April 10, 2009

}

Name:	
ramic.	

Question:	1	2	3	4	5	6	7	Total
Points:	4	4	7	8	4	13	10	50
Score:								

```
What is printed by the following program fragment:
  int[] a = {85, 95, 73, 29};
  System.out.println("a="+a[1]+","+a[2]); a=95,73
  int[] b = a;
  b[2] = 31;
  System.out.println("a="+a[1]+","+a[2]); a=95,31
  System.out.println("b="+b[1]+","+b[2]); b=95,31
Write code to (1) construct a new array of 1000 ints and (2) set all of them to
  the value 3.
  int[] a = new int[1000];
  for (int i=0; i<1000; ++i)
    a[i] = 3;
Complete the method below that determines whether two arrays are equal. (Two
  arrays are equal if they have the same length and the same values.)
  public static boolean equal(float[] a, float[] b) {
    if (a.length!=b.length)
     return false;
    for (int i=0; i<a.length; ++i) {</pre>
      if (a[i]!=b[i])
       return false;
    }
    return true;
```

Question 4	(8 points)
Complete the following method	· - /
* The input value 0 becom * and other values betwee	the specified image. Image values are in [0,255] hes 255 in the negative, the value 255 becomes 0 on 0 and 255 are transformed in a similar way. Every image row has the same number of pixels. The negative of x.
<pre>public static float[][] ne</pre>	<pre>gative(float[][] x) {</pre>
}	
Question 5 Java has many standard classes	
(a) [2 points] What is special	about the standard class RuntimeException?
(b) [2 points] Why must you of after) catching an IOEx	catch a FileNotFoundException before (instead ception?

Question 6	points
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(a) [3 points] Write code that defines an interface Function with one method that, given a float x, returns a corresponding float. This interface represents a generic mathematical function y(x) of one variable x.

(b) [7 points] Write code that defines a class Quadratic that implements the interface Function. The class Quadratic represents the mathematical function $y(x) = ax^2 + bx + c$, so it has a constructor with three parameters and private fields for the coefficients a, b, and c.

(c) [3 points] Write code that constructs a Quadratic object for the function $y(x) = x^2 + x + 2$, and then uses that object to compute the value of y(3).

Question 7	В
(b) [2 points] For binary files, why should you use DataOutputStream instead of ObjectOutputStream (which our text recommends!)?	(
(c) [2 points] How many bytes are in a binary file with exactly three floats?	(
(d) [4 points] Write code that prints the string pi=3.14 to a file junk.txt. (Remember to close any files you open.)	(