CSM Berkeley 61B, Spring 2015: Week 3 Solutions

1. What's wrong with these sum functions?

```
File: BuggySums.java

class BuggySums {

   public static int buggySum1(int[] a) {
      int total = 0;
      for (int i = 1; i < a.length; i++) {
         total += a[i];
      }
      return total;
}</pre>
```

i starts at 1, and so the the 0th iteration is skipped.

```
public static int buggySum2(int[] a) {
   int total = 0;
   for (int i = 0; i <= a.length; i++) {
      total += a[i];
   }
   return total;
}</pre>
```

i goes up to a.length, but the last item of a is at a [a.length -1].

```
public static int buggySum3(int[] a) {
   int i = 0;
   int total = 0;
   while (i < a.length) {
      total += a[i];
   }
   return total;
}</pre>
```

i is never incremented, so this is stuck in an infinite loop.

}

2a. Write middle, which takes in array of ints and returns the middle element.

If no element is in the exact middle, return the one to the left of the middle. Don't overthink this! :)

```
File: ArrayExample.java
import java.util.Arrays;
class ArrayExample {
    public static int middle(int[] arr) {
```

```
return arr[(arr.length - 1)/2];
```

}

2b. Write reverse, which takes in an array of ints and reverses its elements in-place.

```
public static void reverse(int[] arr) {
```

```
int len = arr.length;
for (int i = 0; i < len/2; i++) {
   int temp = arr[i];
   arr[i] = arr[len - i - 1];
   arr[len - i - 1] = temp;
}</pre>
```

```
public static void main(String[] args) {
    int[] test1 = {1, 3, 3, 7, 42};
    System.out.println(Arrays.toString(test1));
    reverse(test1);
    System.out.println(Arrays.toString(test1));
}
```

3. Write middle, for SLists.

Hint: why are our pointers called slow and fast?

If no element is in the exact middle, return the one to the left of the middle.

```
File: SList. java
public class SList {
    private SListNode head;
    public SList(SListNode head) {
        this.head = head;
    public SList() {
        this(null);
    }
    public static Object middle(SList list) {
        SListNode slow = list.head;
        SListNode fast = list.head;
        while (fast != null && fast.next != null && fast.next.next != null) {
             slow = slow.next;
             fast = fast.next.next;
        }
        return slow.item;
    }
    public String toString() {
        String result = "";
        for (SListNode cur = head; cur != null; cur = cur.next)
            result += cur.item.toString() + " ";
        return result;
    }
    public static void main(String[] args) {
        SList 1 = new SList(new SListNode(1, new SListNode(2, new SListNode(3))));
        System.out.println("1 = " + 1);
        System.out.println("l middle: " + middle(l));
    }
}
class SListNode {
    Object item; SListNode next;
    SListNode(Object item, SListNode next) {
        this.item = item; this.next = next;
    }
    SListNode(Object item) {
        this(item, null);
    }
}
```

4. Spot the bug! (extra time)

This step attempts to copy A to C, but actually only copies over the first node of A; the remainder A.tail is still linked to A. The way to fix this would be use a while or for loop to copy over all the nodes in A.

```
IntList list2 = C;
       while (list2.tail != null) {
           list2 = list2.tail;
       }
       list2.tail = B;
       return C;
   }
   public static void main(String[] args) {
        IntList A = IntList.list(1, 2, 3);
        IntList B = IntList.list(4, 5, 6);
       System.out.println(A);
                                 // 1 2 3
        IntList C = buggyCatenate(A, B);
       System.out.println(C); // 1 2 3 4 5 6 this seems to work
       System.out.println(A); // 1 2 3 4 5 6 oh no!
   }
}
File: IntList.java
public class IntList {
   public int head;
   public IntList tail;
    /** Constructs an IntList from a head int and tail IntList. */
   public IntList(int head, IntList tail) { ... }
    /** Constructs an IntList from the list of arguments. */
   public static IntList list(Integer... args) { ... }
   /** Returns string representation of the IntList. */
   public String toString() { ... }
}
```