

1045 – Moderni računalni sustavi

Vježbe 11

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Hello world!



Napišite .jack program u kojemu korisnik unosi duljinu liste, pa zatim elemente liste. Na kraju program treba ispisati najveći element te liste.



Implementirajte funkcije catStr (konkatenacija stringova), catInt (konkatenacija stringa i inta) i repeat (ponavlja string n puta) u klasi stringLib.



Implementirajte klasu Square sa metodama grow, shrink i move koje omogućavaju mijenjane veličine i pomicanje kvadrata.

key	code
(spac e)	32
!	33
cc	34
#	35
\$	36
%	37
&	38
r	39
(40
)	41
*	42
+	43
,	44
-	45
	46
/	47

ke	cod
У	е
0	48
1	49
•••	
9	57
:	58
•	59
<	60
=	61
>	62
?	63
@	64

ke y	cod e
Α	65
В	66
С	
•••	
Z	90
[91
/	92
]	93
۸	94
_	95
`	96

ke y	cod e
а	97
b	98
С	99
z	122
{	123
	124
}	125
~	126

key	code
newline	128
backspace	129
left arrow	130
up arrow	131
right arrow	132
down arrow	133
home	134
end	135
Page up	136
Page down	137
insert	138
delete	139
esc	140
f1	141
f12	152



```
Class String
 constructor String new(int maxLength)
method void
               dispose()
method int
               length()
method char
              charAt(int j)
method void
              setCharAt(int j, char c)
method String appendChar(char c)
 method void
              eraseLastChar()
method int
               intValue()
 method void
               setInt(int j)
 function char backSpace()
 function char doubleQuote()
function char newLine()
```



```
Class String
class Math
   function void init()
   function int abs(int x)
   function int multiply(int x, int y)
   function int divide(int x, int y)
   function int min(int x, int y)
   function int max(int x, int y)
   function int sqrt(int x)
```



```
Class String
class Math
  Class Screen
     function void clearScreen()
     function void setColor(boolean b)
     function void drawPixel(int x, int y)
     function void drawLine(int x1, int y1, int x2, int y2)
     function void drawRectangle(int x1, int y1, int x2, int y2)
     function void drawCircle(int x, int y, int r)
```



```
Class String
class Math
  Class Screen
    class Output
    {
       function void moveCursor(int i, int j)
       function void printChar(char c)
       function void printString(String s)
       function void printInt(int i)
       function void println()
       function void backSpace()
```



```
Class String
class Math
  Class Screen
    class Output
       Class Keyboard
          function char keyPressed()
          function char readChar()
          function String readLine(String message)
          function int readInt(String message)
```



```
Class String
class Math
  Class Screen
    class Output
       Class Keyboard
          class Memory
             function int peek(int address)
             function void poke(int address, int value)
             function Array alloc(int size)
             function void deAlloc(Array o)
```



```
Class String
class Math
  Class Screen
     class Output
       Class Keyboard
          class Memory
            Class Sys
               function void halt():
               function void error(int errorCode)
               function void wait(int duration)
```



```
Class String
class Math
  Class Screen
     class Output
       Class Keyboard
          class Memory
            Class Sys
               Class Array
                  function Array new(int size)
                  method void dispose()
```