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Name and, if possible, ID: AK;

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

FINAL EXAM

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

15/15

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 max in the specified range from x_1 to x_2 by looking at:

$f(x_1), f(x_1+dx), f(x_1+2dx), \dots, f(x_1+k*dx)$, where $k = 1, 2, \dots$ and $x_1+k*dx < x_2$

```
public class Function {  
    private Valuable f;  
    private double dx;  
  
    public Function(Valuable newValuable, double newDX) {  
        ① //TO BE IMPLEMENTED  
    }  
  
    public double max(double x1, double x2) {  
        ② //TO BE IMPLEMENTED  
    }  
}
```

$k < \frac{x_2 - x_1}{dx}$

1.2 Implement an expression

$$a * \sin(x) + b * \cos(x)$$

as a *public class Harmonic* that implements the interface *Valuable* and encapsulates double parameters *a* and *b*. The parameters are initialized by the two-argument constructor *public Harmonic(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 *Harmonic* and, using the class *Function*, prints its maximal value in the range from $x_1 = -1.5$ to $x_1 = 1.5$:

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

Use the backside, if needed

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```
① f = new Valuable();  
dx = new DX;
```

```
② double X = X1, max = f.value(X1);  
for (k = 1, k < (X2 - X1) / dx, k++) {  
    if (f.value(X) < f.value(X + dx))  
        max = f.value(X + dx);  
    X += dx;  
}  
return max;
```

```
1.2) public class Harmonic implements Valuable {  
    private double a, b;  
  
    public Harmonic(double newA, double newB) {  
        a = newA;  
        b = newB;  
    }  
  
    public double value(double X) {  
        return a * sin(X) + b * cos(X);  
    }  
}
```

```
1.3) Harmonic h = new Harmonic(a, b);  
System.out.print  
Function f = new Function(h, 0.0001);  
System.out.print(f.max(-1.5, 1.5));
```

5


```

public class Knight extends ChessPiece {
    private Rectangle cap;
    public Knight(int size) {
        super(size);
        cap = new Rectangle(0, 1/6, 2/3, 1/3);
    }
    public void drawCap(Graphics g) {
        g.drawOval(cap.x, cap.y, field.width, field.height);
    }
}

```

3] ① for (row = 0; row < grid.length; row++) {
 for (col = 0; col < grid[0].length; col++) {
 if (sum9(row, col) == 3)
 grid[row][col] = true;
 else {
 if (sum9(row, col) == 2 && grid[row][col] == true)
 grid[row][col] = true;
 else
 grid[row][col] = false;
 }
 }
 }

5

```
for(int row=0; row<grid.length; row++){  
    for(int col=0; col<grid[0].length; col++){  
        if(grid[row][col])  
            g.fillRect(col*4, row*4, 4, 4);  
        else  
            g.drawRect(col*4, row*4, 4, 4);  
    }  
}
```