



**MACQUARIE**  
University

*Faculty of Science and Engineering*

**COMP125 Fundamentals of Computer Science**  
**Workshop Week 12**

## Learning outcomes

This week we look at stacks. By the end of this session, you should

- a. have a better understanding of how stacks operate;
- b. be able to use stacks to solve simple problems.

Import the java project from the archive file `stacks_workshop_start.zip`

## Questions

1.
  - a. Using pen and paper, add strings "Are", "you", "my", "mummy?" to a stack in the given order. What message would be displayed when removing elements from the stack?
  - b. Implement a) in Java. Namely, create a stack of `String`, add items "Are", "you", "my", "mummy?" to the stack and use a loop to display all the elements in the stack, from top to bottom, separated by a space.
2.
  - a. How would you display the elements of a stack in the order they are entered in the stack, i.e. from bottom to top?
  - b. The class `Card` deals with playing cards. It has methods to set and display the value of a card. In the class `Hand`, write a method `makeHand` that takes an integer `n` and returns a stack of `n` random cards. The method should also display the values of the card as they are generated and added to the stack.
  - c. Write a method `reverseDisplay` that displays the cards in the order they are entered in the stack.
3. **(assessed)** In class `StackDemo`, complete the method `countEven` that when passed a stack of integers, returns the number of even numbers. The stack must remain unchanged after the method finishes execution. Return `null` if the stack is empty.
4. **(assessed)** In class `StackDemo`, complete the method `alternateItems` that when passed a stack of integers, returns a stack containing every alternate item, starting from the top item, from the passed stack. For example, if the stack passed is `[6, 3, 1, 8]` (where 8 is the top item), returns the stack `[3, 8]`, and when the stack passed is `[2, 6, 3, 1, 8]`, returns the stack `[2, 3, 8]`.
5. **(assessed)** Write a method that when passed an array of integers, returns the array reversed, using a stack.

## Revision questions

6. Write a method that when passed an array of integers, returns the sum of all items
7. Write a method that when passed an array of integers, returns the average of all items
8. Write a method that when passed an array of double values, returns `true` if it is sorted in ascending order (such that each item is more than or equal to the previous item), and `false` otherwise.
9. Write a method that when passed two arrays of double values, returns `true` if they are exactly the same - item for item, and `false` otherwise.
10. Write a method that when passed two arrays of double values, returns `true` if they are mutually reverse, and `false` otherwise.
11. Write a method that when passed an array of double values, returns `true` if all items are positive, and `false` otherwise.
12. Write a method that when passed an integer array, returns `true` if all items are even, and `false` otherwise.
13. Write a method that when passed an array of double values, returns `true` if at least one item is positive, and `false` otherwise.
14. Write a method that when passed an integer array, returns `true` if at least one item is even, and `false` otherwise.
15. Write a method that when passed an integer array, returns `true` if the array follows a fibonacci sequence, that is each item of the array is the sum of the previous two items (with the first two items acting as the *seed*), and `false` otherwise.
16. Write a method that when passed an array of double values, returns `true` if no two items of the array are the same, and `false` otherwise.
17. Perform all questions from 6 to 16, using the following data structures instead of arrays,
  - linked list
  - array list
  - stack

18. What is the value of `result` when the following java class is executed?

```
1 public class Rec {  
2     public static int foo(int n) {  
3         if(n == 0)  
4             return 0;  
5         return n%10 + foo(n/10);  
6     }  
7  
8     public static void main(String[] args) {  
9         int result = foo(32768);  
10    }  
11 }
```

19. Write a recursive method, that when passed an integer  $n$  (assume  $n \geq 0$ ), computes and returns the sum of the first  $n$  positive integers.
20. Write a recursive method, that when passed an integer  $n$  (assume  $n \geq 0$ ), computes and returns the product of the first  $n$  positive integers.
21. Write a recursive method, that when passed a double  $x$  an integer  $n$  (assume  $n \geq 0$ ), computes and returns  $x^n$ .

22. Write definition for the following classes including data members or instance variables (limit them to a maximum of 3) with appropriate data types, getters, setters with appropriate validation, default constructor, one or more parameterized constructors, and the following instance methods - equals(XYZ obj):boolean, compareTo(XYZ obj):int (where obj is an object of the same class XYZ as the calling object), toString():String.
- a. Circle
  - b. Rectangle
  - c. Square
  - d. Person
  - e. Cube
  - f. Sphere
23. **(Pretty advanced)** Write a method that returns a 9 x 9 valid sudoku puzzle (that has at least one solution), partially filled. The design of your code should be such that the puzzle numbers and the partial filling must be *clever*.