

Name and, if possible, ID#:

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

FINAL EXAM

9/15

Date: Monday, May 18 2015

Starting time: 09:20

Duration: 1 hour 40 minutes

Attention: ANY TYPE OF COMMUNICATION IS PROHIBITED

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

Problem 1

Consider below a *public interface Valuable* that includes the only method *public double value(double x)*:

```
public interface Valuable {  
    public double value(double x);  
}
```

- 1.1 Implement a *public class Function* that encapsulates a member variable of type *Valuable* and computes its integral in the specified range from  $x_1$  to  $x_2$  using the approximation:

$$\int_{x_1}^{x_2} f(x) dx \approx \frac{x_2 - x_1}{6} \left( f(x_1) + 4f\left(\frac{x_1 + x_2}{2}\right) + f(x_2) \right)$$

```
public class Function {  
    private Valuable f;  
    private double dx;  
  
    public Function(Valuable newValuable, double newDX) {  
        //TO BE IMPLEMENTED  
    }  
  
    public double integral(double x1, double x2) {  
        //TO BE IMPLEMENTED  
    }  
}
```

- 1.2 Implement an expression

$$\sqrt{x^2 + a} + \sqrt{x^2 + b}$$

as a *public class Roots* that implements the interface *Valuable* and encapsulates double parameters *a* and *b*. The parameters are initialized by the two-argument constructor *public Roots(double newA, double newB)*;

- 1.3 In a separate *public static void main(String args[])* write a code that inputs two double values, creates an object of type *Roots* and, using the class *Function*, prints the value of its integral from  $x_1 = 1.0$  to  $x_2 = 2.0$ :

```
public static void main(String args[]) {  
    Scanner input = new Scanner(System.in);  
    double a = input.nextDouble(), b = input.nextDouble();  
  
    //TO BE COMPLETED  
}
```

2

see 14

00P.FT.180515.H098



a Metakayen

```
public Function(Valueable newValuable, double newDX) {  
    f = newValuable;  
    dx = newDX;  
}
```

```
public double integral(double x1, double x2) {  
    Function indg = new Function indg();  
     $\int_{x_1}^{x_2} f(x) dx = (x_2 - x_1) / 6 * (value(x_1) + 4 * value((x_1 + x_2) / 2) + value(x_2))$   
    double result = (x2 - x1) / 6 * (value(x1) + 4 * value((x1 + x2) / 2) + value(x2))  
    return result;  
}
```

1.2  
Public class Roots {

private double a, b;

public Roots(<sup>double</sup> newA, double newB) {

a = newA;

b = newB;

}

~~public double sqz~~ public double sqz(double x) {

Roots z = new Roots();

sqz = (x \* x + z.a) + sqz(x \* x + z.b); }

1.3

public static void main(String args[]) {

Scanner input = new Scanner(System.in);

double a = input.nextDouble(); b = input.nextDouble();

Roots obj = new Roots();

Function fd = new Function();

integral(1.0, 2.0);

}



```

    public Bishop(int size) {
        field = new Rectangle(size*2/3, size*1/3);
        inner = new Oval {

```

@override

```

    public void drawCap(Graphics g) {
        g.setColor(black);
        g.drawOval(size/6, 2*size/3, size/3);
    }
    -size/6

```

problem 3

```

    public boolean tick() {

```

```

        for(int i = 0; i < 100; i++)
            for(int j = 0; j < 100; j++) { if (grid[i][j] == true) {
                if (sum9(i,j) < 2 || sum9(i,j) > 3)
                    grid[i][j] = false;
                if (sum9(i,j) == 2 || sum9(i,j) == 3)
                    grid[i][j] = true;
            }

```

```

        else {
            if (sum9(i,j) == 3)
                grid[i][j] = true;
            } return grid false;
        }

```

```

    public boolean void snapshot(Graphics g) {

```

```

        g.setColor(white);
        g.drawRect(0, 0, 100, 100);
        g.fillRect(0, 0, 100, 100);
        g.setColor(black);
        for(int i = 0; i < 100; i++)
            for(int j = 0; j < 100; j++) {

```

```
for (int l = 0; l < 100; l += 4)
    for (int r = 0; r < 100; r += 4)
        g.drawRect(l, r, 4, 4);
        if (grid[l][r] == true)
            g.fillRect(l, r, 4, 4);
}
```