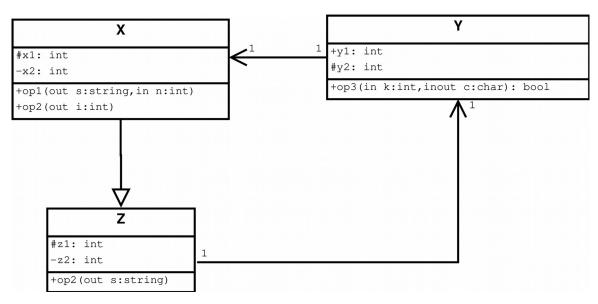
# **COMP 2404**

# Midterm Exam Solution -- Version 2

- 1. [2 marks] a
- 2. [2 marks] d
- 3. [2 marks] a
- 4. [2 marks] c
- 5. [2 marks] b

### 6. [20 marks]



#### Grading:

• 2 marks: X attributes with correct access specifier, 1 mark each

• 3 marks: X operations, 1 mark each correct parameter

• 2 marks: Z attributes with correct access specifier, 1 mark each

1 mark: Z operation

• 2 marks: Y attributes with correct access specifier, 1 mark each

• 3 marks: Y operations, 1 mark each correct parameter and return type

3 marks: inheritance relationship between X and Z

• 2 marks: composition relationship between X and Y, with directionality and multiplicity

2 marks: composition relationship between Y and Z, with directionality and multiplicity

• -1 mark: each object shown as attribute

## 7. [10 marks]

```
Animal* Dlist::popBack()
  Animal* goner; Node* currNode, *lastNode;
// 2 marks for dealing with empty list case
  if (head == 0)
   return 0;
// 2 marks for finding the last node
 lastNode = 0;
  currNode = head;
 while (currNode != 0) {
   lastNode = currNode;
   currNode = currNode->next;
  }
// 1 mark for saving the last element
  goner = lastNode->data;
// 2 marks for dealing with last remaining element case
 if (lastNode->prev == 0)
    head = 0;
// 1 mark for dealing with regular case
  else
    lastNode->prev->next = 0;
// 1 mark for deleting last node
  delete lastNode;
// 1 mark for returning the last element
 return goner;
}
```

# 8. [10 marks]

```
void Tlist::pushFront(Animal* critter)
 Node* newNode;
// 2 marks for allocating new node
// 2 marks for initializing data and next
 newNode = new Node;
 newNode->data = critter;
 newNode->next = 0;
// 3 marks for dealing with empty list case
 if (head == 0) {
   head = tail = newNode;
// 3 marks for dealing with regular case
 else {
   newNode->next = head;
   head = newNode;
 }
}
```