

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 pi(int n)` that computes the value π by the following formula:

$$\pi = 16 \sum_{k=0}^n \frac{(-1)^k}{(2k+1)5^{2k+1}} - 4 \sum_{k=0}^n \frac{(-1)^k}{(2k+1)239^{2k+1}} = \left(\frac{16}{1 \cdot 5} - \frac{4}{1 \cdot 239} \right) - \left(\frac{16}{3 \cdot 5^3} - \frac{4}{3 \cdot 239^3} \right) + \left(\frac{16}{5 \cdot 5^5} - \frac{4}{5 \cdot 239^5} \right) - \dots$$

The initial value of `float compensation` is 0.0.

`pi(int n)`

`int sum, int m, int d`

`for (int k = 0, k < n, k++)`

`m = 16 * (pow(-1, k) / (2 * k + 1) * pow(5, 2 * k + 1) - 4 * (pow(-1, k) / (2 * k + 1) * pow(239, 2 * k + 1))`

`d = (16 * pow(-1, k + 1) / (2 * (k + 1) + 1) * pow(5, 2 * (k + 1) + 1) - 4 * (pow(-1, k + 1) / (2 * (k + 1) + 1) * pow(239, 2 * (k + 1) + 1))`

`sum = sum + kahan(m, d, 0.0)`

Use the backside, if needed

Problem 1 of 4

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Problem 2: Write a Java method `public static double[] expReg(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 exponent of an exponential regression and the second element being the amplitude. The exponential regression approximates the data points by a formula

$$y = a e^{mx},$$

where the exponent m and the amplitude a are computed as

$$m = \frac{\overline{xy} - \bar{x}\bar{y}}{\overline{x^2} - \bar{x}^2}, a = \bar{y} - m\bar{x}$$

Here \bar{x} is the mean of the x coordinates, \bar{y} is the mean of the natural logarithm of y coordinates, $\overline{x^2}$ is the mean of the squares of the x coordinates, and \overline{xy} is the mean of the products of the x and natural logarithm of y coordinates. Use the element indices of the array `double[] data` as x coordinates and the element values as y coordinates. For natural logarithm, use the method `double Math.log()`.

Both result elements are zeros, if at least one data element is non-positive.

```
public static double[] expReg (double[] data) {
    int x1, y1, x2, m, a, x2;
    for (int x = 0; x < data.length; x++) {
        y1 = x1 + x * double Math.log(data[x]);
        x1 = y1 + x;
        y1 = double Math.log(data[x] + y1);
        x2 = x2 + pow(x, 2);
        m = (x1/data.length) - (x1/data.length)(y1/data.length)
            / ((x2/data.length) - pow(x1/data.length, 2));
        a = (y1/data.length - m(x1/data.length));
        double[] barer = new double[2];
        barer[0] = m;
        barer[1] = a;
        return barer;
    }
}
```

Use the backside, if needed

Problem 2 of 4

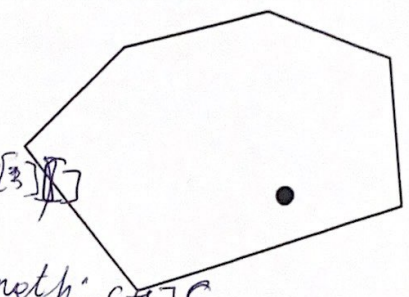
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Problem 3: Write a Java function `public static boolean isInside(double[][] vertex, double x, double y)` that takes as its argument a 2-by-n array of a convex polygon's vertex coordinates `double[][] vertex` – the x coordinates in the first row and y coordinates in the second row, and `double x` and `double y` coordinates of a point. It checks, if the point is inside the polygon.

Assume and use a method `boolean toLeft(double x1, double y1, double x2, double y2, double x0, double y0)` that takes as its arguments coordinates of three points and returns `true`, if the third point (x_0, y_0) is in the left-hand side, when moving from the first point (x_1, y_1) to the second one (x_2, y_2); and `false`, if it is in the right-hand side.

```
public static boolean isInside(
    double[][] vertex, double x, double y) {
    for (int i = 0; i < vertex[0].length; i++) {
        if (toLeft(vertex[0][i], vertex[1][i], vertex[0][i+1],
            vertex[1][i+1], x, y)) {
            return true;
        }
    }
    return false;
}
```



Use the backside, if needed

Problem 3 of 4

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