AMERICAN UNIVERSITY OF ARMENIA
College of Science and Engineering
COMP120 Introduction to Object-Oriented Programming

MIDTERM 1 EXAM

Date:	Tuesday, February 17 2015
Starting time:	10:30
Duration:	1 hour 20 minutes
Attention:	<u>ANY TYPE OF COMMUNICATION IS STRICTLY PROHIBITED</u>

12/18

Please write down your name at the top of all used pages

Problem 1

Square arrays can be rotated by 90^0, say, in clock-wise direction. For example:

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

$\rightarrow$

21	16	11	6	1
22	17	12	7	2
23	18	13	8	3
24	19	14	9	4
25	20	15	10	5

The easiest way to implement the rotation by 90^0 is to transpose the initial square array and then to reverse all its rows separately. Write a Java method *void rotate(int[][] array2D)* that takes as its argument a square *int[][] array2D* and rotates its. Use already implemented methods *void reverse(int[] array1D)* and *void transpose(int[][] array2D)*:

```java
public static void reverse(int[] array1D) {
    for (int i = 0; i < array1D.length / 2; i++) {
        array1D[array1D.length - 1 - i] += array1D[i];
        array1D[i] = array1D[array1D.length - 1 - i] - array1D[i];
        array1D[array1D.length - 1 - i] -= array1D[i];
    }
}

public static void transpose(int[][] array2D) {
    for (int row = 0; row < array2D.length; row++)
        for (int col = row + 1; col < array2D.length; col++) {
            array2D[row][col] += array2D[col][row];
            array2D[col][row] = array2D[row][col] - array2D[col][row];
            array2D[row][col] -= array2D[col][row];
        }
}
```

public static void rotate [int[][]array2D) {   → transpose(int [][] array2b);

for (int row = 0; 2< array.2b.length; row++) {

      reverse(D; array 2b [ias []);

}

}

4

}

Problem 2

Colors in Java can be represented by objects of type *Color*. Each such object contains the *red*, *green* and *blue* components of the corresponding color as integer values from **0** to **255**. Consider below a Java code that creates and initializes a rectangular array of *Color* type:

```java
import java.util.Scanner;
import java.awt.Color;

public class Colors {

public static void main(String args[]) {
    Scanner in = new Scanner(System.in);

// Read number of rows and columns and create a Color array of such size
    Color[][] c = new Color[in.nextInt()][in.nextInt()];

// For each element read the red, green and blue components as integers and
// create a Color object by calling Color(int, int, int) constructor
    for (int row = 0; row < c.length; row++)
        for (int col = 0; col < c[0].length; col++)
            c[row][col] = new Color(in.nextInt(), in.nextInt(), in.nextInt());
// TO BE CONTINUED
}
}
```

Continue with a Java code that creates another array *Color[][] g* of the same size and fills it with gray equivalents of the colors from the array *Color[][] c*. To get a grey equivalent of a given color *c[i][j]*, it is enough to construct a *Color* object, whose red, green and blue components all are equal to the calculated average of red, green and blue components of the initial *c[i][j]*. Use *int getRed()*, *int getGreen()* and *int getBlue()* methods of class *Color*.

```
Color[][] g = new color [c.length][c[].length];

for (i=0; i < g.length; i++){
    for (j=0; j < g[].length; j++){
                                        c[i][j].getRed()
        g
        color [i][j] = (getRed + getGreen + getBlue)/3

    }
}
```

4

Problem 3

Similar to files, strings also can be related to streams in C++, this time using *stringstream* objects. Particularly, it is enough to create an object of type *istringstream* to organize formatted reading from a string. Consider, for example, a C++ code below:

```cpp
#include <string>
#include <sstream>
#include <iostream>
using namespace std;

void main()
{
    string text = "Before_increment: 199999999", word;
    int num;
    istringstream tokens(text);

    tokens >> word >> num;
    cout << "After " << word.substr(7) << num + 1 << endl;
}
// After increment:200000000
```

Write a C++ function *double value(string expression)* that takes as its argument a string representing an arithmetic expression, evaluates it and returns its value. The expression includes only '+' and '−' operations and double operands, both positive and negative. The operands and operations are delimited by spaces.

For example, *value("5.1 − -0.7 + 1.2")* results in *7.0*.

```cpp
double value(string ex..){

    double num=0;
    double temp;
    string s;

    string c;

    istringstream token(ex);     tokens >> num - missing
        while(cin.eof()){
        tokens >> word >> temp;

        num = num + temp;
        tokens >> word >> c;
        if (c == '+') "+"
            num = num + temp;
        else
            num = num - temp;
    }
}
```

4