, you could show this to your tutor.