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AMERICAN UNIVERSITY OF ARMENIA
College of Science and Engineering
COMP120 Introduction to Object-Oriented Programming
MIDTERM 2 EXAM

Date:	Tuesday, March 24 2015
Starting time:	10:30
Duration:	1 hour 20 minutes
Attention:	**ANY COMMUNICATION IS STRICTLY PROHIBITED**

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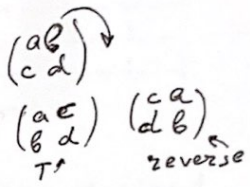
Please write down your name at the top of all used pages

Problem 1

The easiest way to implement rotation by 90^0 of a square array is to transpose it and then reverse all its rows separately. Write a C++ function ***void rotate(int *a2D, int size)*** that takes as its argument a pointer to the first element of a square array ***int *a2D*** of the specified ***int size*** and rotates its. Use already implemented functions ***void reverse(int a1D[], int length)*** and ***void transpose(int *a2D, int size)***:

```
void reverse(int a1D[], int length)
{
      for (int i = 0; i < length / 2; i++)
            swap(a1D[i], a1D[length - 1 - i]);
}

void transpose(int *a2D, int size)
{
      for (int row = 0; row < size; row++)
            for (int col = row + 1; col < size; col++)
                  swap(a2D[row * size + col], a2D[col * size + row]);
}
```




```
void rotate(int *a2D, int size)
{
  transpose is missing
  int *row;
  for(row=a2D; row<a2D+size*size; row++)
   reverse(*row, size);
}
```

row += size

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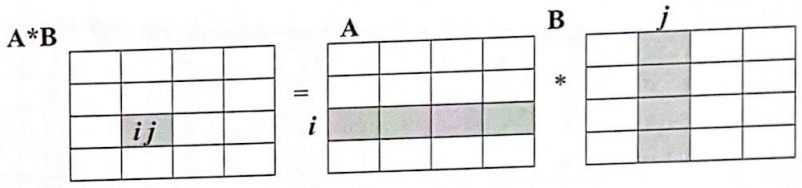
Problem 2

Using functions ***transpose()*** from **Problem 1** and ***scalar()*** from below, write a C++ function ***void mult(int *a2D, int *b2D, int *product, int size)*** that takes as its arguments pointers to the first elements of square arrays ***int *a2D*** and ***int *b2D*** of the same specified ***int size***, computes their product and saves it in another square array of the same size, the pointer to the first element of which is given by ***int *product***. Each element p_{ij} in the i^{th} row and j^{th} column of the array ****product*** is the scalar product of the i^{th} row of ****a2D*** and j^{th} column of ****b2D*** and is calculated by the expression: $p_{ij} = \sum_{k=0}^{size-1} a_{ik} b_{kj}$

```
int scalar(int a[], int b[], int length)
{
      int result = 0;
      for (int i = 0; i < length; i++)
            result += a[i] * b[i];
      return result;
}
```




```
void mult(int *a2D, int *b2D, int *product, int size)
{
transpose (*b2D; size);
int *rowA; rowB; prod;
for (prod = product; row < size * size; prod++)
    *prod = scalar(*row A, row B, size);
for (rowA = *a2D, rowA < size * size, rowA += size)
{
```

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Use the backside, if needed