

Section, Name and ID#

AMERICAN UNIVERSITY OF ARMENIA
College of Science and Engineering
CS 120 Introduction to Object-Oriented Programming
MIDTERM EXAM

Date / Time:

Friday, March 17 2017 at 17:30

Duration:

2 hours

Attention:

ANY TYPE OF COMMUNICATION IS STRICTLY PROHIBITED

Write down your section, name and ID# at the top of all used pages

Participation:

Problem 1: Consider below a C++ function `float kahan(float num1, float num2, float& compensation)` that implements the *Kahan Summation Algorithm* for high-precision compensated summation of two float arguments `float num1` and `float num2`:

```
float kahan(float num1, float num2, float &compensation)
{
    float result;
    num2 -= compensation;
    result = num1 + num2;
    compensation = (result - num1) - num2;
    return result;
}
```

Using this function, write a C++ function `float e(int n)` that computes the value e by the following formula:

$$e = \sum_{k=0}^n \frac{1}{k!} = \frac{1}{1} + \frac{1}{1} + \frac{1}{1*2} + \frac{1}{1*2*3} + \dots$$

Recall that the factorial of non-positive numbers equals to 1 by definition.

The initial value of `float compensation` is 0.0.

```
float e(int n) { float sum = 1; float product = 1;
    for (int i = 1; i <= n; i++) {
        sum = kahan(sum, 1/(product * i));
        product = product * i;
    }
    return sum;
}
```

1
see AB

Use the backside, if needed

Problem 1 of 4

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Problem 2: Write a Java method `public static double[] mean(double[] data)` that takes as its argument an array of data points `double[] data`, and returns a two-element array – the first element being the mean value of the data points and the second element being the standard deviation. The standard deviation σ of n numbers a_i is computed as:

$$\sigma = \sqrt{\frac{\sum_{i=0}^{n-1} (a_i - \text{mean})^2}{n}}$$

```
public static double[] mean(double[] data) {
    double mean;
    double standard_deviation;
```

```
    double[] mean = new double[2]
```

```
    for (int i = 0; i < data.length; i++) {
```

```
        double sum += data[i]
```

```
    mean = sum / data.length;
```

```
    }
```

```
    double[] mean = new double[2];
```

```
    for (int j = 0; j < data.length; j++) {
```

```
        int summation; summation += Math.Pow(data[j] - mean, 2);
```

```
    summation = summation / data.length;
```

```
    standard_deviation = Math.sqrt(summation);
```

```
    mean[2] = standard_deviation;
```

```
    return mean;
```

```
}
```

⊙
see AB

Problem 3: Write a Java function `public static double thickness(double[][] vertex)` that takes as its argument a 2-by-n array of polygon's vertex coordinates `double[][] vertex` - the x coordinates in the first row and y coordinates in the second row. It returns polygon's boundary thickness as follows:

1. Computes the center - the mean x and y vertex coordinates;
2. Returns the difference between the maximal and minimal distances from the center to the vertices.

You may assume and use a method `double dist(double x1, double y1, double x2, double y2)` that takes as its arguments coordinates of two points and returns the distance between them.

```

public static double thickness(double[][] vertex)
    row[0].length = row[1].length;

    1) for (col[0] = col[0]; i < col[0].length; i++) {
        sum x += col[i][0];
    }

    mean x = sum x / row[0].length;

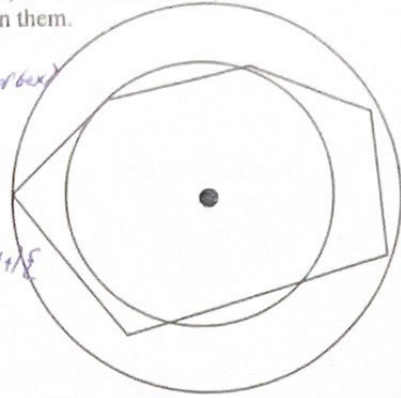
    for (col[1] = col[0]; i < row[1].length; i++) {
        sum y += col[i][1];
    }

    mean y = sum y / row[1].length;

    2) for (i = 0; i < row.length; i++) {
        double dist (double vertex[i][0], double vertex[i][1],
                     double mean x, double mean y) {
            // from center to vertices

            double max = 0.0; double min = 0.0;
            for (j = 0; j < row.length; j++) {
                if (dist[j] > max)
                    max = dist[j];
                if (dist[j] < min)
                    min = dist[j];
            }
            // from maximal distance
        }
    }

```



See NG

Use the backside, if needed

Problem 4: Implement the following Java methods that swap element values between two 2D integer arrays of the same size `int[][] a` and `int[][] b`:

1. `public static void swap(int[][] a, int[][] b, int row, int col)` – swaps element values from the specified row `int row` and column `int col`;
2. `public static void swapCol(int[][] a, int[][] b, int col)` – swaps all element values from the specified column `int col`;
3. `public static void swapRow(int[][] a, int[][] b, int row)` – swaps all element values from the specified row `int row`. Get a bonus, if `swapRow()` performs faster than `swapCol()`.

1) `public static void swap(int[][] a, int[][] b, int row, int col) {`

`x = int [row][col] a;`

`y = int [row][col] b;`

`{`
`x = x + y;`
`y = x - y;`
`x = x - y;`
`}`

2) `public static void swapCol(int[][] a, int[][] b, int col) {`

`x[] = int [] [col] a;`

`y[] = int [] [col] b;`

`for (i = 0; i < row.length; i++) {`

`{`
`x[i] = x[i] + y[i];`
`y[i] = x[i] - y[i];`
`x[i] = x[i] - y[i];`
`}`

3) `public static void swapRow(int[][] a, int[][] b, int row) {`

`x[] = int [] [row] a;`

`y[] = int [] [row] b;`

`for (i = 0; i < col.length; i++) {`

`{`
`x[i] = x[i] + y[i];`
`y[i] = x[i] - y[i];`
`x[i] = x[i] - y[i];`
`}`

Use the backside, if needed

Problem 4 of 4