

1705046

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①

@ Test

void test-function {

int a[];

a = new int[10];

a = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};

assertEquals(5.5, given-function(a));

a = new int[2];

a = {1, 2};

assertEquals(1.5, given-function(a));

a = new int[1];

a = {0};

assertEquals(0, given-function(a));

a = new int[3];

a = {-1, -2, -3};

assertEquals(-2, given-function(a));

a = null;

assertEquals(0, given-function(a));

}

②.

~~void~~

```
void testing(int array[], int what) {
```

```
    int pos = given-function(array, what);
```

```
    int pos2 = -1;
```

```
    for(int i = 0; i < array.size(); i++) {
```

```
        if (array[i] == what) {
```

```
            pos2 = i;
```

```
            break;
```

```
        }
```

```
    }
```

```
    assert Equals(pos, pos2);
```

```
}
```

```
void create-cases() {
```

```
    for(int cas = 1; cas <= 10; cas++) {
```

```
        int array[];
```

```
        int n = random(1, 50);
```

```
        array = new int[n];
```

```
        for(int i = 0; i < n; i++) {
```

```
            array[i] = random(0, 100);
```

```
        }
```

```
        sort(array);
```

```
        testing();
```

```
    }
```

3.

```
class Report implements Generator {  
    @Override  
    public String generateReport(String ClientCode) {  
  
    }  
}
```

```
class adapter implements Generator {  
    @Override  
    public String generateReport(String NID) {
```

```
        String ClientCode = Map Map Map.get-  
                                code(NID);
```

```
        Report report = new Report();  
        return report.generateReport(ClientCode);  
    }  
}
```

```
interface Generator {
```

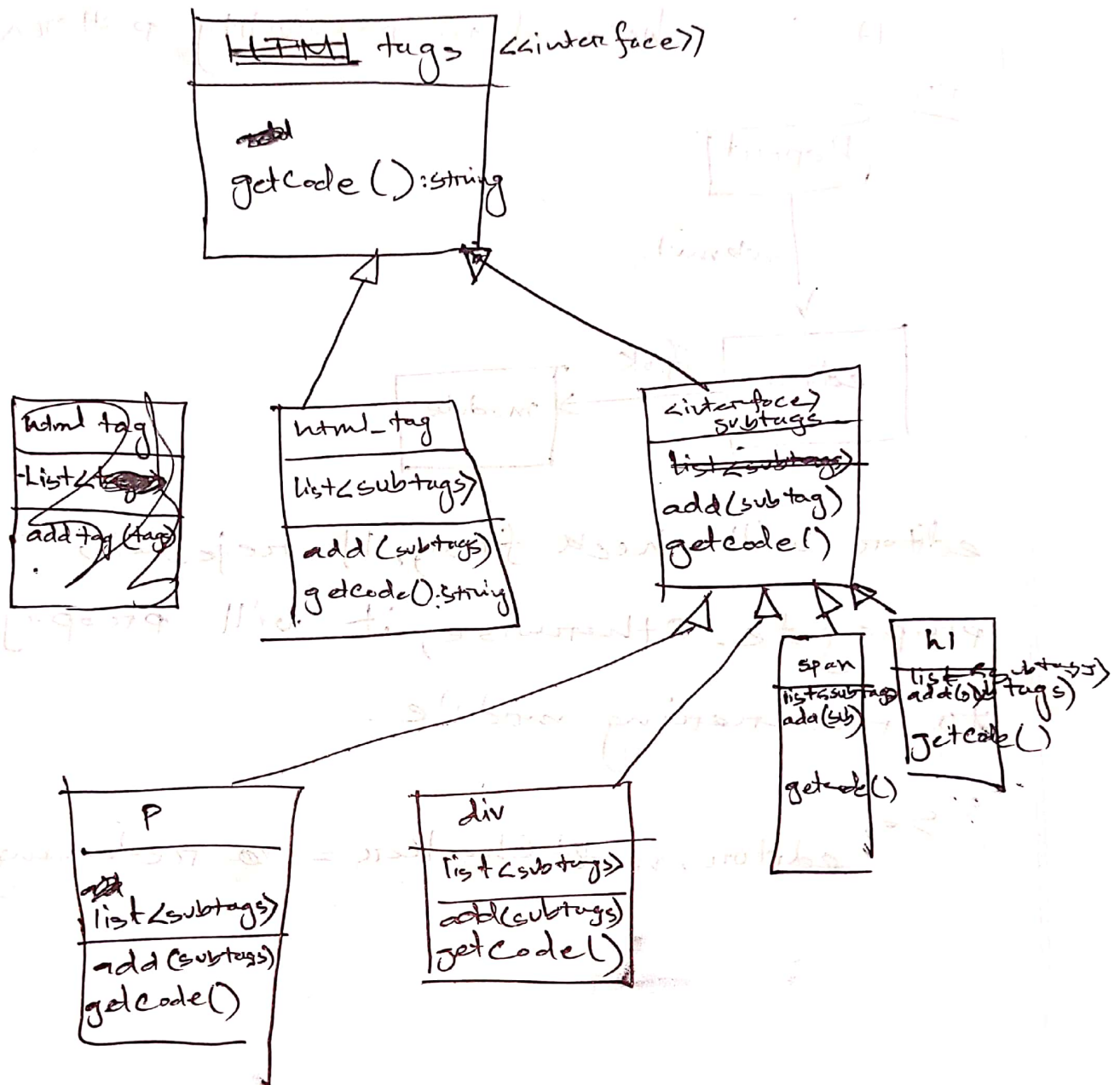
```
    String generateReport(String s);
```

```
}
```

④ Mediator pattern is suitable.

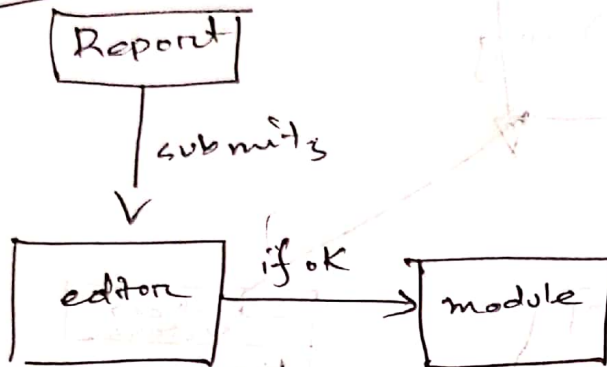
```
class AirTrafficControl {  
    bool runway-empty = true;  
  
    bool receive-request(string sender) {  
        if (runway-empty) {  
            print(sender + " is permitted");  
            runway-empty = false;  
            return true;  
        }  
        return false;  
    }  
  
    void land plane-left(string sender) {  
        runway-empty = true;  
        print(sender + " has left");  
    }  
}
```

5. Composite pattern



6. It is chain of responsibility pattern.

Flow:



editor will check first, if rejected, it will not propagate. Otherwise, it will propagate it to rendering module.

So, editor, next checker = rendering module.

7. Strategy pattern.



```
interface function {  
    void execute (String input);  
}
```

```
class class normalization implements function {  
    void execute (String input) {  
    }  
}
```

```
class stemming implements function {  
    void execute (String input) {  
    }  
}
```

```
class Processing Toolkit {  
    function f;  
    void execute () {  
        f.execute();  
    }  
}
```