examprep02

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CS 61B Spring 2021

Scope, Pass-by-Value, Static

Exam Prep Discussion 2: January 25, 2021

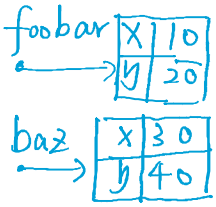
1 Give em the 'Ol Switcheroo

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);
32         fliperoo(foobar, baz);
33         swaperoo(foobar, baz);
34     }
35 }
```

switch pointer

switch values



changed a

nothing changed

31 foobar.x: 10 foobar.y: 20 baz.x: 30 baz.y: 40

32 foobar.x: 30 foobar.y: 40 baz.x: 10 baz.y: 20

33 foobar.x: 10 foobar.y: 20 baz.x: 10 baz.y: 20

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: {_____} */
26
27         arr = new int[]{2, 3, 3, 4};
28         multiplyBy2(arr);
29
30         /* Value of arr: {_____} */
31
32         int a = 6;
33         int b = 7;
34         swap(a, b);
35
36         /* Value of a: _____  Value of b: _____ */
37     }
38 }
```

x is not point to A
nothing changed in A

✓ changed

nothing changed
same reason in multiplyBy3

2, 3, 3, 4

4, 6, 6, 8

6

7

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** ✓ act just like "index"
2. Change the `lastBookTitle` method to **non static** ✓ It's totally fine. Non static method access static variable.
3. Change the `addBook` method to **static** ✗ error Static method can only access static variables.
4. Change the `last` variable to **non static** ✗ error
5. Change the `library` variable to **static** ✓

Book | title | getTitle() | Library | static | last | lastBookTitle()

Library | books | index | Library(size) | addBook(book) | static | totalBooks

(b) Using the `Book` and `Library` classes from before, write the output of the `main`

(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 }
```

0 _____

errors null is not callable _____

compile error: non-static method call from class _____

"Gone Girl" _____

"Fight Club" _____

same _____

same _____

1 _____

1 _____

2 _____

2 _____

"Fight Club" _____