

1.1P: Preparing for OOP – Answer Sheet

Introduction

This answer sheet serves two purposes:

- A. It serves as a revision for you of your previous learnings; and
- B. It establishes a baseline understanding of your knowledge in key Computer Science topics.

As such, this answer sheet is divided into the following areas of knowledge:

- A. Your experience with UNIX/DOS console commands;
- B. Your ability to differentiate between data types (e.g., text) and information categories (e.g., title);
- C. Your experience with parsing and evaluating expressions according to rules of precedence;
- D. Your understanding of computer science concepts and various programming language constructs;
- E. Finally we want you to develop a simple function called *Average*. You will develop a fully functional program in three steps:
 - 1) Implement the *Average* function,
 - 2) Define a main function calling *Average*, and
 - 3) Define tests and output the result on calling *Average* on a given array of numbers.

Section A: Console commands

Explain the following terminal instructions:

a) ***cd***:

b) ***pwd***:

c) ***mkdir***:

d) ***cat***:

e) ***ls***:

Section B: Data types and Information Classes

1. Consider the following kinds of information, and suggest the most appropriate data type to store or represent each class of information:

Information Category	Suggested Data Type
A person's family name	
A person's age in years	
A person's weight in kilograms	
A telephone number	
A temperature on the Kelvin scale	
The average age of a group of children	
Whether a student has passed this task	

2. Aside from the examples already provided in question 1, consider the following list and find an example of information that could be stored as:

Data type	Suggested Information Category
String	
Integer	
Float	
Boolean	

Section C: Parsing and Evaluating Expressions

Fill out the **last** two columns of the following table. Parse and evaluate each expression. Enter the resulting value in column 3 and specify, in column 4, the data type of the expression in a compiler “friendly” form (i.e., in a language format accepted, for example, in C, C#, or Pascal):

Expression	Given	Value	Data Type
6			
True			
A	a = 2.5		
1 + 2 * 3			
a and False	a = True		
a or False	a = True		
a + b	a = 1 b = 2		
2 * a	a = 3		
a * 2 + b	a = 2.5 b = 3		
a + 2 * b	a = 2.5 b = 3		
(a + b) * c	a = 1 b = 2 c = 3		
“Fred” + “ Flintstone”			
a + “ Rubble”	a = “Barney”		

Section D: Computer Science and Programming Language Concepts:

1. Using an example, explain the difference between **declaring** and **initializing** a variable.

The difference between the two is....<finish the sentence>

Insert your example here:

2. Explain the concept *parameter*. Write some code that demonstrates a simple use of a parameter. You should show a procedure or function that uses a parameter, and how you would call that procedure or function.

A parameter is....<finish the sentence>

Insert your example here:

3. Using code examples, describe the term *scope* as it is being used in programming (not in business or project management). In your explanation, focus on procedural programming. Ensure that you cover as many kinds of scopes and their respective differences as possible. Your answer must detail at least two kinds of scopes.

A scope is....<finish the sentence>

Insert your examples here:

Section E: Programming Practice:

1. Using procedural style programming, in any language you like, write a function called *Average*, which accepts an array of integers and returns the average of those integers. Do not use any libraries for calculating the average: we want to see your understanding of algorithms. You must demonstrate appropriate use of parameters, returning and assigning values, and the use of control statements like a loop. Note — just write the function *Average* at this point. In the next question we will ask you to *invoke the Average function*. You are not required to develop a complete program or even specify code that outputs anything at this stage. *Average* is a pure function. Input/output and any business logic processing is the responsibility of the (main line) calling the function *Average*.

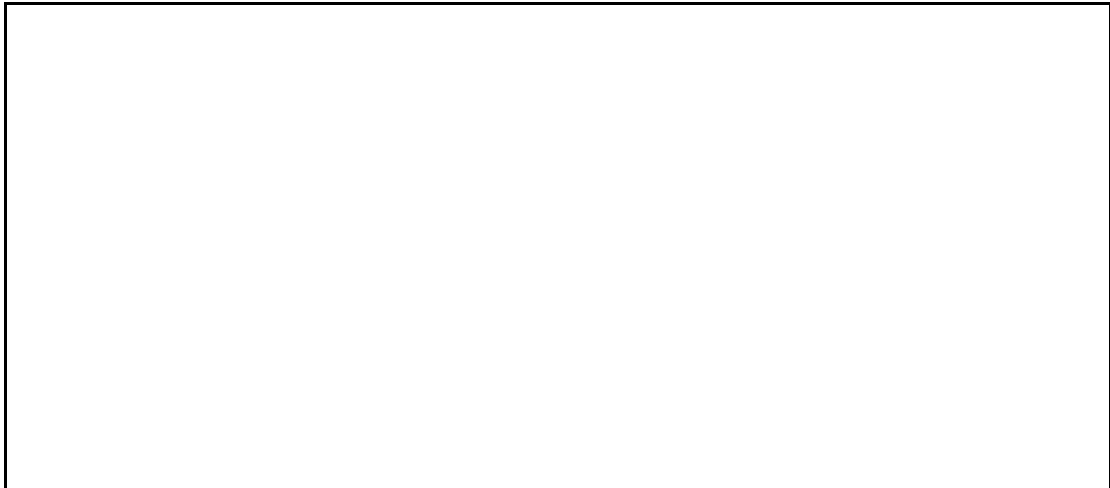
Insert your code here:

2. Using the same language, write a main function you would to set up data (i.e., declare an array and initialize it with proper values), call the *Average* function, and print out the result. You are not required to provide input processing logic; you can have an inline instantiate of the collection of data values that the *Average* function needs to calculate the average of. Please use a reasonable data set, that is, the array must contain at least five elements of numerical type.

Insert your code here:

3. Again using the same language, extend the main function with some output statements. Print the message "Double digits" if the average is above or equal to 10. Otherwise, print the message "Single digits". And then, if the average is negative (e.g., the average of a week's temperature readings at the Australian base in the Antarctic), add an additional line of output highlighting that the "Average value is in the negative". Provide screenshot(s) of your program running, that is, the code and the run time output.

Insert your code here:

A large empty rectangular box with a black border, intended for the user to insert their code and screenshots of the program running.

Insert your whole program here:

```
How many numbers are you entering?  
3  
Enter your number  
1  
Enter your number  
2  
Enter your number  
3  
The average is: 2.0  
Single digit  
The average value is: 2.0
```

```
How many numbers are you entering?  
2  
Enter your number  
-13  
Enter your number  
-13  
The average is: -13.0  
Double digits  
Average value is negative  
The average value is: -13.0
```