

Exercise 1

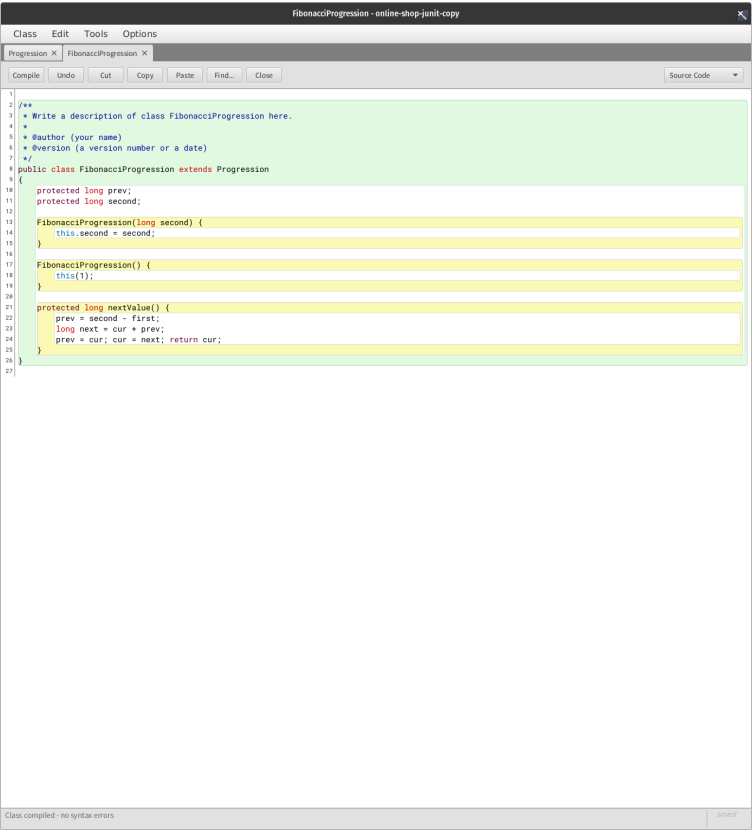
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Week 2 - Exercise

```
class TestProgression2 {  
    public static void main(String[] args) {  
        Progression prog;  
  
        prog = new ArithProgression(5);  
        prog.printProgression(5);  
        prog.printProgression(7);  
  
        prog = new GeomProgression(2);  
        prog.printProgression(5);  
        prog.printProgression(7);  
  
        prog = new FibonacciProgression(3);  
        prog.printProgression(5);  
        prog.printProgression(7);  
    }  
}
```

Explain why FibonacciProgression behaves differently than other subclasses.
Modify this class to achieve the expected behaviour.

When the second instance is called, the value for prev isn't reset.

Solution: define prev when the call is made, not in the constructor.



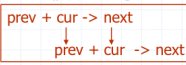
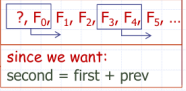
Class Progression (1)

```
package progress;  
  
public class Progression {  
    protected long first; // first value of the progression  
    protected long cur; // current value of the progression  
  
    protected Progression() { // default constructor  
        cur = first = 0;  
    }  
  
    protected long firstValue() { // resets the progression to the first value  
        cur = first; return cur;  
    }  
  
    protected long nextValue() { // advances the progression to the next value  
        return ++cur; // default next value  
    }  
}
```

Class FibonacciProgression

```
class FibonacciProgression extends Progression {  
    // inherits fields: first, cur  
    protected long prev; // the previous value  
  
    FibonacciProgression(long second) { // the second value given  
        prev = second - first; // default first value = 0  
    }  
  
    FibonacciProgression() { // default constructor setting the second value to 1  
        this(1);  
    }  
  
    // inherits methods firstValue() and printProgression(int)  
    protected long nextValue() { // specialize nextValue() from Progression  
        long next = cur + prev;  
        prev = cur; cur = next; return cur;  
    }  
  
    public static void main(String[] args) { ... } // test FibonacciProgression  
}
```

Modifier	Class	Package	Subclass	World
public	Y	Y	Y	Y
protected	Y	Y	Y	N
no modifier	Y	Y	N	N
private	Y	N	N	N



Exercise 2

◆ In class `SLinkedList<E>`, show Java code for methods:

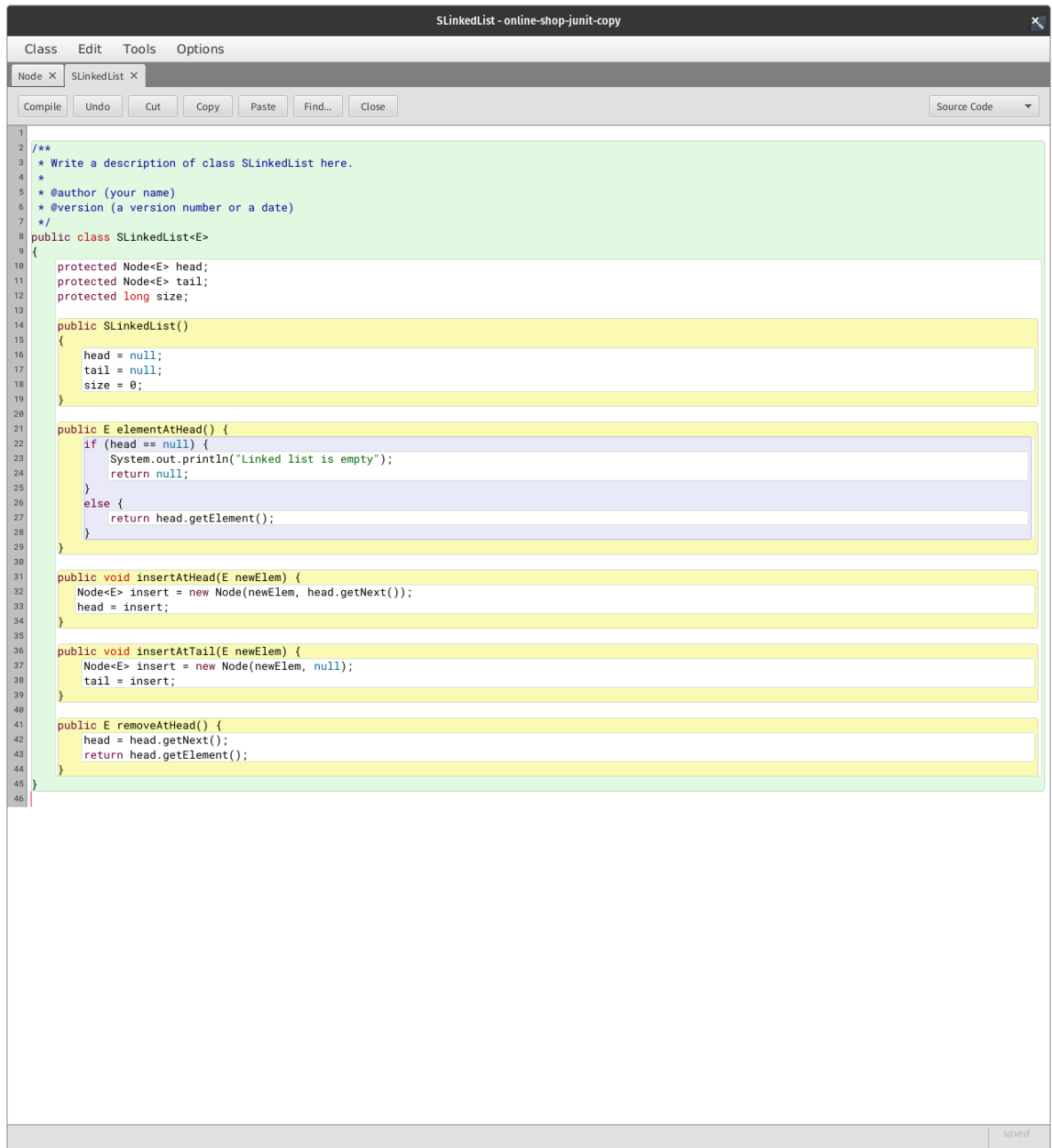
// return the first element, but don't remove it from the list

```
public E elementAtHead() { ... }
```

```
public void insertAtHead( E newElem ) { ... }
```

```
public void insertAtTail( E newElem ) { ... }
```

```
public E removeAtHead() { ... }
```



The screenshot shows an IDE window titled "SLinkedList - online-shop-junit-copy". The editor displays the following Java code for the `SLinkedList` class:

```
1
2 /**
3  * Write a description of class SLinkedList here.
4  *
5  * @author (your name)
6  * @version (a version number or a date)
7  */
8 public class SLinkedList<E>
9 {
10     protected Node<E> head;
11     protected Node<E> tail;
12     protected long size;
13
14     public SLinkedList()
15     {
16         head = null;
17         tail = null;
18         size = 0;
19     }
20
21     public E elementAtHead() {
22         if (head == null) {
23             System.out.println("Linked list is empty");
24             return null;
25         }
26         else {
27             return head.getElement();
28         }
29     }
30
31     public void insertAtHead(E newElem) {
32         Node<E> insert = new Node(newElem, head.getNext());
33         head = insert;
34     }
35
36     public void insertAtTail(E newElem) {
37         Node<E> insert = new Node(newElem, null);
38         tail = insert;
39     }
40
41     public E removeAtHead() {
42         head = head.getNext();
43         return head.getElement();
44     }
45 }
46
```

The code is color-coded: comments are green, class and method declarations are yellow, and method bodies are light blue. The IDE interface includes a menu bar (Class, Edit, Tools, Options), a toolbar (Compile, Undo, Cut, Copy, Paste, Find..., Close), and a "Source Code" dropdown menu.

Exercise 3

Give code for method "contains" in this class:

```
public class SLinkedListExtended<E> extends SLinkedList<E> {  
    // returns true if and only if, "element" is in the list  
    public boolean contains(E element) { ... }  
  
    public static void main(String[ ] args) {  
        SLinkedListExtended<Integer> list =  
            new SLinkedListExtended<Integer>();  
        list.insertAtHead(2); list.insertAtHead(4); list.insertAtHead(6);  
        System.out.println( "the list contains 4: " + list.contains(4));  
        // prints: "the list contains 4: true "  
    }  
  
    public boolean contains(E element) {  
        found = False;  
        Node<E> current = head;  
        while (current.getNext() != null)  
            if (element == current.getElement()) {  
                found = True;  
            }  
            current = current.getNext();  
        }  
        return found;  
    }  
}
```