

# DUDEBASE COLLEGES PROGRESS EXAMINATION

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Tuesday 18 January 2022 09:00 – 10:00

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Computer Science Paper 1 (CST IA)

*Answer **one** question from Section A, and **one** question from Section B. Each question is worth the same number of marks.*

*Write on **one** side of the paper only.*

*Write your name and the question number at the top of every sheet, and tie your answers into separate bundles (one for each question).*

**DO NOT TURN OVER THE QUESTION PAPER UNTIL TOLD BY  
THE INVIGILATOR THAT YOU MAY DO SO**

## SECTION A

### 1 Foundations of Computer Science

Consider the following OCaml program (line numbers provided for convenience).

```
.1 type tree = Lf of int | Br of int * tree * tree;;  
  
.2 exception GotIt of int;;  
  
.3 let rec findSix = function  
.4 | Lf(x) -> if (x = 6) then raise (GotIt 1) else ()  
.5 | Br(v,l,r) -> if (v = 6) then raise (GotIt 1)  
.6                     else  
.7                     let v1 =  
.8                     try findSix l ; 0  
.9                     with GotIt(n) -> n  
10                     in  
11                     let v2 =  
12                     try findSix r ; 0  
13                     with GotIt(n) -> n  
14                     in  
15                     let v = v1 + v2  
16                     in  
17                     if (v = 0) then () else raise (GotIt v)  
18 ;;
```

- (a) Explain what the `findSix` program does, stating its type and including what happens when it is run on each of the following two trees. [5 marks]

```
let t1 = Br( 4, Lf 6 , Br(6, Lf 3 , Lf 6) );;  
let t2 = Br( 4, Lf 7 , Br(8, Lf 3 , Lf 1) );;
```

- (b) Write a (Curried) function `find n` that returns a function that computes the same result when  $n = 6$  and analogous results for other values of  $n$ . Your function should not use exceptions. [7 marks]
- (c) Write a program that, given a `tree`, returns `true` if the value in the root appears anywhere beneath it in the tree. [3 marks]
- (d) Write a program that returns `true` if any path from the root to a leaf returns the same value more than once. [5 marks]

## 2 Foundations of Computer Science

We wish to represent and query a relational database using OCaml. A table can be represented as a list of rows; a row can be represented a list of attributes; and an attribute can be represented as a pair of type `string * sqlval` where the string is an attribute name and `sqlval` is defined below.

```
type sqlval = Null | Int of int | String of string
```

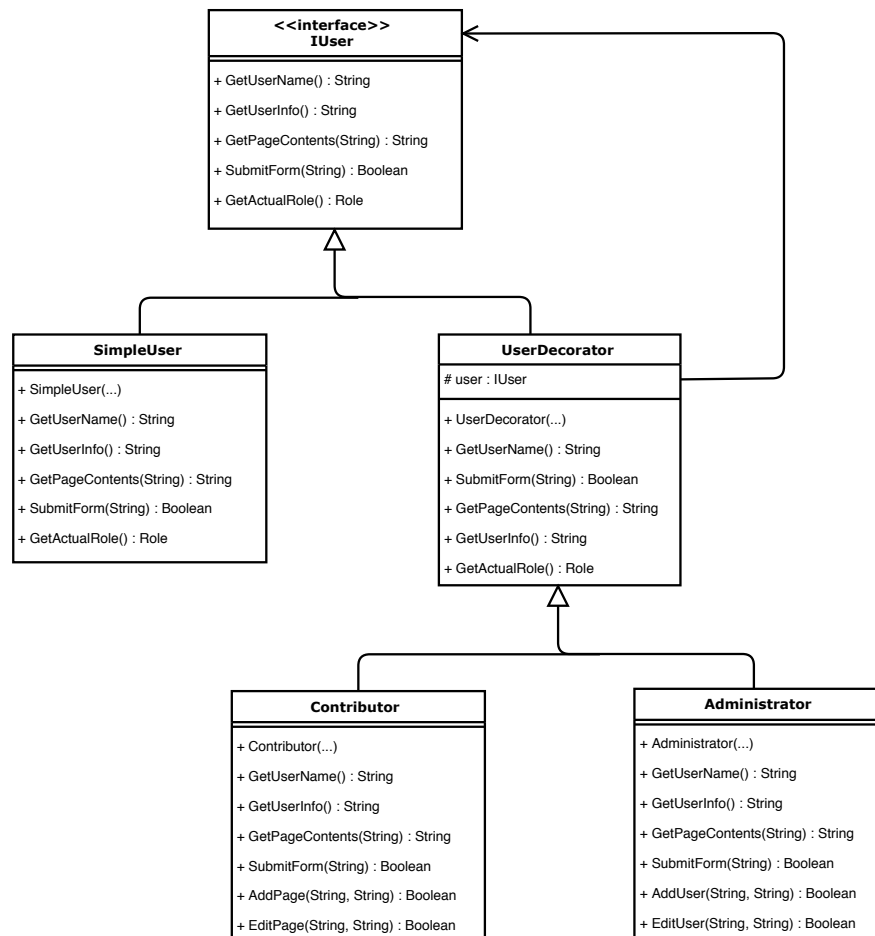
- (a) Write a function `select attrs t` that returns a table containing one row for each row in table `t` but only holding only the attributes named in the `string list` `attrs`. [3 marks]
- (b) Write a function `where p t` that returns a table containing the rows from `t` that satisfy predicate `p`. The type of `p` should be `(string * sqlval) list -> bool`. [2 marks]
- (c) Write a function `from t1 t2` that returns a table containing the rows in the cartesian product of the inputs tables `t1` and `t2`. Raise an exception if the resulting rows contain duplicate attribute names. [4 marks]
- (d) Write a function `lookup a r` that extracts an attribute (i.e. a value of type `string * sqlval`) from the row `r` where the attribute is named `a`. Raise an exception if no such attribute name exists. [2 marks]
- (e) Write a function that generates predicates for equality testing. `equals a1 a2` should return a predicate (suitable for use as `p` in your solution to part (b) above) that returns true if and only if a row contains a value for both attribute names `a1` and `a2`, and those values are (structurally) equal in OCaml. Note that `Null` values are not equal to anything, including other `Null`s. [4 marks]
- (f) Write a function `count` such that the following code returns a table with attributes 'person' and 'COUNT\_OF\_sport'. Each row should contain a unique value of the 'person' attribute from `t` and the 'COUNT\_OF\_sport' is the number of non-NULL values of the `sport` attribute appearing in rows of `t` with that value of the 'person' attribute. The first argument to `count` is a list of the attribute names to group by. Your program should use an internal data structure of type `(string * sqlval) list -> int ref`.

```
count ["person"] "sport" t [5 marks]
```

## SECTION B

### 3 Object Oriented Programming

- (a) An array can be used to represent the decimal digits of a fraction. For example, the number  $1/7$  has decimal representation  $0.142857\dots$  and (a finite approximation of) the value could be stored in an int array  $[1, 4, 2, 8, 5, 7, \dots]$  where each digit  $\in [0, 9]$ . Write a Java method that multiplies a fraction stored as an int array by a single decimal digit integer, returning the whole number part of the result and leaving the input array modified in-place to hold the updated fractional part of the product. [4 marks]
- (b) Consider the following UML class diagram. It describes a class hierarchy for users in a “web app”. “Simple users” have the ability to get page contents and submit forms. “Contributors” can additionally add and edit pages. “Administrators” can add and edit users.



To avoid an *administrator* or *contributor* having the ability to make an accidental change when idly using the app, they always start as *simple users*, but can be elevated at runtime to gain the additional functionality of their actual rôle.

Role is an enumerated type, defined as follows:

```
public enum Role { USER, CONTRIBUTOR, ADMINISTRATOR }
```

(i) Why is it useful for there to exist a “*has-a*” relationship between `UserDecorator` and `IUser`, in addition to the “*is-a*” relationship? [2 marks]

(ii) Write Java code to show how the `UserDecorator` class would be implemented. Show explicitly the parameters you would pass to the class’s constructor. [4 marks]

(iii) Show how the `Contributor` class would be implemented (again, including a definition of the constructor with each of its formal parameters listed explicitly). Write a Java method

```
public static IUser ElevateToContributor(IUser user) throws  
InsufficientPrivilegesException
```

that elevates a `SimpleUser` to a `Contributor` at runtime, or throws an exception (for which you should include a definition explicitly) if the user does not have sufficient privileges to become a `Contributor` (i.e. if the user’s actual role is not a `CONTRIBUTOR`). [5 marks]

(c) It is required to print the result of calling `GetUserInfo()` on each user at the end of each day. The user info should appear ordered alphabetically by name.

Show how this can be achieved using the Composite pattern and the `Comparator` interface. You should include definitions for the `PrintUserInfo()`, `AddUser(...)` and `RemoveUser(...)` methods in your Composite class. You can assume that the `AddUser(...)` method will be called whenever a new user is created and the `PrintUserInfo(...)` method will be called at the end of each day by the system. [5 marks]

## 4 Object Oriented Programming

- (a) Provide outline code for the following aspects of a smart home system, explaining your design choices.
- (i) An exception, `smarthome.MalfunctioningDeviceException`, having a constructor of two `String` arguments naming the device and describing the nature of its malfunction. [2 marks]
  - (ii) Provide a class `smarthome.Device` that stores a device's name and a list of its configuration settings. You should use at least one `Map` and may assume that the names of settings are `Strings` and that their values are integers representing percentages, but your code should check that the values are  $\geq 0$  and  $\leq 100$ . [4 marks]
- (b) Provide two classes, each with a single method taking arguments (`String setting`, `Device [] devices`) to process a set of `Devices` as follows.
- (i) Print to `System.out` the devices sorted by their value for the 'setting'. Devices with no configured value for that setting should appear in alphabetical order at the end of the output. [3 marks]
  - (ii) Print to `System.out` an alphabetical list of devices, one line each, with their minimum config value, maximum value and number of configured parameters. Separate name, min, max, and count with commas. [3 marks]
- (c) A Caesar Cipher encrypts a message composed of capital letters and spaces by adding some fixed amount (the key) to each letter. If a letter plus the key extends beyond Z, you wrap back to A. For example, if the key is 2 then plaintext "JOHN" results in ciphertext "LQJP" and "ZOO" becomes "BQQ". Spaces between words remain as spaces. Given that 'E' is the most common letter of the English alphabet, write a Java method to guess the key used to encrypt a given ciphertext. (You may provide additional helper methods if you wish.) [4 marks]
- (d) Given a rectangular 2D array of integers (positive and negative), find how many rectangular sub-arrays (of non-zero size) sum to zero. Correctness is more important than efficiency. [4 marks]

END OF PAPER