

```

1 import components.sequence.Sequence;
2 import components.sequence.SequenceL;
3
4 public class HW3_2231 {
5
6     public static void main(String[] args) {
7         // TODO Auto-generated method stub
8     }
9
10
11     /**
12      * Smooths a given {@code Sequence<Integer>}.
13      *
14      * @param s1
15      *     the sequence to smooth
16      * @param s2
17      *     the resulting sequence
18      *
19      * @replaces s2
20      * @requires |s1| >= 1
21      * @ensures <pre>
22      *     |s2| = |s1| - 1 and
23      *     for all i, j: integer, a, b: string of integer
24      *         where (s1 = a * <i> * <j> * b)
25      *         (there exists c, d: string of integer
26      *             (|c| = |a| and
27      *               s2 = c * <(i+j)/2> * d))
28      * </pre>
29      */
30     public static Sequence<Integer> smooth(Sequence<Integer> s) {
31
32         Sequence<Integer> result = new SequenceL<>();
33         for (int i = 0; i < s.length() - 1; i++) {
34             int trans1 = s.entry(i);
35             int trans2 = s.entry(i + 1);
36             int avg = (trans1 + trans2) / 2;
37             result.add(i, avg);
38         }
39
40         return result;
41     }
42
43     public static Sequence<Integer> smooth2(Sequence<Integer> s) {
44         int l = s.length();
45
46         if (s.length() <= 1) {
47             return new SequenceL<>();
48         } else {
49             int trans1 = s.entry(0);
50             int trans2 = s.entry(1);
51             Sequence<Integer> temp = new SequenceL<>();
52             for (int i = 0; i < l; i++) {
53                 temp.add(i, s.entry(i + 1));
54             }
55             Sequence<Integer> result = smooth(temp);
56
57             int avg = (trans1 + trans2) / 2;
58             result.add(0, avg);
59

```

HW3_2231.java

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```
60         return result;
61     }
62
63 }
64
65 }
66
```