



First Name _____

Total

Question 1: [21 marks total]

(A) [6 marks]

The following code compiles and works correctly but contains several stylistic errors. Fix the code according to the Google Style Guide. **Do not write comments.**

You may assume the class `Gear` exists, and has the method `getValue()`, which returns an `int`.

```
import java.util.*;
public class playercharacter extends java.lang.Object{
    String NAME;
    ArrayList<Gear> INVENTORY;
    public playercharacter(java.lang.String name)
    {
        this.NAME = name;
        this.INVENTORY = new java.util.ArrayList<Gear>();
    }
    public int gettotalworth()
    {
        int x = 0;
        for (Gear g :
            INVENTORY) {
            x += g.getValue();
        } return x;
    }
}
```

(B) [15 marks]

Write the code for the class `Gear`, according to the following specification. **Variable comments are encouraged. Method comments are not required.**

```
/** Class Gear: An item of gear carried by a character. */

/** Constructor: Creates an item of gear with the given type and
value
@param type A String representing the gear's type.
@require Valid values for type are "weapon", "treasure", "potion"
        and "junk". If an invalid value is provided as an input,
        throw an InvalidGearTypeException.
@param value An int representing the gear's value.
@require value cannot be negative.
*/

/** getValue()
@return The gear's value.
*/

/** setValue(): sets the value of the gear to x.
@param x The new value of the item. Requirements from the
        constructor must apply.
*/

/** getType()
@return The gear's type.
*/

/** setType(): sets the type of the gear to t.
@param t The gear's new type. Requirements from the constructor
        must apply.
*/
```

You may assume the `InvalidGearTypeException` class exists and extends `Exception`.

Question 2: [12 marks total]

Consider the following code snippet. Line numbers have been provided for easy reference.

```

1 public static String encode(String message) {
2     String output = "";
3     for (int i = 0; i < message.length(); i++) {
4         if (message.charAt(i) >= 'a' &&
5             message.charAt(i) <= 'z') {
6             output += (char) (message.charAt(i) + 5);
7         } else {
8             output += message.charAt(i);
9         }
10    }
11    return output;
12 }
13
14 public static void main(String[] args) {
15     String secretMessage = encode("Hi! xoxox");
16     System.out.println(secretMessage);
17 }

```

Reminder: the `charAt(x)` method returns the character at index `x` of a `String`.

Also consider the following ASCII table:

Char	SPACE	!	"	#	\$	%	&	'	()	*	+
Value	32	33	34	35	36	37	38	39	40	41	42	43
Char	,	-	.	/	0	1	2	3	4	5	6	7
Value	44	45	46	47	48	49	50	51	52	53	54	55
Char	8	9	:	;	<	=	>	?	@	A	B	C
Value	56	57	58	59	60	61	62	63	64	65	66	67
Char	D	E	F	G	H	I	J	K	L	M	N	O
Value	68	69	70	71	72	73	74	75	76	77	78	79
Char	P	Q	R	S	T	U	V	W	X	Y	Z	[
Value	80	81	82	83	84	85	86	87	88	89	90	91
Char	P	Q	R	S	T	U	V	W	X	Y	Z	[
Value	80	81	82	83	84	85	86	87	88	89	90	91
Char	\]	^	_	`	a	b	c	d	e	f	g
Value	92	93	94	95	96	97	98	99	100	101	102	103
Char	h	i	j	k	l	m	n	o	p	q	r	s
Value	104	105	106	107	108	109	110	111	112	113	114	115
Char	t	u	v	w	x	y	z	{		}	~	DEL
Value	116	117	118	119	120	121	122	123	124	125	126	127

(A) [2 marks]

What will be printed by the `main` method?

(B) [1 mark]

Explain why the `encode()` method could not modify the `message` string and return it.

(C) [2 marks]

What is the purpose of the cast in line 6? What would happen if it weren't there?

(D) [6 marks]

Rewrite the `encode()` method so that the parameter `message` is a `char[]`, rather than a `String`. Your return type should be either `void` or `char[]`. The method should still loop through the `char[]` and encode characters according to the conditions provided in the example code.

(E) [1 mark]

In relation to question 2(D) above, explain why `void` could be an appropriate return type if `message` is a `char[]`.

Question 3: [8 marks]

The method `printFactors()` shown below is supposed to print out the factors of `x` in the range `1..x` inclusive.

When writing test cases, **do not** attempt to write Junit tests. Just list the inputs with the expected outputs and justification, e.g.:

Input	Expected print-out	Justification
-------	--------------------	---------------

<code>x</code>	<code>-> y</code>	because...
----------------	----------------------	------------

Be aware that no marks will be awarded without a good justification.

```

/**@require x > 0
 * @ensure All factors of x are printed.
 *         Each factor will be printed exactly once
 *         (even if it is a square root), one factor per line.
 */
static void printFactors(int x) {
    int i = 1;
    int max = x/2;
    while (i < max) {
        if (x % i == 0) {
            System.out.println(i);
            max = x / i;
            if (max != i) {
                System.out.println(max);
            }
        }
        i++;
    }
}

```

(A) [4 marks]

Write a black-box test suite for the `printFactors()` method.

(B) [3 marks]

Write a white-box test suite for the `printFactors()` method giving **path** coverage.

(C) [1 mark]

This method does not meet the specification. Would one or more of your tests have identified an issue? Which ones?

Question 4: [8 marks total]

Consider the following class definitions.

```
public class A {
    /**@require x != null && c != null && c is a character such
     *           that 'a' <= c <= 'z'
     * @ensure \result is the number of times c appears in x
     */
    public int charCounter(String x, char c) { }
}

public class B extends A {
    /**@require x != null && c != null && c is the character
     *           'a', 'e', 'i', 'o' or 'u'
     * @ensure \result is the number of times c appears in x
     */
    public int charCounter(String x, char c) { }
}

public class C extends A {
    /**@require x != null && c != null && c is a character such
     *           that 'a' <= c <= 'z' || 'A' <= c <= 'Z'
     * @ensure \result is the number of times c appears in x
     */
    public int charCounter(String x, char c) { }
}
```

Reminder: \result in the method specifications refers to the value returned by the method.

(A) [1 mark]

Define the substitution principle.

(B) [1 mark]

What implications does the substitution principle have for designing subclasses?

(C) [3 marks]

Does class B satisfy the substitution principle with respect to class A? Explain why or why not.

(D) [3 marks]

Does class C satisfy the substitution principle with respect to class A? Explain why or why not.

Question 5: [6 marks]

Consider the following code. Line numbers have been provided for easy reference.

```
1 import java.util.Scanner;
2
3 public class FactorCalculator {
4     public static void main(String[] args) {
5         Scanner sc = new Scanner(System.in);
6         System.out.println("Enter a number: >");
7         int number = Integer.parseInt(sc.next());
8         int[] factors = getFactors(number);
9         System.out.println("The factors of " + number +
10            " are:");
11         for (int i = 0; i < factors.length; i++) {
12             System.out.println(factors[i]);
13         }
14     }
15
16     static int[] getFactors(int x) {
17         int[] factors = new int[x / 2];
18         int elementsInFactors = 0;
19         for (int i = 1; i <= x; i++) {
20             if (isFactor(x,i)) {
21                 factors[elementsInFactors] = i;
22                 elementsInFactors++;
23             }
24         }
25         return factors;
26     }
27
28     static boolean isFactor(int x, int y) {
29         return (x % y) == 0;
30     }
31 }
```

Reminders:

- The `next()` method of a `Scanner` will return the next token from an input stream. The default delimiter is white space.
- `Integer.parseInt()` will try to convert a number represented as a `String` into an `int`.

(A) [3 marks]

Identify a line of code which may generate exceptions. What exception/s could occur on that line? Give an example of a situation in which the exception could occur.

(B) [3 mark]

Rewrite the relevant section of code to handle the exception.

END OF EXAMINATION