## (The contents of the questions are not relavant to the I2ML course!)

Question X Completion by Matching (10×1.5 points = 15 points)					
Fill in the sentences using the appropriate terms from the following list: break, classes, continue, default, double, enum, extends, final, implements, instance, interface, long, new, null, operations, overloading, override, polymorphism, private, protected, public, static, super, this, void.					
Java programs are organized in (11). A java source file can only contain no more than one (12) class.					
The (13) keyword is used when defining a method to specify that the method does not return any type.					
The statement, when execute in a repetition statement, skips the remaining statement in the loop body and proceeds with the next iteration of the loop.					
When a method in a subclass has the same name, parameters, or signature, as well as the same return type as a method in its super-class, then the method in the subclass is said to <a href="(15)">(15)</a> the method in its super-class.					
Any member (variable or method) in a class <b>without static</b> modifier indicates that it is a/an					
The nature of class inheritance is specialization (reversion of generalization), the reserved words <b>extends</b> and <b>(18)</b> are used to implement inheritance in java.					
A data type refers to a set of values and a set of applied on those values					
Late/Dynamic Binding and Method Looking Up are essential mechanisms for(20)					
Ref. Ans. for Question X Completion by Matching (10x1.5 points = 15 points)					
(11)	classes	(12)	public	(13)	void
(14)	continue	(15)	override	(16)	instance
(17)	static class	(18)	implements	(19)	polymorphism

(20) polymorphism

## Question Y Matching (14×1 point = 14 points)

Fill in each blank represented with a number with parentheses in the sentences using the best LETTER(s) representing the corresponding term(s) from the following alternatives listed below. Or answer a T or F according to the correctness of each complete statement. Each of which could be re-used and could be the answer for more than one of (1)~(14):

## **Alternative Answers:**

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A. access B. algorithm C. cutoff D. degree F. false G. in-degree H. heap I. input J. insert L. linked lists M. modifications N. map O. output P. out-degree Q. queue R. in-place S. stack T. true U. f(n) = \Theta(g(n)) V. f(n) = O(g(n)) W. f(n) = \Omega(g(n))
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An algorithm is a sequence of unambiguous instructions for solving a computation problem, i.e., for obtaining a required **(1)** for any legitimate **(2)** in a finite amount of time.

A data structure is a way to store and organize data in order to facilitate \_\_(3)\_ and modifications.

A LIFO data structure is called as a (4) and a FIFO data structure is called as a (5).

To prevent too many recursive call for tiny sized array slice in mergesort or quicksort, in practice to enhance efficiency normally use <u>(6)</u> to insertion sort when the length of slice is small enough.

In a directed graph, <u>(7)</u> of a vertex is the number of edges directed to the vertex and <u>(8)</u> of a vertex is the number of edges started from the vertex.

In history, a symbol table had been also called dictionary, <u>(9)</u> or associated arrays.

- (10) The number of edges E in a mimal spanning tree for a connected graph with the number of vertex V always have the relation E = V-1.
- (11) For a pragmatic problem, a simple data structure always work with an efficient algorithm.

In algorithm analysis, if there is a positive constant c such that when N is large enough, there always have f(N) >= c g(N), then we denoted them as \_\_(12)\_\_; if there is a positive constant c such that when N is large enough, there always have f(N) <= c g(N), then we denoted them as \_\_(13)\_\_; if there are 2 positive constants  $c_1$  and  $c_2$  such that when N is large enough, there always have  $c_1 g(N) <= f(N) <= c_2 g(N)$ , then we denoted them as \_\_(14)\_\_.

## Question Y Matching (14×1 point = 14 points)