Chris Piech Section #6

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Solutions to Section #6

**1. How Prime!**

**/\* File: SieveOfEratosthenes.java**

**\* ------------------------**

**\* This program prints out prime numbers in the range**

**\* up to and including UPPER\_LIMIT.**

**\*/**

**import acm.program.\*;**

**public class SieveOfEratosthenes extends ConsoleProgram {**

**private static final int UPPER\_LIMIT = 1000;**

**public void run() {**

**// resolved[i] represents the number i + 2;**

**boolean[] resolved = new boolean[UPPER\_LIMIT - 1];**

**for (int i = 0; i < resolved.length; i++) {**

**resolved[i] = false;**

**}**

**for (int n = 0; n < resolved.length; n++) {**

**if (!resolved[n]) {**

**int number = n + 2;**

**println(number);**

**// Cross off all the multiples of n**

**for (int k = n; k < resolved.length; k += number) {**

**resolved[k] = true;**

**}**

**}**

**}**

**}**

**}**

**2. Array Trace**

**Array 1: [10, 9, 9, 6, 6]**

**Array 2: [12, 12, 11, 11, 9, 8]**

**3. Switch Pairs**

**private String[] switchPairs(String[] arr) {**

**String[] newArr = new String[arr.length];**

**for (int i = 0; i < newArr.length - 1; i += 2) {**

**newArr[i+1] = arr[i];**

**newArr[i] = arr[i+1];**

**}**

**// For an odd number of elements, the last one is unchanged**

**if (newArr.length % 2 == 1) {**

**newArr[newArr.length - 1] = arr[arr.length - 1];**

**}**

**return newArr;**

**}**

**4. Flip Vertical**

**private GImage flipVertical(GImage image) {**

**int[][] pixels = image.getPixelArray();**

**int width = pixels[0].length;**

**int height = pixels.length;**

**for (int col = 0; col < width; col++) {**

**for (int p1 = 0; p1 < height / 2; p1++) {**

**int p2 = height - p1 - 1;**

**int temp = pixels[p1][col];**

**pixels[p1][col] = pixels[p2][col];**

**pixels[p2][col] = temp;**

**}**

**}**

**return new GImage(pixels);**

**}**

**5. Stretch**

**private GImage stretch(GImage image, int factor) {**

**int[][] pixels = image.getPixelArray();**

**int[][] result = new int[pixels.length][pixels[0].length \* factor];**

**for (int row = 0; row < result.length; row++) {**

**for (int col = 0; col < result[0].length; col++) {**

**result[row][col] = pixels[row][col / factor];**

**}**

**}**

**return new GImage(result);**

**}**

**6. Trace**

**4, 5, 6, 6**

**5, 6, 7, 7**

**6, 7, 8, 8**

**7. Name Counts**

**/\* File: CountNames.java**

**\* ---------------------**

**\* This program shows an example of using a HashMap. It reads a**

**\* list of names from the user and list out how many times each name**

**\* appeared in the list.**

**\*/**

**import acm.program.\*;**

**import java.util.\*;**

**public class CountNames extends ConsoleProgram {**

**public void run() {**

**HashMap<String,Integer> nameMap = new**

**HashMap<String,Integer>();**

**readNames(nameMap);**

**printMap(nameMap);**

**}**

**/\***

**\* Reads a list of names from the user, storing names and how many**

**\* times each appeared in the map that is passed in as a parameter.**

**\*/**

**private void readNames(HashMap<String,Integer> map) {**

**while (true) {**

**String name = readLine("Enter name: ");**

**if (name.equals("")) {**

**break;**

**}**

**/\* See if that name previously appeared in the map. Update**

**\* count if it did, or create a new count if it didn't.**

**\*/**

**if (map.containsKey(name)) {**

**// auto-unboxing: gets an int instead of Integer**

**int oldCount = map.get(name);**

**// auto-boxing: convert int to Integer automatically**

**map.put(name, oldCount + 1);**

**} else {**

**// auto-boxing: convert int to Integer automatically**

**map.put(name, 1);**

**}**

**}**

**}**

**/\***

**\* Prints out list of entries (and associated counts) from the map**

**\* that is passed in as a parameter.**

**\*/**

**private void printMap(HashMap<String,Integer> map) {**

**for (String key : map.keySet()) {**

**int count = map.get(key); // auto-unboxing**

**println("Entry [" + key + "] has count " + count);**

**}**

**}**

**}**

**8. Mutual Friends**

**private HashMap<String, Integer> mutualFriends(**

**HashMap<String, Integer> phonebook1,**

**HashMap<String, Integer> phonebook2) {**

**HashMap<String, Integer> result =**

**new HashMap<String, Integer>();**

**for (String name : phonebook1.keySet()) {**

**int phoneNum = phonebook1.get(name);**

**if (phonebook2.containsKey(name) &&**

**phoneNum == phonebook2.get(name)) {**

**result.put(name, phoneNum);**

**}**

**}**

**return result;**

**}**