

## 1 Exceptions (Spring 2016 MT2 Q3)

Consider the code below. Recall that  $x / 2$  rounds down to the nearest integer.

```
1 public static void checkIfZero(int x) throws Exception {
2     if (x == 0) {
3         throw new Exception("x was zero!");
4     }
5     System.out.println(x); // PRINT STATEMENT
6 }
7 public static int mystery(int x) {
8     int counter = 0;
9     try {
10         while (true) {
11             x = x / 2;
12             checkIfZero(x);
13             counter += 1;
14             System.out.println("counter is " + counter); // PRINT STATEMENT
15         }
16     } catch (Exception e) {
17         return counter;
18     }
19 }
20 public static void main(String[] args) {
21     System.out.println("mystery of 1 is " + mystery(1));
22     System.out.println("mystery of 6 is " + mystery(6));
23 }
```

What will be the output when main is run?

```
1 mystery of 1 is 0
2 -----
3
4 3
5 -----
6 counter is 1
7 -----
8 1
9 -----
10 counter is 2
11 -----
12 mystery of 6 is 2
-----
```

## 2 AltList (Summer 2016 MT2 Q2)

A normal generic linked list contains objects of only one type. But we can imagine a generic linked list where entries alternate between two types. `AltList` is an implementation of such a data structure:

```

1 public class AltList<X, Y> {
2     private X item;
3     private AltList<Y, X> next;
4
5     AltList(X item, AltList<Y, X> next) {
6         this.item = item;
7         this.next = next;
8     }
9 }

```

Let's construct an `AltList` instance:

```

1 AltList<Integer, String> list =
2     new AltList<Integer, String>(5,
3         new AltList<String, Integer>("cat",
4             new AltList<Integer, String>(10,
5                 new AltList<String, Integer>("dog", null))));

```

This list represents [5 cat 10 dog]. In this list, assuming indexing begins at 0, all even-index items are `Integers` and all odd-index items are `Strings`.

Write an instance method called `pairsSwapped()` for the `AltList` class that returns a copy of the original list, but with adjacent pairs swapped. Each item should only be swapped once. This method should be non-destructive: it should not modify the original `AltList` instance.

For example, calling `list.pairsSwapped()` should yield the list [cat 5 dog 10]. There were two swaps: "cat" and 5 were swapped, then "dog" and 10 were swapped. You may assume that the list on which `pairsSwapped()` is called has an **even non-zero** length. Your code should maintain this invariant.

```

1 public class AltList<X, Y> {
2     public ----- pairsSwapped() {
3
4         2 usages
5         public AltList<Y, X> pairsSwapped() {
6             if (this.next.next == null) {
7                 return new AltList<Y, X>(this.next.item, new AltList<X, Y> (this.item, (next: null)));
8             }
9             AltList<Y, X> toDo = this.next.next.pairsSwapped();
10            return new AltList<Y, X>(this.next.item, new AltList<X, Y> (this.item, toDo));
11        }
12
13        public static void main(String[] args) {
14            AltList<Integer, String> list = new AltList<Integer, String>( item: 5,
15                new AltList<String, Integer>( item: "cat",
16                    new AltList<Integer, String>( item: 10,
17                        new AltList<String, Integer>( item: "dog", (next: null))));
18            AltList<String, Integer> result = list.pairsSwapped();
19            System.out.println(result.item);
20            System.out.println(result.next.item);
21            System.out.println(result.next.next.item);
22            System.out.println(result.next.next.next.item);
23        }
24    }

```

### 3 Every $k$ th Element (Fall 2014 MT1 Q5)

Fill in the next() method in the following class. Do not modify anything outside of next.

```

1  import java.util.Iterator;
2  import java.util.NoSuchElementException;
3  /** Iterates over every Kth element of the IntList given to the constructor.
4   *   For example, if L is an IntList containing elements
5   *   [0, 1, 2, 3, 4, 5, 6, 7] with K = 2, then
6   *       for (Iterator<Integer> p = new KthIntList(L, 2); p.hasNext(); ) {
7   *           System.out.println(p.next());
8   *       }
9   *   would print get 0, 2, 4, 6. */
10 public class KthIntList implements Iterator <Integer> {
11     public int k;
12     private IntList curList;
13     private boolean hasNext;
14
15     public KthIntList(IntList I, int k) {
16         this.k = k;
17         this.curList = I;
18         this.hasNext = true;
19     }
20
21     /** Returns true iff there is a next Kth element. Do not modify. */
22     public boolean hasNext() {
23         return this.hasNext;
24     }
25
26     /** Returns the next Kth element of the IntList given in the constructor.
27     *   Returns the 0th element first. Throws a NoSuchElementException if
28     *   there are no Integers available to return. */
29     public Integer next() {
30
31         public Integer next() {
32             if (!this.hasNext()) {
33                 throw new NoSuchElementException();
34             }
35             Integer ans = curList.first;
36             for (Integer i = 0; i < k; i++) {
37                 curList = curList.rest;
38             }
39             this.hasNext = curList.size() > 0;
40             return ans;
41         }

```