

## CMPS 12B

### Introduction to Data Structures

#### Quiz 2      Review Problems

1. Expect at least one problem from quiz 1 review material.
2. Recall the IntegerList ADT discussed in class whose states were the finite integer sequences, and whose operations were `isEmpty()`, `size()`, `get()`, `add()`, `remove()`, and `removeAll()`. Write the methods described below using only these six ADT operations. In other words you are writing methods belonging to a client of `IntegerList`.
  - a. Write a static void method called `swap(IntegerList L, int i, int j)` that will interchange the items currently at positions `i` and `j` of the List.
  - b. Write a static int method called `search(IntegerList L, int x)` that will perform a linear search of `L` for the target `x`. `search()` will return the List index where `x` was found, or it will return 0 if no such index exists. (Recall List indices range from 1 to `size()`.)
  - c. Write a static void method called `reverse(IntegerList L)` that reverses the order of the items in `L`. Do it with a loop. Also do it using recursion.
  - d. Write a static int method called `max(IntegerList L)` that returns the maximum element in the list.
3. Write a `toString()` method for the `IntegerList.java` class found at <https://classes.soe.ucsc.edu/cmcs012b/Fall16/Examples/Lecture/IntegerListADT/Array/IntegerList.java> that returns a String representation of the list such that when printed the numbers appear 10 on a line separated by spaces. If the number of elements is not evenly divisible by 10 then the last line will have less than 10 numbers.
4. Do problem 3 but instead of modifying the provided `IntegerList.java` class, create a new class that extends `IntegerList`.
5. Create an implementation of the `IntegerListInterface` (<https://classes.soe.ucsc.edu/cmcs012b/Fall16/Examples/Lecture/IntegerListADT/ArrayWithExceptionsInterface/IntegerListInterface.java>) that implements the interface using the standard Java list container `ArrayList<Integer>` instead of a fixed size array of `int`.