PLD Assignment 3

Ask

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Indhold

1 A3.1

1.1 a)

The compiler rejects the program with a compile error, since the method "bingo-String()"isn't defined for the generic type T.

This is the error message I get when I try to compile the program

```
Bingo.java:9: error: cannot find symbol
    System.out.println(t.bingoString());
                        ^
symbol: method bingoString()
location: variable t of type T
where T is a type-variable:
T extends Object declared in class Bingo
1 error
```

1.2 b)

It is so unbelivable vaguely described what "bingoString()"is actually supposed to do. So I will assume that the intetntion of the method is to convert whatever input is given to a string using the method "bingoString()". Which means that

1.3 c)

1.4 d)

1.5 e)

2 A3.2

2.1 a)

2.2 b)

3 A3.3

3.1 a)

Plop is a function, that takes an empty list and some value and insert that value into the list. In the "second"line plop is called with a list pattern and the argument w. And then insert U and V in the start of the list and then call plop with that list on the rest of the list.

3.2 b)

4 A3.4

4.1 a)

4.2 b)

4.3 c)

4.4 d)

5 A3.5

6 A3.6