Report on s1709906 Inf1OP 2018 Mock Programming Exam

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Question 1

Submitted Files: OK

Compiling Boss.java alone: OK

Compiling Boss.java with basic tests provided in the exam: OK

Running Basic Tests: All passed

Compiling Boss.java with main tests: OK

Running Main Tests: Passed 27 of 27 main tests

Q1: 25 / 25

Question 2

Submitted Files: OK

Compiling RockPaperScissors.java alone: OK

Compiling RockPaperScissors.java with basic tests provided in the exam: OK

Running Basic Tests: All passed

Compiling RockPaperScissors.java with main tests: OK

Running Main Tests: Passed 14 of 14 main tests

Q2: 25 / 25

Total Marks: 50/50

Submitted Files

Submitted: Boss.java

```
class Boss extends Monster {
private int stage;
private final int initialHealth;

public Boss(int health, int power) {
  super(health, power);
  initialHealth = health;
```

```
stage = 1;
8
    }
9
10
11
12
    public void takeDamage(int damage) {
13
     super.takeDamage(damage);
14
     if (!isDefeated()) {
15
      double healthLeft = health / (double) initialHealth;
16
      if (stage == 1) {
17
       if (healthLeft < 0.5 && healthLeft >= 0.2) {
18
19
        stage++;
20
        power *= 2;
21
22
       if (healthLeft < 0.2) {
23
        stage += 2;
        power *= 2;
24
        power *= 2;
25
26
27
28
      if (stage == 2) {
29
       if (healthLeft < 0.2) {
30
        stage++;
31
        power*=2;
32
       }
33
      }
34
     }
35
36
    public String toString() {
37
     return String.format(super.toString() + "\nStage:_\" + stage);
38
39
40
    public static void main(String[] args) {
41
     Boss b1 = new Boss(600, 20);
42
    b1.takeDamage(550);
43
    // b1.takeDamage(130);
44
     System.out.println(b1.toString());
45
46
    }
47
48
```

Submitted: RockPaperScissors.java

```
import java.util.Map;
  import java.util.ArrayList;
2
3
   import java.util.Hashtable;
  import java.util.List;
4
5
6
   class RockPaperScissors {
7
8
     * Returns if a given symbol is a valid symbol for the game.
9
10
     * @param symbol
11
                  the symbol to be checked
12
     * Creturn true if the given symbol is valid, false otherwise
13
```

```
*/
14
    public static boolean isValidSymbol(char symbol) {
15
    return symbol == 'R' || symbol == 'P' || symbol == 'S';
16
17
18
    public static List<Matchup> parseMatchups(String[] args) {
19
     // IMPLEMENT ME
20
21
     List < Matchup > matchups = new ArrayList < Matchup > ();
     for (String s : args) {
22
23
      if (s.length() == 2) {
       int i = 0;
24
25
        if (isValidSymbol(s.charAt(i))) {
26
         Matchup m = new Matchup(s.charAt(0), s.charAt(1));
27
         matchups.add(m);
28
         i++;
29
        }
       }
30
     }
31
32
33
     return matchups;
34
35
36
    /**
     * Returns the outcome of a given matchup as String.
37
38
39
     * @param match
40
                   The matchup to be decided.
     * Oreturn a String representation of the matchup result; R, P, S or DRAW
41
     * Othrows IllegalArgumentException
42
                    if the given matchup parameter is null
43
44
    public static String decideOutcome(Matchup match) {
45
46
     if (match == null)
      throw new IllegalArgumentException("Givenumatchumustunotubeunull!");
47
48
     String res = "" + match.getPlayerOne() + match.getPlayerTwo();
49
50
     if (res.equals("RP") || res.equals("PR"))
51
52
      return "P";
53
     if (res.equals("RS") || res.equals("SR"))
      return "R";
54
     if (res.equals("PS") || res.equals("SP"))
55
      return "S";
56
57
     return "DRAW";
58
59
60
    public static Map<String, Integer> countOutcomes(List<Matchup> matches) {
61
     Map<String, Integer> result = new Hashtable<String,Integer>();
62
     int countR = 0;
63
64
     int countP = 0;
65
     int countS = 0;
     int countDraw = 0;
67
     if (matches.isEmpty() || matches == null) {
68
    return new Hashtable < String, Integer > ();
```

```
70
      }
71
      for (Matchup matchup : matches) {
72
       String winner = decideOutcome(matchup);
73
       if (winner.equals("S")) {
74
 75
        countS++;
        result.put("S", countS);
 76
77
78
       if (winner.equals("R")) {
79
        countR++;
80
81
        result.put("R", countR);
82
83
84
       if (winner.equals("P")) {
        countP++;
85
        result.put("P", countP);
86
87
88
89
       if (winner.equals("DRAW")) {
90
        countDraw++;
        result.put("DRAW", countDraw);
91
92
      }
93
94
      int maximum = 0;
95
96
      String max = "";
      for (String s : result.keySet()) {
97
       if (result.get(s) > maximum) {
98
        maximum = result.get(s);
99
100
        max = s;
101
      }
102
103
      System.out.println("Most_outcomes:_ + max);
104
105
      return result;
106
     }
107
108
109
      * Executes different functionality for the game RockPaperScissors.
110
111
      * @param args
112
                    A series of matchups encoded as pairs of single characters. The
113
                    series of matchups can be empty.
114
115
     public static void main(String[] args) {
116
    // String[] a = { "PP", "PS", "SP", "RP", "RR" };
117
      List<Matchup> matches = parseMatchups(args);
118
119
      System.out.println(matches);
120
121
122
      if (matches != null) {
       System.out.println(matches.size() + "_matches_parsed.");
123
124
       System.out.println("\nCount_outcomes_per_symbol...");
125
```

```
Map<String, Integer> outcomesPerSymbol = countOutcomes(matches);
System.out.println(outcomesPerSymbol);

128  }
129  }
130
131 }
```