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:

ANY TYPE OF COMMUNICATION IS STRICTLY PROHIBITED

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

Problem 1

Square arrays can be rotated by 90°, 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

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

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The easiest way to implement the rotation by 90° 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):

```
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[row][col] -= array2D[col][row];
            array2D[row][col] -= array2D[col][row];
    }
}

public static void transpose(int[][] array2D) {
            array2D[row] += array2D[col][row];
            array2D[row][col] -= array2D[col][row];
            array2D[row][col] -= array2D[col][row];
}

fund static void transpose(int[][] array2D) {
            array2D[row] += array2D[col][row];
            array2D[row][col] -= array2D[col][row];
            array2D[row][col] -= array2D[col][row];
}

fund static void transpose(int[][] array2D) {
            array2D[row] += array1D[i];
            array2D[row] += array2D[col][row];
            array2D[row][col] -= array2D[col][row];
            array2D[row][col] -= array2D[col][row];
            array2D[row][col] -= array2D[col][row];
}

fund static void transpose(int[][] array2D {
            array2D[row][col] -= array2D[col][row];
}

fund static void transpose(int[][] array2D {
            array2D[row][col] -= array2D[col][row];
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            array2D[row][col] -= array2D[col][row];
}

fund static void transpose(int[][] array2D {
            array2D[row][col] -= array2D[row][col
```

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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:

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.

Use the backside, if needed

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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:

```
#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</pre>
```

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.

double value (string name)

string s; double num, val=0.00; chart;

ain 77 s;

istring stream tokens(s)

white (token s >7 num >77 t) of

val=val+ num;

val= val+t num;

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