

1 Give em the 'Ol Switcheroo

For each function call in the `main` method, write out the `x` and `y` values of both `foobar` and `baz` after executing that line. (Spring '15, MT1)

```
1 public class Foo {
2     public int x, y;
3
4     public Foo (int x, int y) {
5         this.x = x;
6         this.y = y;
7     }
8     public static void switcheroo (Foo a, Foo b) {
9         Foo temp = a;
10        a = b;
11        b = temp;
12    }
13    public static void fliperoo (Foo a, Foo b) {
14        Foo temp = new Foo(a.x, a.y);
15        a.x = b.x;
16        a.y = b.y;
17        b.x = temp.x;
18        b.y = temp.y;
19    }
20    public static void swaperoo (Foo a, Foo b) {
21        Foo temp = a;
22        a.x = b.x;
23        a.y = b.y;
24        b.x = temp.x;
25        b.y = temp.y;
26    }
27
28    public static void main (String[] args) {
29        Foo foobar = new Foo(10, 20);
30        Foo baz = new Foo(30, 40);
31        switcheroo(foobar, baz);    foobar.x: 30 foobar.y: 40 baz.x: 10 baz.y: 20
32        fliperoo(foobar, baz);      foobar.x: 30 foobar.y: 40 baz.x: 10 baz.y: 20
33        swaperoo(foobar, baz);      foobar.x: 30 foobar.y: 40 baz.x: 30 baz.y: 40
34    }
35 }
```

2 Quik Maths

What would the contents of the array be after being run through these functions in the main method? (Fall '16, MT1)

```

1  public class QuikMaths {
2      public static void mulitplyBy3(int[] A) {
3          for (int x: A) {
4              x = x * 3;
5          }
6      }
7
8      public static void multiplyBy2(int[] A) {
9          int[] B = A;
10         for (int i = 0; i < B.length; i+= 1) {
11             B[i] *= 2;
12         }
13     }
14
15     public static void swap(int A, int B ) {
16         int temp = B;
17         B = A;
18         A = temp;
19     }
20     public static void main(String[] args) {
21         int[] arr;
22         arr = new int[]{2, 3, 3, 4};
23         multiplyBy3(arr);
24
25         /* Value of arr: {___69912___} */
26
27         arr = new int[]{2, 3, 3, 4};
28         multiplyBy2(arr);
29
30         /* Value of arr: {___4668___} */
31
32         int a = 6;
33         int b = 7;
34         swap(a, b);
35
36         /* Value of a: __6__ Value of b: ____7__ */
37     }
38 }

```

3 Static Books

Suppose we have the following `Book` and `Library` classes.

```
class Book {
    public String title;
    public Library library;
    public static Book last = null;

    public Book(String name) {
        title = name;
        last = this;
        library = null;
    }

    public static String lastBookTitle() {
        return last.title;
    }
    public String getTitle() {
        return title;
    }
}

class Library {
    public Book[] books;
    public int index;
    public static int totalBooks = 0;

    public Library(int size) {
        books = new Book[size];
        index = 0;
    }

    public void addBook(Book book) {
        books[index] = book;
        index++;
        totalBooks++;
        book.library = this;
    }
}
```

- (a) For each modification below, determine whether the code of the `Library` and `Book` classes will compile or error if we **only** made that modification, i.e. treat each modification independently.
1. Change the `totalBooks` variable to **non static**
 2. Change the `lastBookTitle` method to **non static**
 3. Change the `addBook` method to **static**
 4. Change the `last` variable to **non static**
 5. Change the `library` variable to **static**

- (b) Using the `Book` and `Library` classes from before, write the output of the `main` method below. If a line errors, put the precise reason it errors and continue execution.

```

1  public class Main {
2      public static void main(String[] args) {
3          System.out.println(Library.totalBooks);
4          System.out.println(Book.lastBookTitle());
5          System.out.println(Book.getTitle());
6
7          Book goneGirl = new Book("Gone Girl");
8          Book fightClub = new Book("Fight Club");
9
10         System.out.println(goneGirl.title);
11         System.out.println(Book.lastBookTitle());
12         System.out.println(fightClub.lastBookTitle());
13         System.out.println(goneGirl.last.title);
14
15         Library libraryA = new Library(1);
16         Library libraryB = new Library(2);
17         libraryA.addBook(goneGirl);
18
19         System.out.println(libraryA.index);
20         System.out.println(libraryA.totalBooks);
21
22         libraryA.totalBooks = 0;
23         libraryB.addBook(fightClub);
24         libraryB.addBook(goneGirl);
25
26         System.out.println(libraryB.index);
27         System.out.println(Library.totalBooks);
28         System.out.println(goneGirl.library.books[0].title);
29     }
30 }

```

	<div style="border-top: 1px dashed black; padding-top: 2px;">0</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">NullPointerException</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">Error</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">Gone Girl</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">Fight Club</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">Fight Club</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">Fight Club</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">1</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">1</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">2</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">2</div>
	<div style="border-top: 1px dashed black; padding-top: 2px;">Fight Club</div>