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1. (a)

- (i) Same message can be sent to different objects
- (ii) Sending object does not need to know class of receiving object or how object will respond

(b)

- (i) Attribute: When an attribute is declared as final, it's value cannot be changed (constant)  
Example: final int number = 1;
- (ii) Method: When a method is declared as final, the method cannot be overridden in subclasses.  
Example: final int strictMethod() { return 1; }
- (iii) Class: When a class is declared as final, the class cannot be extended.  
Example: final class soloClass { int solo; }

(c)

| Number | Line | Class Method | Type of Casting | Outcome       |
|--------|------|--------------|-----------------|---------------|
| (i)    | 1    | -            | Upcasting       | RUNTIME OK    |
|        | 2    | -            | Upcasting       | RUNTIME OK    |
|        | 3    | ClassC       | -               | RUNTIME OK    |
|        | 4    | ClassB       | -               | RUNTIME OK    |
| (ii)   | 1    | -            | Upcasting       | RUNTIME OK    |
|        | 2    | -            | Upcasting       | RUNTIME OK    |
|        | 3    | -            | Downcasting     | RUNTIME OK    |
|        | 4    | -            | -               | Compile Error |
| (iii)  | 1    | -            | Upcasting       | RUNTIME OK    |
|        | 2    | -            | Downcasting     | RUNTIME OK    |
|        | 3    | -            | Upcasting       | RUNTIME OK    |
|        | 4    | -            | Downcasting     | RUNTIME OK    |
|        | 5    | ClassG       | -               | RUNTIME OK    |

2.

```
import java.util.ArrayList;
import java.util.Date;

public class Order {
    private String cashierName = NULL;
    private Date date;
    private int maxAllowedItems;
    private int totalItems = 0;
    private ArrayList lineItemList = NULL;

    public Order(String cname, int mcap, Date date)
    {
        cashierName = cname;
        maxAllowedItems = mcap;
        this.date = date;
        lineItemList = new ArrayList<LineItem>();
    }

    public String getCashierName()
    {
        return cashierName;
    }

    public Date getDate()
    {
        return date;
    }

    public int getMaxAllowedItems()
    {
        return maxAllowedItems;
    }

    public int getMaxAllowedItems()
    {
        return maxAllowedItems;
    }
}
```

```
public Boolean addLineItem(LineItem t)
{
    if (totalItems == maxAllowedItems || lineItemList.size()
    == maxAllowedItems || t == NULL) {
        return false;
    }
    int indexOfItem = lineItemList.indexOf(t);
    if (indexOfItem == -1) {
        return NULL;
    }
    LineItem temp = lineItemList.get(indexOfItem);
    int newQty = temp.getQty() + t.getQty();
    temp.setQty(newQty);
    lineItemList.remove(temp);
    lineItemList.add(temp);
    totalItems++;
    return true;
}

public Boolean removeLineItem(LineItem t)
{
    if (lineItemList == NULL || lineItemList.size() == 0 ||
    totalItems == 0 || t == NULL) {
        return false;
    }

    if (!lineItemList.contains(t)) {
        return false;
    }

    lineItemList.remove(t);
    totalItems--;
    return true;
}
```

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```
public LineItem findLineItem(LineItem t)
{
    if (lineItemList == NULL || lineItemList.size() == 0 ||
    totalItems == 0 || t == NULL) {
        return NULL;
    }

    int indexOfItem = lineItemList.indexOf(t);

    if (indexOfItem == -1) {
        return NULL;
    }

    return lineItemList.get(indexOfItem);
}

public double calcTotalPrice()
{
    if (lineItemList == NULL || totalItems == 0) {
        return 0.0;
    }

    double totalPrice = 0.0;
    for (LineItem t : lineItemList) {
        totalPrice += t.getPrice();
        t.toString();
    }

    return totalPrice;
}
```

3. A.

```
#include <iostream>
#include <string>

using namespace std;

class ClassA
{
public:
    ClassA();
    ~ClassA();
    virtual void processA() = 0;
    virtual void load(string f){};

};

class ClassC : public InterfaceB, ClassA
{
public:
    ClassC();
    ~ClassC();
    void send(string s){};
    void processA(){};

};
```

B.

```
#include <iostream>
#include <string>

using namespace std;

class Fraction
{
public:
    Fraction(int num, int deno = 1)
    {
        _num = num;
        _deno = deno;
    };
    ~Fraction();

    friend Fraction operator *(const Fraction, const Fraction);
private:
    int _num;
    int _deno;
};

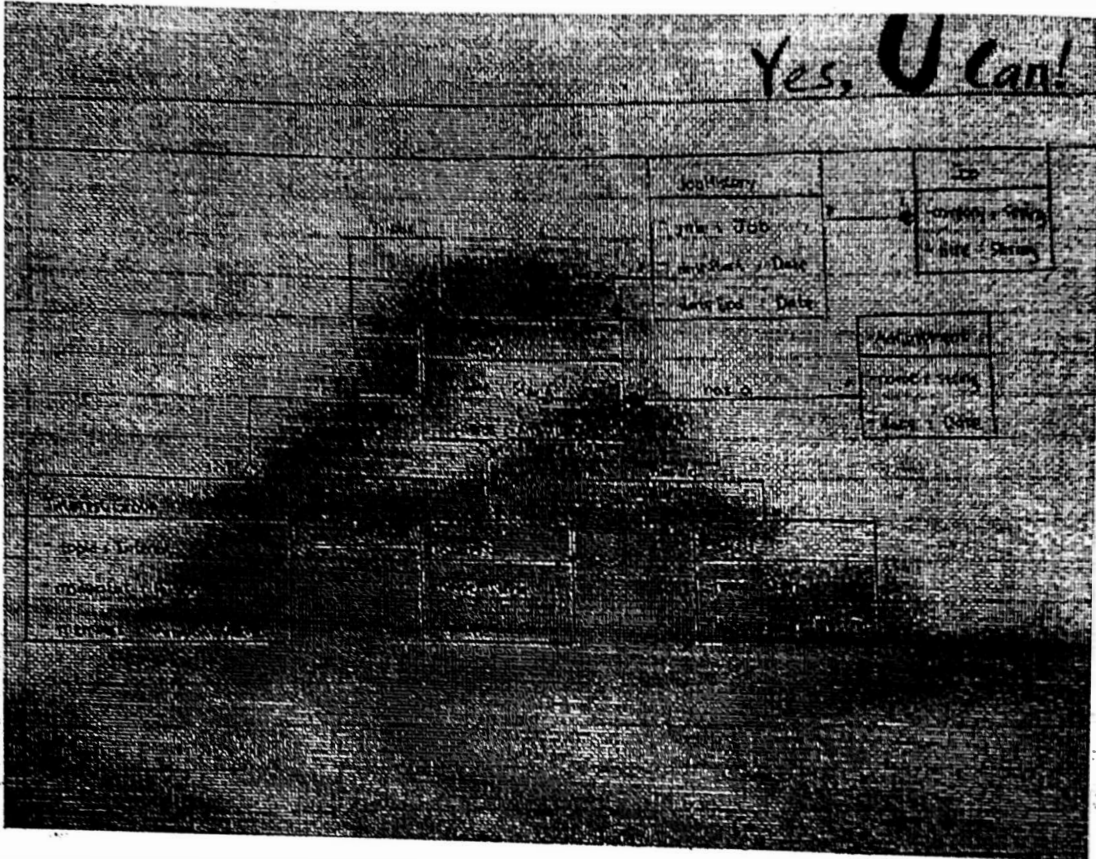
Fraction operator *(Fraction f1, Fraction f2)
{
    int num = f1._num * f2._num;
    int deno = f1._deno * f2._deno;
    return (Fraction(num, deno));
}
```

C.

```
public class Task {  
  
    public Store doCheck(Manager mgr)  
    {  
        Store st = new Store();  
  
        ArrayList al = mgr.getSubTasks();  
        for (Task subtask : al) {  
            boolean result = subtask.status();  
            if (result) {  
                st.add(subtask);  
                startTask(subtask);  
            }  
        }  
  
        return st;  
    }  
  
    public void startTask(Task subtask)  
    {  
        subtask.start();  
    }  
}
```

4. Note: There can be a lot of variation for the answers to these following questions. Do not worry if your answer is different. As long as it is clear and understandable, it should be fine ☺

a.





b.



(ii)

- Low Coupling: there is low dependencies between classes
- High Cohesion: the classes each has single responsibility
- Single Responsibility: each class only has a single responsibility. The PrintFormat Interface and its descendant's job are to prepare the data. The Printer Interface and its descendant's job are to print the data according to its format.
- Interface Segregation: the classes depend only on interfaces that they use. Both Printer and PrintFormat are client specific interfaces.
- Open-Closed Principle: the printer interface and its descendants are closed for modification but open for extension (you can extend to add new printing methods for more data formats)