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AP CSA

2019

```
① public LightBoard (int rows, int columns) {  
    1- lights = new boolean[rows][columns];  
    2-  
    3- for (boolean[] row : lights) {  
        4- int limit = row.length - 1;  
        5- for (int i = 0; i <= limit; i++) {  
            6- double chance = (int)(random * 10);  
            7- if (chance <= 9) {  
                8- row[i] = true;  
            }  
        }  
    }  
    ...  
}
```

```
② public boolean evaluateLight (int rows, ...)  
    1- int col;  
    2- int bucket = 0;  
    3- bool focusBulb = lights[rows][col];  
    4- bool ret = focusBulb;  
    5- for (int r = 0; r < lights.length; r++) {  
        6- for (int b = 0; b < lights[r].length; b++) {  
            7- if (b == col) {  
                8- if (lights[r][b] == true) bucket++;  
            }  
            9- }  
    }  
    10- if (focusBulb == true) {  
        11- if (!(bucket % 2 == 0)) ret = true;  
        12- } else {  
            13- if (bucket % 3 == 0) ret = true;  
            14- }  
    }  
    15- return ret;
```