

# Sum12 cs401 MIDTERM EXAM 6/27/2012

YOUR NAME:

YOUR PITT ID:

Q#	PTS	RUBRIK	Your Score
1	3	all/nothing	
2	2	all/nothing	
3	2	all/nothing	
4	3	all/nothing	
5	6	3 pts ea.	
6	10	all/nothing	
7	8	2 pts ea.	
8	5	all/nothing	
9	9	3 pts ea.	
10	2	all/nothing	
11	2	all/nothing	
12	5	all/nothing	
13	5	all/nothing	
14	3	1 pt ea.	
15	5	all/nothing	
16	3	all/nothing	
17	8	all/nothing	
18	6	all/nothing	
19	9	6 pts a/b 3pts c	
20	4	2 pts ea.	

1) Circle any data type that is NOT a primitive:

(a) int (b) char (c) boolean

(d) String (e) Integer (f) Scanner

2) Circle any set of operators that is capable of short circuiting:

(a) + - / \* %

(b) || &&

(c) < > <= >= !=

(d) () [] .

3) When I issue the following command from the command line, which method am I implicitly calling inside Program1?

```
C:\> java Program1
```

YOUR ANSWER: **main**

4) When I issue the following command from the command line, where do the Strings "Hi", "my", "name", "is", and "Tim" get stored inside Program1?

```
C:\> java Program1Hi my name is Tim
```

YOUR ANSWER: **In the args[] array**

- 5) Here are two methods from the Arrays library.  
Both methods will sort an array of objects.  
Notice that both methods have the same name.

```
static void sort(Object[] a)  
static void sort(Object[] a, int fromIndex, int toIndex)
```

- a) How does the compiler tell them apart?

Parameter list

- b) Which one assumes the array is full?

The first one

- 6) Here is a method that is supposed to fill an array with random numbers 1..100 inclusive and is supposed to ensure that there are no duplicates or gaps in the array.

```
// ASSUME: arr has been dimensioned to something like 20 elements or whatever
// No values have been put into the array yet.
// Parameter r is initialized and ready for calls to nextInt().
```

```
private static void randomizeArray( int[] arr, Random r )
{
    for( int i=0 ; i< arr.length ; ++i
    {
        int n = r.nextInt(100) + 1; //WARNING it is possible to get a repeat value
        if ( ! linearSearch( arr,i,n ) ) //That's why we search before putting into array
            arr[i] = n;
    }
}
//ASSUME: This search method IS CORRECTLY WRITTEN
private static boolean linearSearch( int[] arr, int count,int target )
{
    for (int i=0 ; i<count; ++i )
        if (arr[i]==target) return true;
    return false;
}
```

- a) What is wrong/dangerous/undisciplined about the randomizeArray method?

When dupes are skipped the cell is not initialized



7) Here is a program that appears to work right but it is in fact written very, very wrong.

```
public class Wrong
{
    public static void main( String[] args )
    {
        String[] database= { "foo", "bar", "baz", "fizz", "pop", "gorp", "blatz" };
        String[] targets= { "plop", "plaup", "fizz", "fiz", "gorp", "bar" };
        for (int i=0 ; i<targets.length; ++i )
            if ( contains( database, targets[i] ) ) //i.e. if the database array contains target[i]
                System.out.println( "database contains: " + targets[i] );
            else
                System.out.println( "database does NOT contain: " + targets[i] );
    }
    private static boolean contains( String[] db, String target)
    {
        for (int i=0 ; i<db.length ; ++i)
            if ( db[i] ==target)
                return false; // if we make it here it was not found
    }
    return true;
}
```

NOTICE that the output is actually "correct", but the code is WRONG!!

**== is the wrong  
operator to  
compare strings**

```
C:\Users\th\Desktop>javac Wrong.java
C:\Users\th\Desktop>java Wrong
```

database does NOT contain: plop  
database does NOT contain: plaup  
database contains: fizz  
database does NOT contain: fiz  
database contains: gorp  
database contains: bar  
C:\Users\tlh\Desktop >

a) Which method contains the bug: `main()` or `contains()`?

`main`

b) What exactly is that bug?

`Skipping a dupe misses that cell`

c) Why does it produce the correct output anyway?

`Strings are pooled`

d) What could you change about how the database array was initialized to cause the bug to manifest itself?

`new String("foo")`

8) What is the output of this program ?

```
public static void main( String[] args)
{
    int[] arr = new int[10];
    for (int i=0 ; i<arr.length ; ++i)
        arr[i] = i;
    reInitArr( arr );
    for (int i=0 ; i<arr.length ; ++i)
        System.out.print( arr[i] + " " );
    System.out.println();
}
private static void reInitArr( int [] arr )
{
    arr= new int[ 5 ];
    for (int i=0 ; i<arr.length ; ++i)
        arr[i] = i*2;
}
```

`0 1 2 3 4 5 6 7 8 9`

9) Look at this program:

```
1: public class Prob9
2: {
3:     public static void main( String[] args )
4:     {
5:         int[] arr = null;
6:         initArr( arr ); //dimension array & put values in
7:         for (int i=0 ; i<arr.length ; ++i)
8:             System.out.print( arr[i] + " " );
9:         System.out.println();
10:    }
11:    private static void initArr( int [] arr )
12:    {
13:        arr= new int[ 5 ];
14:        for (int i=0 ; i<arr.length ; ++i)
15:            arr[i] = i*2;
16:    }
17: }
```

Tell me EXACTLY where it crashes:

- (a) On what line number? **7**
- (b) On what piece of syntax? **.length**
- (c) What is the nature/cause of the crash?  
**Deref a null pointer**



10) Look at this little chunk of code:

```
1: String s = "Hello World";  
2: s.toUpperCase();  
3: System.out.println( s );
```

What is the output?

Hello World

11) What does it mean that an object is "immutable" ?

Once initialized cant be modified

12) Here is a method to swap two values:

```
private static void swap( int x,int y)  
{  
    int tmp=x; x=y; y=tmp;  
}
```

(a) Why doesn't it work?

x and y are copies.

13) When I pass an array's reference into a method - Why does the compiler hand off a copy of the address in that reference to the method instead of handing off a copy of all the elements in the array?  
(the design decision reasoning) way too memory expensive

14) What values does Java by default put into the following data types respectively:

(a) int 0

(b) Boolean false

(c) String null

15) When I pass a String's name into a method, does the compiler hand off a copy of the String or does it just hand off a copy of the String's address (reference)?

Just a copy of the reference

## J9J.RR.hi.m.tl 9.:

```
private static void foo()  
{  
    int x=5;  
    System.out.println( x );  
}
```

What happens to the variable x when foo returns to where it was called from ?

It is destroyed when that methods frame is popped off the stack

17) Look at this code segment:

```
1: int[] arr = new int[5];  
2: for (int i=0 ; i<arr.length ; ++i )  
3:     arr[i] = i*10;  
4: arr = new int[10];
```

What happens to the original chunk of 5 ints created by the first line of code once line 4 is finished executing ?

that chunk is orphaned and will get collected by the garb collector

18) .

```
String[] words = new String[3];
words[0]="foo";
words[1]="bar";
words[2]="baz";
```

Circle the diagram that most **\*ACCURATELY\*** describes the array and the String data.  
Hint: Are the Strings contained **INSIDE** the array or **OUTSIDE** the array elements?

0      1      2  
words: [-]---->["foo"] ["bar"] ["baz"]

OR

words: [-]----> 0 [-]---->"foo"  
                  1 [-]---->"bar"  
                  2 [-]---->"baz"

19) If you wanted to search a **SORTED** array of 100,000,000 ints, which search algorithm would be more efficient?

(a) linearSearch

(b) binarySearch

(c) Why is one better than the other for a huge **SORTED** array?

Does not have to compare against all the elements

20) Name 2 advantages of an ArrayList over a plain array?

Self resizing & maintains own count