

# INFO1113 Object-Oriented Programming

## Week 12A: Revision Part 1

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- Exam Format
- Topics to cover
- Example Revision Questions

# Final Exam

- Date: 1<sup>st</sup> of December 2020
- Time: 9:00 AM Sydney time
- Duration: 130 Minutes
  - Reading time: 10 Minutes
  - Writing time: 120 Minutes
- New Canvas site
  - Final Exam for: INFO1113
  - Access no later than 7 days before the exam
- Everyone starts the exam at the same time
  - Only one attempt allowed
  - No late submission
- Exam adjustment is done by the exam office
  - Notification no later than 3 days before the exam

## Question Type:

- MCQs (5 Questions → 10 marks)
  - Determine the correct output
  - True/False
  - Fill in the blanks
  - Single/Multiple choice
- Essay Type (5 Questions→40 marks)
  - Identify errors
  - Explain functionality
  - Write code

# Examination Topics

- Simple class inheritance
- Interfaces and abstract classes
- UML Class Hierarchy Diagrams
- Instance and static variables
- Collections and Enums
- Recursion
- Wildcards
- Generics and Type Bounds
- Overloading and Overriding
- Testing

## Review Material (True/False)

- A subclass can override from a method marked with final **False**

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- Primitive types can be assigned to null **False**



## Review Material (True/False)

- A subclass can override from a method marked with final **False**
- When we define a class, we have also defined a type **True**
- Primitive types can be assigned to null **False**
- Arrays are primitive types **False**

## Review Material (True/False)

- A subclass can override from a method marked with final **False**
- When we define a class, we have also defined a type **True**
- Primitive types can be assigned to null **False**
- Arrays are primitive types **False**
- ArrayLists are fixed length **False**

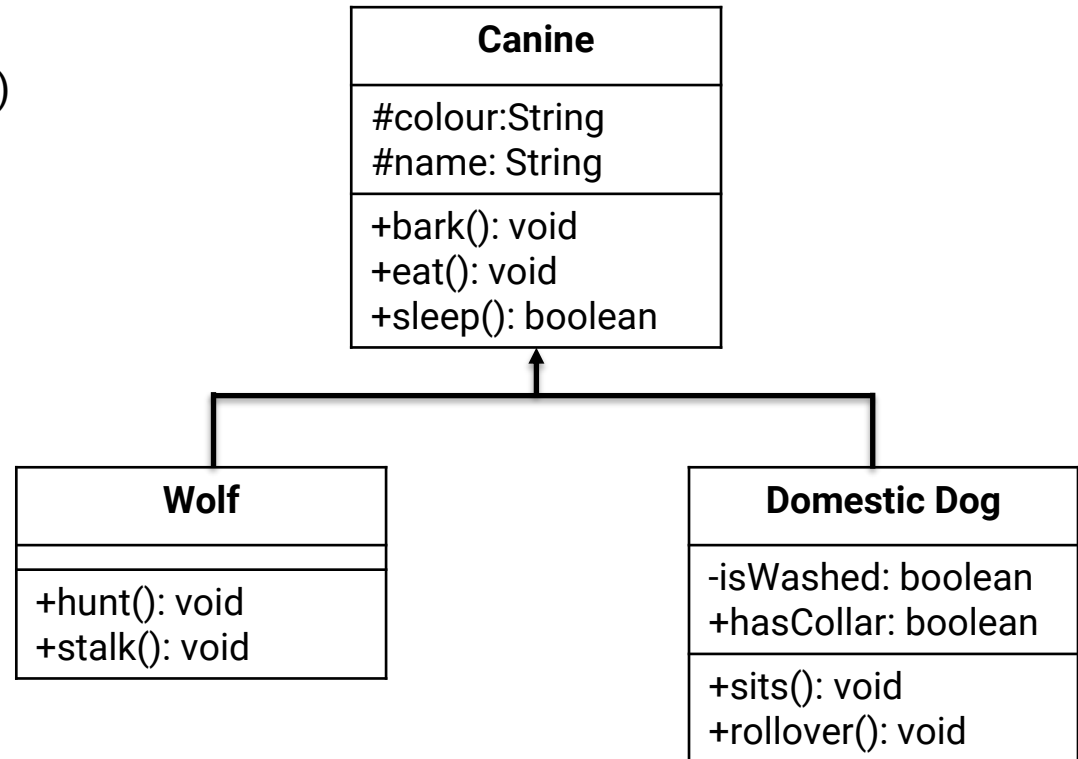
## Review Material (True/False)

- A subclass can override from a method marked with final **False**
- When we define a class, we have also defined a type **True**
- Primitive types can be assigned to null **False**
- Arrays are primitive types **False**
- ArrayLists are fixed length **False**
- LinkedLists hold elements in arbitrary positions of memory **True**

# Review Material

Specify which are valid

**Invalid** Wolf w = new DomesticDog()

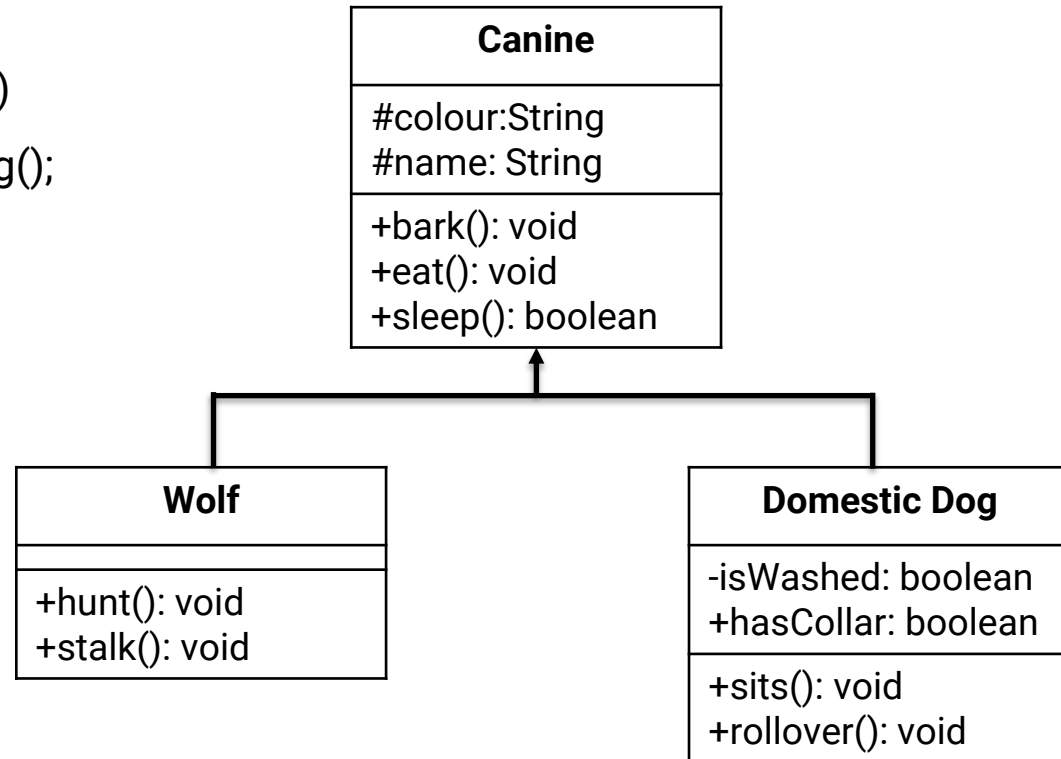


# Review Material

Specify which are valid

**Invalid** Wolf w = new DomesticDog();

**Valid** Canine c = new DomesticDog();



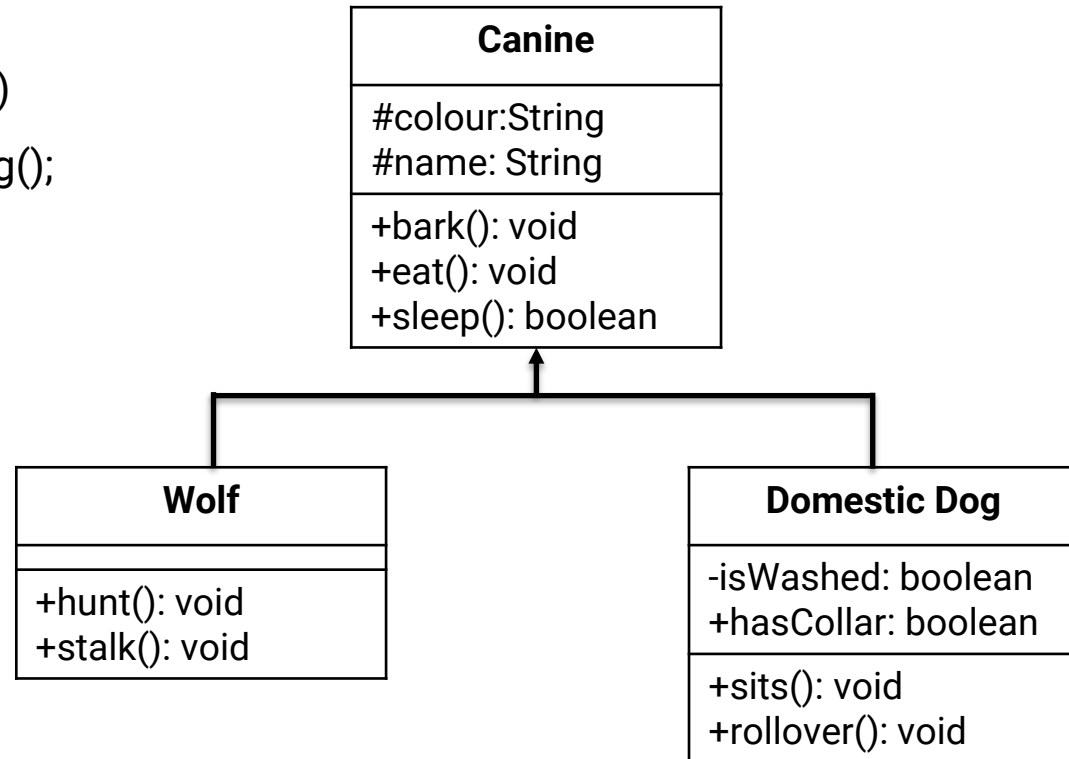
# Review Material

Specify which are valid

**Invalid** Wolf w = new DomesticDog();

**Valid** Canine c = new DomesticDog();

**Valid** Canine d = new Wolf();



# Review Material

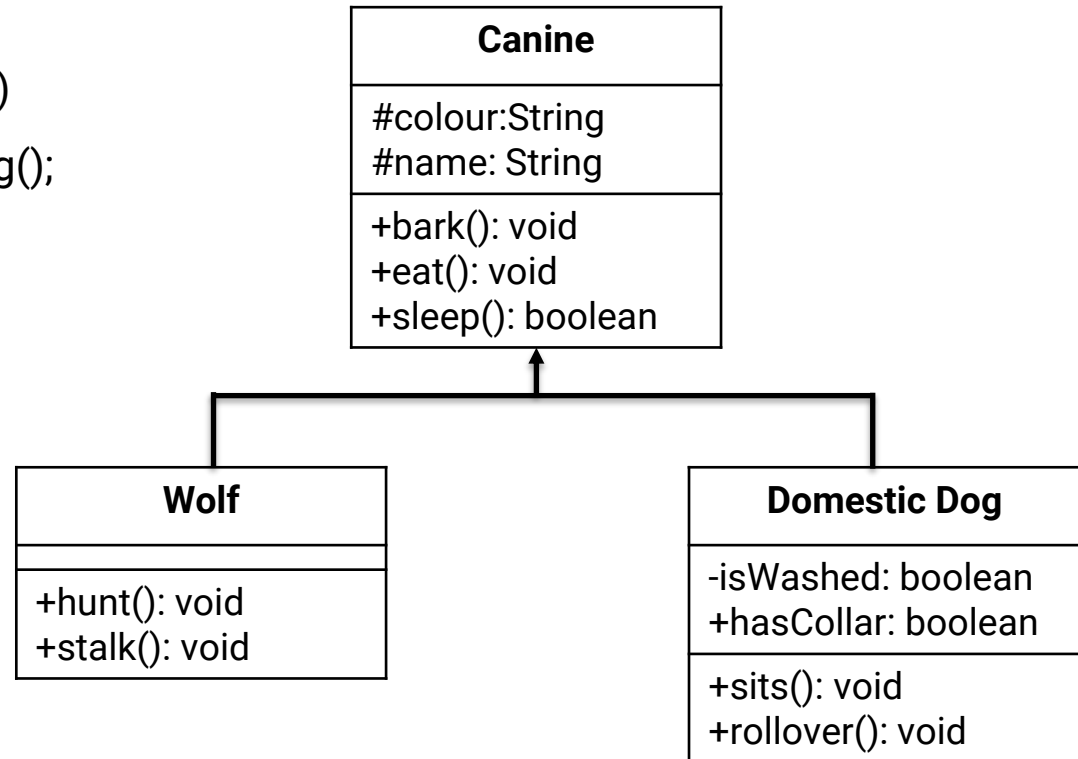
Specify which are valid

**Invalid** Wolf w = new DomesticDog();

**Valid** Canine c = new DomesticDog();

**Valid** Canine d = new Wolf();

**Invalid** c.hunt();



# Review Material

Specify which are valid

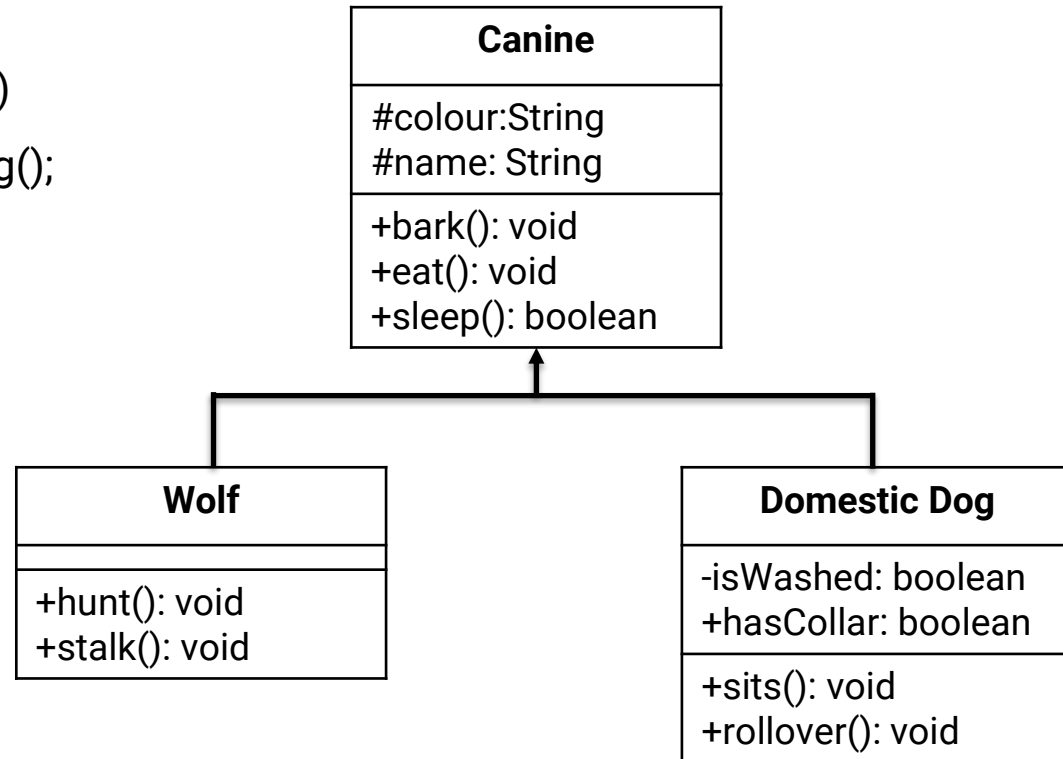
**Invalid** Wolf w = new DomesticDog();

**Valid** Canine c = new DomesticDog();

**Valid** Canine d = new Wolf();

**Invalid** c.hunt();

**Invalid** d.stalk();





# Review Material

Specify which are valid

**Invalid** Wolf w = new DomesticDog();

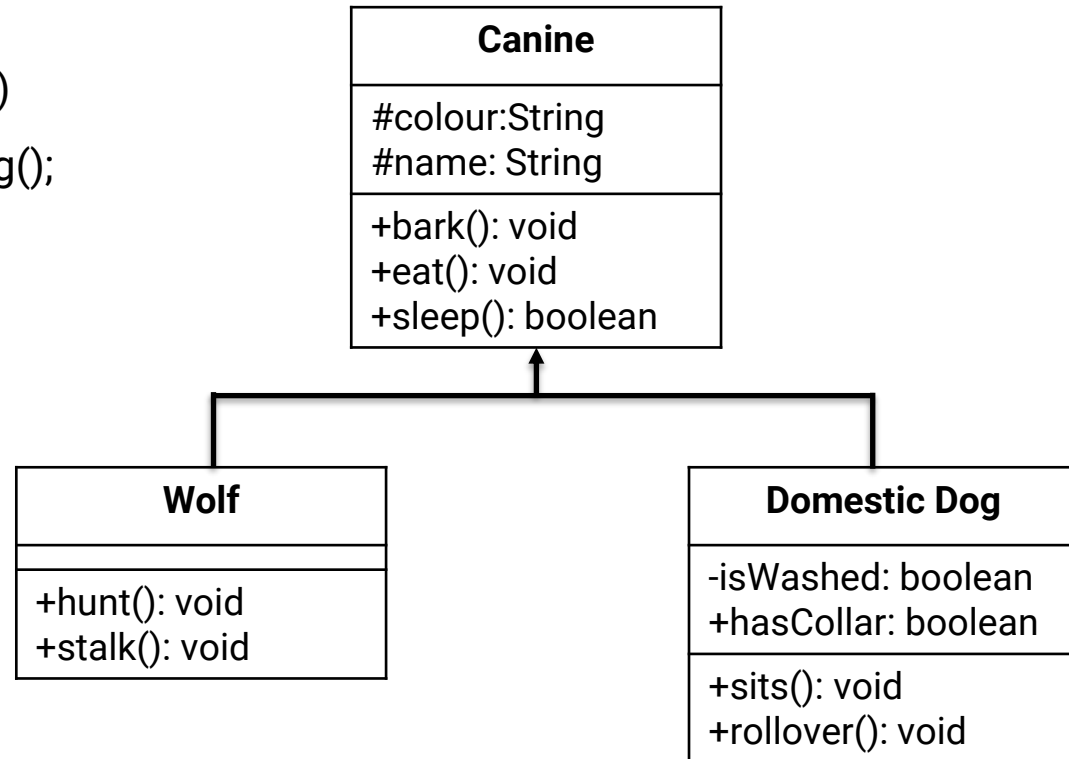
**Valid** Canine c = new DomesticDog();

**Valid** Canine d = new Wolf();

**Invalid** c.hunt();

**Invalid** d.stalk();

**Invalid** c.sits();



# Review Material

Specify which are valid

**Invalid** Wolf w = new DomesticDog();

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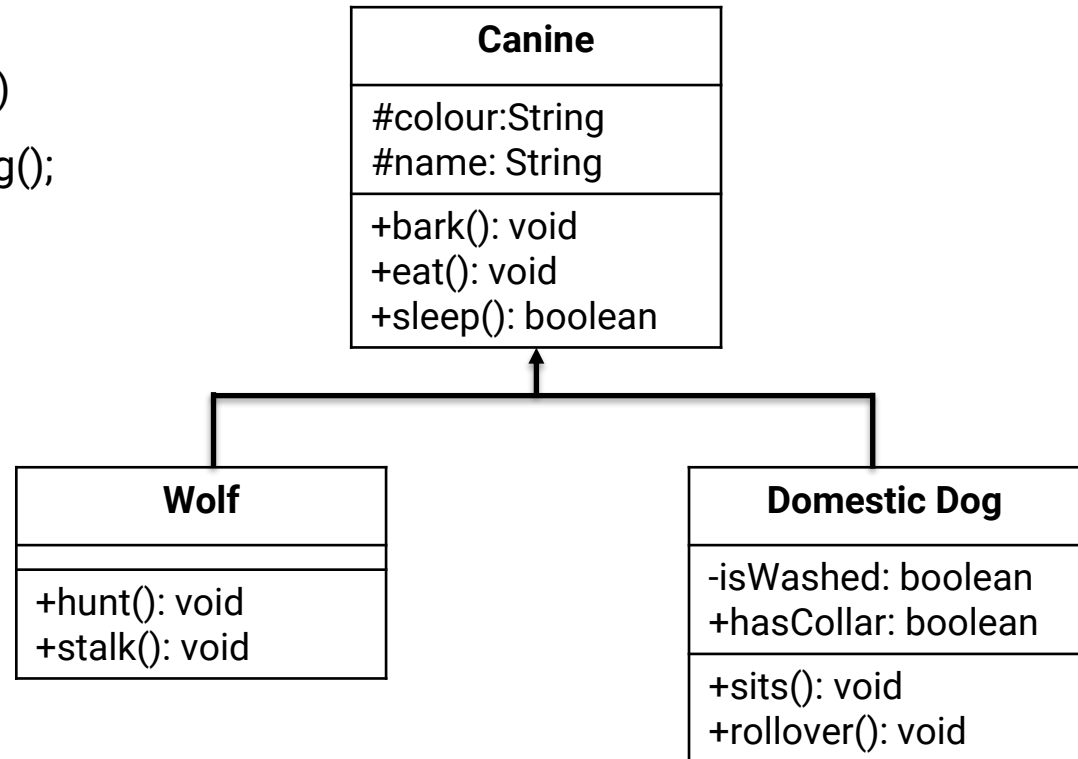
**Valid** Canine d = new Wolf();

**Invalid** c.hunt();

**Invalid** d.stalk();

**Invalid** c.sits();

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# Review Material

Specify which are valid

**Invalid** Wolf w = new DomesticDog();

**Valid** Canine c = new DomesticDog();

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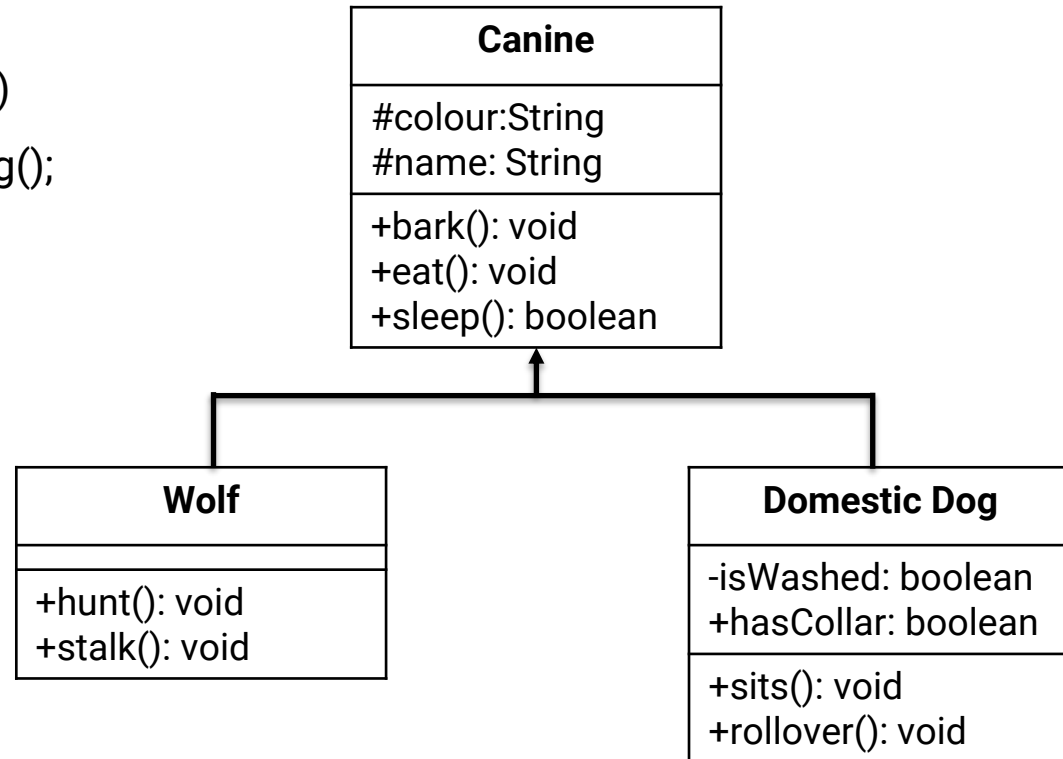
**Invalid** c.hunt();

**Invalid** d.stalk();

**Invalid** c.sits();

**Valid** c.bark();

**Valid** d.sleep();



# Review Material

Specify which are valid

**Invalid** Wolf w = new DomesticDog();

**Valid** Canine c = new DomesticDog();

**Valid** Canine d = new Wolf();

**Invalid** c.hunt();

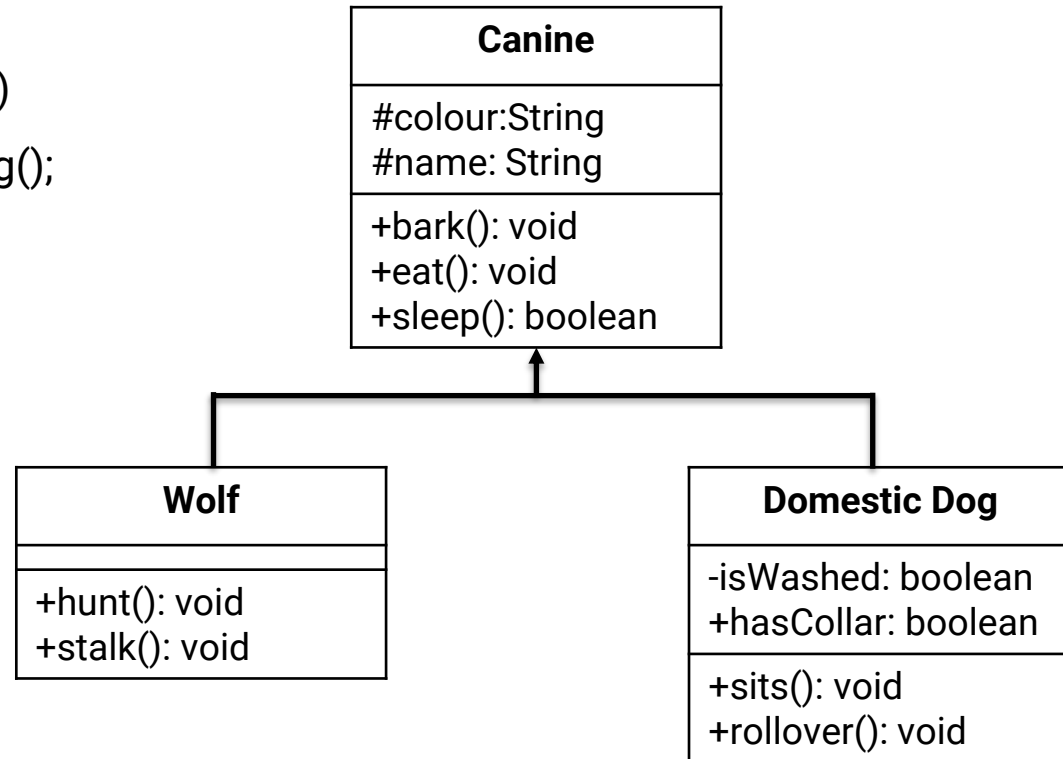
**Invalid** d.stalk();

**Invalid** c.sits();

**Valid** c.bark();

**Valid** d.sleep();

**Valid** c.eat();



### Programming Question

Write a program to find the highest paid employee that has the following requirements:

The program will take in (as command-line arguments) pairs of inputs representing the name and salary of an employee.

The arguments will follow the pattern  $N_1 S_1 N_2 S_2 \dots$  for employees' name and salary as  $(N_1, S_1), (N_2, S_2) \dots$  and there could be any number of employees

These pairs of inputs should be converted to an array of Employee objects.

# Review Material

```
class Employee{  
    String name;  
    int salary;  
    public Employee(String name, int salary){  
        this.name = name;  
        this.salary = salary;  
    }  
}
```

# Review Material

```
class Employee{
    String name;
    int salary;
    public Employee(String name, int salary){
        this.name = name;
        this.salary = salary;
    }
}
```

```
class HighestPaidEmployee{
    public static void main(String[] args) {
        Employee[] employees = new Employee[args.length];
        int count = 0;
        String name = null;
        int maxSalary = 0;
        for(int i = 0; i < args.length; i++){
            if(i % 2 == 0)
                name = args[i];
            else{
                int salary = Integer.parseInt(args[i]);
                employees[count] = new Employee(name, salary);
                count++;
                if(salary > maxSalary)
                    maxSalary = salary;
            }
        }
        for(int i = 0; i < count; i++){
            if(employees[i].salary == maxSalary)
                System.out.println(employees[i].name);
        }
    }
}
```

## Review Material

Given the following method declarations

1. **public void deduce**(int x, int y)
2. **public void deduce**(int x, double y)
3. **public void deduce**(double x, double y)
4. **public void deduce**(String x, int y)

Specify what method will be invoked for each method call

deduce(**1**, **2**);                      method 1 (int x, int y)



## Review Material

Given the following method declarations

1. **public void deduce**(int x, int y)
2. **public void deduce**(int x, double y)
3. **public void deduce**(double x, double y)
4. **public void deduce**(String x, int y)

Specify what method will be invoked for each method call

deduce(1, 2);                      method 1 (int x, int y)

deduce(2, 2.0);                  method 2 (int x, double y)

## Review Material

Given the following method declarations

1. **public void deduce**(int x, int y)
2. **public void deduce**(int x, double y)
3. **public void deduce**(double x, double y)
4. **public void deduce**(String x, int y)

Specify what method will be invoked for each method call

deduce( <b>1</b> , <b>2</b> );	method 1 (int x, int y)
deduce( <b>2</b> , <b>2.0</b> );	method 2 (int x, double y)
deduce(( <b>double</b> ) <b>3</b> , <b>2</b> );	method 3 (double x, double y)

## Review Material

Given the following method declarations

1. **public void deduce**(int x, int y)
2. **public void deduce**(int x, double y)
3. **public void deduce**(double x, double y)
4. **public void deduce**(String x, int y)

Specify what method will be invoked for each method call

deduce(1, 2);	method 1 (int x, int y)
deduce(2, 2.0);	method 2 (int x, double y)
deduce((double)3, 2);	method 3 (double x, double y)
deduce((int) 3.0, (int) 2.0);	method 1 (int x, int y)

## Review Material

Given the following method declarations

1. **public void deduce**(int x, int y)
2. **public void deduce**(int x, double y)
3. **public void deduce**(double x, double y)
4. **public void deduce**(String x, int y)

Specify what method will be invoked for each method call

deduce(1, 2);	method 1 (int x, int y)
deduce(2, 2.0);	method 2 (int x, double y)
deduce((double)3, 2);	method 3 (double x, double y)
deduce((int) 3.0, (int) 2.0);	method 1 (int x, int y)
deduce(Integer.parseInt("12"), 2);	method 1 (int x, int y)

## Review Material

Given the following method declarations

1. **public void deduce**(int x, int y)
2. **public void deduce**(int x, double y)
3. **public void deduce**(double x, double y)
4. **public void deduce**(String x, int y)

Specify what method will be invoked for each method call

deduce(1, 2);                      method 1 (int x, int y)

deduce(2, 2.0);                      method 2 (int x, double y)

deduce((double)3, 2);              method 3 (double x, double y)

deduce((int) 3.0, (int) 2.0);        method 1 (int x, int y)

deduce(Integer.parseInt("12"), 2);    method 1 (int x, int y)

deduce("42", 123);              method 4 (String x, int y)

# Review Material

Given the classes:

*Your task is to implement the size method which will traverse the list and print out the total number of elements in the list.*

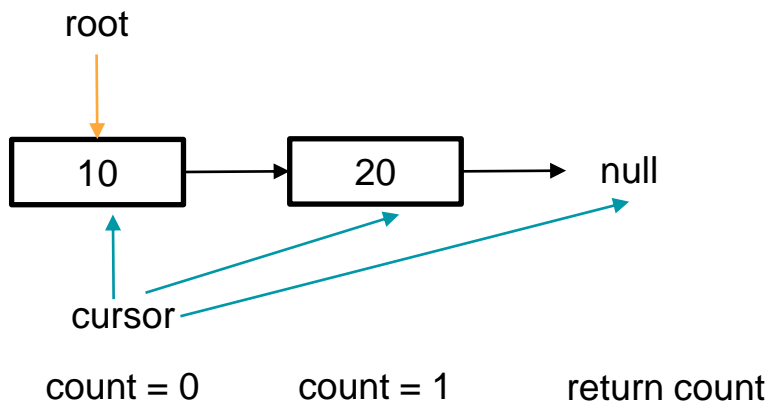
```
class Node<T>{  
    public T element;  
    public Node<T> next;  
  
    public Node(T element){  
        this.element = element;  
        next = null;  
    }  
}
```

```
public class LinkedList<T>{  
    Node<T> root;  
    public LinkedList(){  
        root = null;  
    }  
    public void add(T element){  
        Node<T> newNode = new Node<T>(element);  
        if(root == null)  
            root = newNode;  
        else{  
            Node<T> cursor = root;  
            while(cursor.next != null)  
                cursor = cursor.next;  
            cursor.next = newNode;  
        }  
    }  
  
    public int size(){  
        //your implementation here  
    }  
}
```

# Review Material

Is this implementation correct?

```
class Node<T>{  
    public T element;  
    public Node<T> next;  
  
    public Node(T element){  
        this.element = element;  
        next = null;  
    }  
}
```

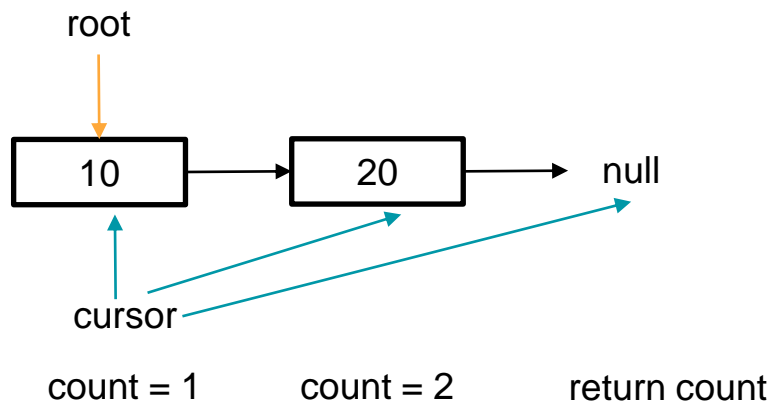


```
public class LinkedList<T>{  
    Node<T> root;  
    public LinkedList() { root = null; }  
    public void add(T element){  
        Node<T> newNode = new Node<T>(element);  
        if(root == null) root = newNode;  
        else{  
            Node<T> cursor = root;  
            while(cursor.next != null)  
                cursor = cursor.next;  
            cursor.next = newNode;  
        }  
    }  
    public int size(){  
        Node<T> cursor = root;  
        int count = 0;  
        while(cursor.next != null){  
            ++count;  
            cursor = cursor.next;  
        }  
        return count;  
    }  
}
```

Wrong implementation.  
It will return the  
number of elements -1

# Review Material

```
class Node<T>{  
    public T element;  
    public Node<T> next;  
  
    public Node(T element){  
        this.element = element;  
        next = null;  
    }  
}
```



```
public class LinkedList<T>{  
    Node<T> root;  
    public LinkedList() { root = null; }  
    public void add(T element){  
        Node<T> newNode = new Node<T>(element);  
        if(root == null) root = newNode;  
        else{  
            Node<T> cursor = root;  
            while(cursor.next != null)  
                cursor = cursor.next;  
            cursor.next = newNode;  
        }  
    }  
    public int size(){  
        Node<T> cursor = root;  
        int count = 0;  
        while(cursor.next != null){  
            ++count;  
            cursor = cursor.next;  
        }  
        return count;  
    }  
}
```

Correct implementation



## Suggestions

- You should have comprehensive notes, review them
- Review the lectures and tutorial materials
- Learn from all the mistakes you have made with your code
- If you haven't attempted all **challenge** questions, attempt them to help with your review.
- Solve other problems using java and OOP

## Unit of study survey

You have access to the unit of study survey

<https://student-surveys.Sydney.edu.au/students/>

Please respond to this survey as we are interested in what we can improve with this unit.

**See you next time!**