

1a)

```
System.out.print("Contents of v: ");
Iterator i = v.iterator();
while (i.hasNext()) {
    System.out.print(i.next() + ", ");
}
System.out.println();
```

1b)

```
System.out.print("Contents of v: ");
Enumeration e = v.elements();
while (e.hasMoreElements()) {
    System.out.print(e.nextElement() + ", ");
}
System.out.println();
```

2a) 7

b) 3

c) 4

d) 4

e) 7

f) 3

3)

```
#include <iostream>
template <class T>
void myswap(T &a, T &b)
{
    T temp = a;
    a = b;
    b = temp;
}

int main()
{
    using namespace std;
    int a[2] = {1, 2};
    int i = 0;
    myswap(a[i], a[++i]);
}
```

4a)

- **Generics** allow a method to operate on a variety of object types while still being type safe. i.e. allowing objects that implement the `Serializable` interface.
- **Autoboxing** allows Java to automatically convert primitive types into primitive wrapper classes. i.e. turning a literal "4" into an `Integer` object with value of 4.

4b)

Java checks the format strings against the actual arguments passed in to ensure they are compatible, and if they don't an **`IllegalFormatException`** is thrown. C doesn't do any checking and blindly attempts to do the conversions, which may or may not work as expected if an invalid argument type is passed in.

5)

```
function Sumer(Mat, Rows, Cols) result(Sum)
  implicit none
  integer, intent(in) :: Rows, Cols
  real :: Mat(Rows, Cols)
  real :: Sum

  integer Row, Col
  Sum = 0.0
  do Row = 1, Rows
    do Col = 1, Cols
      Sum = Sum + Mat(Row, Col)
    end do
  end do

end function Sumer

program Main
  real Mat_1(2, 3)
  Mat_1 = reshape( (/ 1.0, 1.0, 1.0, 1.0, 1.0, 2.0 /), (/ 2, 3 /) )

  print *, Sumer(Mat_1, 2, 3)
end program Main
```

6)

```
#include <iostream>
using namespace std;
typedef void (*function)();
int x;

void foo()
{
    cout << x << endl;
}

void bar(function sub)
{
    int x = 3;
    sub();
}

void baz()
{
    int x = 2;
    bar(foo);
}

int main()
{
    x = 1;
    baz();
}
```