

CS1400 Review Questions

Introduction to Classes

Question 1 Which of the following is correct?

- a) A single object can be created from a class
- b) A single class can be created from an object
- c) Multiple objects can be created from a class
- d) Multiple classes can be created from an object

Answer: c

Question 2 Use the following class to answer the questions below:

```
public class Store {
    private int quantity;
    private double price;

    public Store(int q, double p) {
        quantity = q;
        price = p;
    }

    public int getQuantity() {
        return quantity;
    }

    public void setPrice(double p) {
        price = p;
    }

    public double calcTotal() {
        return price * quantity;
    }
}
```

- a) What is the name of the class? **Store**
- b) List all instance variables of the class. **quantity, price**
- c) List all methods of the class. **Store(int, double), getQuantity(), setPrice(double), calcTotal()**
- d) List all mutators in the class. **setPrice(double)**
- e) List all accessors in the class. **getQuantity()**
- f) List which method is the constructor. **Store(int, double)**
- g) Write a mutator for the quantity.

Answer:

```
public void setQuantity(int q) {
    quantity = q;
}
```

- h) Write an accessor for the price.

Answer:

```
public double getPrice() {
    return price;
}
```

i) Write a line of code that will create an instance called videoStore that has quantity 100 and a price of 5.99.

Answer:

```
Store videoStore = new Store (100, 5.99);
```

j) Call the calcTotal method with the videoStore object (from part i) to print out the total.

Answer:

```
System.out.println ("Total: " + videoStore.calcTotal ());
```

Question 3 True or False? If no constructor is provided, then Java automatically provides a default constructor. Answer: True. Java will automatically provide a default constructor if none is given. However, if any other constructor is given, the default constructor can no longer be used.

Question 4 True or False? A method must have at least 1 return statement. Answer: False. Any method with return type void is not required to have a return statement.

Question 5 Correct the following class definition if you think it will not work:

```
public class Student {
    private String name , major;

    public Student () {
        name = "???" ;
        major = "xxx" ;
    }

    public Student (String n, String m) {
        n = name ;
        m = major ;
    }

    public String getMajor () {
        return m;
    }

    public String getName () {
        return n;
    }
}
```

Answer: There are problems in the assignment in the constructor, “n = name” and “m = major” should be the other way around. Also, the “return m” in getMajor and “return n” in getName need to be “return major” and “return name” , respectively.

Question 6 Implement a class called CppStudent. The class should keep track of the student's name, number of classes registered, hours spent per week for a class (consider a student devotes the same amount of time for each of his/her classes per week). Implement a toString method to show the name and number of classes registered by a student, a getName method to return the name of the student, a getTotalHours method to return the total number of hours per week, and a setHours method to set the number of hours the student devotes for each class.

Answer:

```
public class CppStudent {
    private String sName;
    private int classNum, hrPerWeek;

    public CppStudent (String name, int class, int hr) {
        sName = name;
        classNum = class;
        hrPerWeek = hr;
    }

    public String toString () {
        return sName + " " + classNum;
    }

    public String getName () {
        return sName;
    }

    public int getTotalHours () {
        return classNum * hrPerWeek;
    }

    public void setHours (int time) {
        hrPerWeek = time;
    }
}
```

CS1400 Review Questions

Methods

Question 1 Write a boolean method called `allDifferent` that takes 3 int numbers and returns true if the numbers are all different and false otherwise.

Answer:

```
public boolean allDifferent(int num1, int num2, int num3) {
    if (num1 != num2 && num1 != num3 && num2 != num3) {
        return true;
    } else {
        return false;
    }
}
```

Or equivalently,

```
public boolean allDifferent(int num1, int num2, int num3) {
    return num1 != num2 && num1 != num3 && num2 != num3;
}
```

Question 2 Write a boolean method called `isPrime` that takes in an int number, and returns true if the number is prime, and false otherwise.

Answer:

```
public boolean isPrime(int n) {
    // Question: how can we improve the performance of this loop?
    // (Hint: what is the max number relative to n that can divide into n?)
    for (int i = 2; i < n; i++) {
        if (n % i == 0) {
            return false;
        }
    }
    return true;
}
```

Question 3 Write the output generated by the following program:

```
public class Two {
    private double real, imag;

    public Two(double initReal, double initImag) {
        real = initReal;
        imag = initImag;
    }
}
```

```

    public double getReal() {
        return real;
    }

    public double getImag() {
        return imag;
    }

    public Two mystery(Two rhs) {
        Two temp = new Two(getReal() + rhs.getReal(),
                           getImag() + rhs.getImag());
        return temp;
    }
}

public class Test {
    public static void main(String[] args) {
        Two a = new Two(1.2, 3.4);
        Two b = a.mystery(a);
        Two c = b.mystery(b);

        System.out.println("1. " + a.getReal());
        System.out.println("2. " + a.getImag());
        System.out.println("3. " + b.getReal());
        System.out.println("4. " + b.getImag());
        System.out.println("5. " + c.getImag());
    }
}

```

Answers:

1. 1.2
2. 3.4
3. 2.4
4. 6.8
5. 13.6

Question 4 Using these 2 classes, write the output of the following program:

```

public class CDPlayer {
    private int totalTime;

    public CDPlayer() {
        totalTime = 0;
    }

    public int totalPlayTime() {
        return totalTime;
    }

    public void play(CDTrack aTrack) {
        totalTime += aTrack.getPlayTime();
    }
}

```

```

public class CDTrack {
    private String myTitle;
    private int myPlayTime, myTimesPlayed;

    public CDTrack(String trackTitle, int playTime) {
        myTitle = trackTitle;
        myPlayTime = playTime;
        myTimesPlayed = 0;
    }

    public int getPlayTime() {
        return myPlayTime;
    }

    public void wasPlayed() {
        myTimesPlayed++;
    }

    public String toString() {
        String result = "";
        int minutes = myPlayTime / 60;
        int seconds = myPlayTime % 60;
        result += myTitle + " " + minutes + ":" + seconds;
        result += " #plays = " + myTimesPlayed;
        return result;
    }
}

public class RunCDPlayer {
    public static void main(String[] args) {
        CDTrack t1 = new CDTrack("Day Tripper", 150);
        CDTrack t2 = new CDTrack("We Can Work it Out", 200);
        CDTrack t3 = new CDTrack("Paperback Writer", 138);

        CDPlayer diskPlayer = new CDPlayer();
        t1.wasPlayed();
        diskPlayer.play(t1);
        t2.wasPlayed();
        diskPlayer.play(t2);
        t1.wasPlayed();
        diskPlayer.play(t1);

        System.out.println(t1.toString());
        System.out.println(t2.toString());
        System.out.println(t3.toString());
        System.out.println("Total play time: " +
            (diskPlayer.totalPlayTime() / 60) + ":" +
            (diskPlayer.totalPlayTime() % 60));
    }
}

```

Answers:

Day Tripper 2:30 #plays = 2

We Can Work it Out 3:20 #plays = 1

Paperback Writer 2:18 #plays = 0

Total play time: 8:20

CS1400 Review Questions

Static Variables and Methods

Question 1 What is a static variable? What is a static method?

Answer: A static variable is shared among all instances of a class (belong to the class not to the instance). A static method operates on static fields and is invoked using the class name.

Question 2 Using the code below, how many copies of the variable number exist after instantiating 374 different AmazingClass objects?

```
public class AmazingClass {  
    private static int number;  
  
    public AmazingClass(int a) {  
        number = a;  
    }  
  
    public int twice() {  
        number *= 2;  
        return number;  
    }  
}
```

Answer: 1

Question 3 Using the code from above, what is the value of number after each of the following statements? (For each part, assume the preceding parts have already been executed).

```
AmazingClass ac1 = new AmazingClass(3);  
AmazingClass ac2 = new AmazingClass(7);  
ac1.twice();  
ac2.twice();
```

Answers:

3

7

14

28

CS1400 Review Questions

Method Overloading

Question 1 What is method overloading? **Answer:** Overloading is when there are 2 or more methods with the same name in the same class, but with different signatures (not headers).

Question 2 What are the valid method headings assuming they are written in the same class?

- a) `public void Void()`
- b) `public double void f2 ()`
- c) `public double sum(int left, right)`
- d) `public String string(int n)`
- e) `public BankAccount bankAccount()`

Answers: a d, e

CS1400 Review Questions

Arrays

Question 1 What are the indices for the first and last positions of any array?

Answers: `x[0]`, `x[x.length - 1]`

Question 2 Immediately after instantiating a new array of primitives (ints, doubles, etc.), what fills the array (default initialization)? What about an array of objects?

Answers: `0`, `null`

Question 3 What happens when you try to access an array element past the end of the array?

Answer: The code throws an `ArrayIndexOutOfBoundsException`.

Question 4 Instantiate three arrays called `x`, `y`, and `z` of type `int`, `String`, and `BankAccount` (respectively), all of size 10.

Answers:

```
int[] x = new int [10];  
String [] y = new String [10];  
BankAccount[] z = new BankAccount [10];
```

Question 5 Write a for-loop to double each element in an array `x` of type `int`.

Answer:

```
for (int i = 0; i < x.length; i++)  
    x[i] *= 2;
```

Question 6 Write code to store the largest number in an `int` array `x` into a variable called `max`.

Answer:

```
int max = x[0];  
for (int i = 1; i < x.length; i++)  
    if (x[i] > max)  
        max = x[i];
```

Question 7 Write code to count how many numbers in the array are strictly larger than 4, and store that total in a variable called `total`.

Answer:

```
int total = 0;  
for (int i = 0; i < x.length; i++)  
    if (x[i] > 4)  
        total++;
```

Question 8 Write code to print out every other element in an array separated by tabs.

Answer:

```
for (int i = 0; i < x.length; i+=2)
    System.out.println(x[i] + "\t");
```

Question 9 Write code to shift each number one place to the right (Note: there will be 2 copies of the 1st element when the code finishes).

Answer:

```
for (int i = x.length - 2; i >= 0; i--)
    x[i+1] = x[i];
```

Question 10 Write code to print the contents of an array in reverse order, one element for each line.

Answer:

```
for (int i = x.length - 1; i >= 0; i--)
    System.out.println(x[i]);
```

Question 11 Use the following array x to answer the following questions:

4 8 5 1 6 3 2

- a) What value is given by x[1]?
- b) What value is given by x[6]?
- c) What value is given by x[7]?
- d) What value is given by x.length?

Answers:

- a) 8
- b) 2
- c) `ArrayIndexOutOfBoundsException` thrown
- d) 7

Question 12 Use the following array x to answer the following questions:

{ {4, 8}, {5, 1, 6}, {3, 7} }

- a. What value is given by x.length?
- b. What value is given by x[1][1]?
- c. What value is given by x[2].length?

Answers:

- e) 3
- f) 1
- g) 2