

Sample Lab Quiz 2

Q1(50 points): Use the following 3 classes to answer the questions below

```
abstract class Crystal(var size: Double) {

    def value(): Double

    def grow(): Unit = {
        this.size += 1.0
    }
}

class Quartz(quartzSize: Double) extends Crystal(quartzSize) {

    override def value(): Double = {
        this.size * 5.0
    }
}

class Salt(saltSize: Double) extends Crystal(saltSize) {

    override def value(): Double = {
        this.size * 0.5
    }

    override def grow(): Unit = {
        this.size += 4.0
    }
}
```

Q1 Part 1

```
object Part1 {

    def main(args: Array[String]): Unit = {
        val quartz: Quartz = new Quartz(5.0)
        val salt: Salt = new Salt(6.0)
        val crystal: Crystal = salt

        // 5 points each value call
        println(quartz.value())
        quartz.grow()
        println(quartz.value())

        println(salt.value())
        salt.grow()
        println(salt.value())
        crystal.grow()
        println(salt.value())
        //
    }
}
```

```
}
```

What is printed at each of the 5 calls of println in this main method? (5 points each)

Q1 Part 2

```
object Part2 {
  def totalValue(crystals: List[Crystal]): Double = {
    var value = 0.0
    for(crystal <- crystals){
      value += crystal.value()
    }
    value
  }

  def growAll(crystals: List[Crystal]): Unit = {
    for(crystal <- crystals){
      crystal.grow()
    }
  }

  def main(args: Array[String]): Unit = {

    val quartz: Quartz = new Quartz(8.0)
    val salt: Salt = new Salt(4.0)
    val crystal: Crystal = salt

    val crystals: List[Crystal] = List(quartz, salt, crystal, new Quartz(1.0))

    // 10 points
    println(totalValue(crystals))

    growAll(crystals)

    // 15 points
    println(totalValue(crystals))

  }
}
```

What is printed at each of the 2 calls of println in this main method? (10 and 15 points respectively)

Q2(50 points): Use the following MVC structured program to answer the questions below

```
class Model {

  var number: Int = 10

  def displayNumber(): Double = {
    this.number
  }
}
```

```
def apiEndPoint(magnitude: Int): Unit = {
  this.number += magnitude
}
```

```
def command(): Unit = {
  this.number = 0
}
}
```

```
class Controller(model: Model) {
```

```
  def b1Pressed(event: ActionEvent): Unit = model.apiEndPoint(10)
```

```
  def b2Pressed(event: ActionEvent): Unit = model.command()
```

```
  def userAction3(event: KeyEvent): Unit = {
    event.getCode.getName match {
      case "A" => model.apiEndPoint(2)
      case "B" => model.apiEndPoint(2)
      case "C" => model.apiEndPoint(5)
      case "D" => model.apiEndPoint(0)
      case "E" => model.apiEndPoint(0)
      case "X" => model.command()
      case _ => model.apiEndPoint(-1)
    }
  }
}
```

```
class QuizButton(display: String, action: EventHandler[ActionEvent]) extends Button {
  val size = 200
  minWidth = size
  minHeight = size
  onAction = action
  text = display
  style = "-fx-font: 30 ariel;"
}
```

```
object View extends JFXApp {
```

```
  val model: Model = new Model()
  val controller: Controller = new Controller(model)
```

```
  var textField: TextField = new TextField {
    editable = false
    style = "-fx-font: 26 ariel;"
    text.value = model.displayNumber().toString
  }
```

```
  stage = new PrimaryStage {
    title = "Quiz GUI"
    scene = new Scene() {
      content = List(
        new GridPane {
          add(textField, 0, 0, 2, 1)
          add(new QuizButton("b1", controller.b1Pressed), 0, 1)
        }
      )
    }
  }
```

```

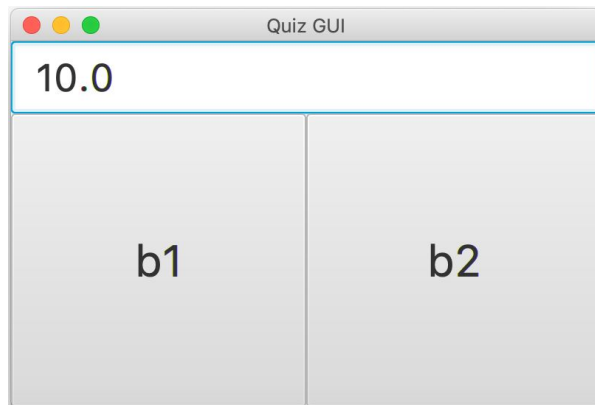
        add(new QuizButton("b2", controller.b2Pressed), 1, 1)
    }
)
}

addEventFilter(KeyEvent.KEY_PRESSED, controller.userAction3)

// update the display after every event
addEventFilter(Event.ANY, (event: Event) => textField.text.value = model.displayNumber().toString)

}
}

```



What is displayed in the text field after each of the following sequences of user inputs?
Assume the program has been started just before the inputs for each of the 5 sequences (10 points each)

1. The user presses the button labelled b1
2. The user presses the buttons: b1, b1, b2, then b1
3. The user types "ACE" on their keyboard
4. The user types "ABXRTD" on their keyboard
5. The user presses the buttons: b1, b2, b1, b1 then types "ASDF" on their keyboard