

CENG 1004

Introduction to Object Oriented Programming

Spring 2016

WEEK 14

Overview

Question - 1

```
public class Question1 {  
  
    public static void test(int x){  
        if (x > 5){  
            System.out.print("A");  
        } else if (x==5) {  
            System.out.print("B");  
        } else {  
            System.out.print("C");  
        }  
    }  
  
    public static void main(String[] args){  
        test(4);  
        test(5);  
        test(6);  
    }  
}
```

Question - 2

```
public class Question2 {
    static int triType (int a, int b, int c){
        if (a > b) { int t = a; a = b; b = t; }
        if (a > c) { int t = a; a = c; c = t; }
        if (b > c) { int t = b; b = c; c = t; }
        if (a + b <= c){
            return 0;
        }else{
            if ((a==b) && (b==c)){
                return 2;
            }else if (a*a + b*b == c*c){
                return 4;
            } else if ((a==b) || (b==c)){
                return 3;
            }
            return 1;
        }
    }

    public static void main(String args[]){
        System.out.print(triType(5,4,3));
        System.out.print(triType(5,5,3));
        System.out.print(triType(5,2,2));
        System.out.print(triType(5,5,5));
    }
}
```

Question - 3

```
public class Question3 {  
    private static void doSomething(int x, int y, int z) {  
        x++;  
        y++;  
        z++;  
        System.out.println("x= " + x + ", y= " +y + ", z= " +z );  
    }  
    public static void main(String args[]) {  
        int x=1, y=2, z=3;  
        doSomething(x,y,z);  
        System.out.println("x= " + x + ", y= " +y + ", z= " +z );  
    }  
}
```

Question - 4

```
public class Question4 {  
  
    public static void main(String args[]) {  
        for(int x=1;x<=5;x++){  
            for(int y=1;y<=x;y++){  
                System.out.print(x+",");  
            }  
        }  
    }  
}
```

Question - 5

```
public class Question5 {
    private static void doSomething(int[] intArray) {
        int n = intArray.length;
        int temp = 0;
        for (int i = 0; i < n; i++)
            for (int j = 1; j < (n - i); j++)
                if (intArray[j - 1] > intArray[j]) {
                    temp = intArray[j - 1];
                    intArray[j - 1] = intArray[j];
                    intArray[j] = temp;
                }
    }
    public static void main(String args[]) {
        int[] items = new int[]{5,90,35,45,150,3};
        doSomething(items);
        for (int i = 0; i<items.length; i++){
            System.out.print(items[i]);
            if (i!= items.length-1)
                System.out.print(",");
        }
    }
}
```

Question - 6

```
public class Question6 {  
    private static void doSomething(int[] intArray) {  
        intArray = new int[] { 3, 5, 35, 45, 90, 150 };  
    }  
    public static void main(String args[]) {  
        int[] items = new int[] { 5, 90, 35, 45, 150, 3 };  
        doSomething(items);  
  
        for (int i = 0; i < items.length; i++) {  
            System.out.print(items[i]);  
            if (i != items.length - 1)  
                System.out.print(",");  
        }  
    }  
}
```


Question - 7

- Write a method that calculates the sum of the numbers in a given two dimensional array of integers

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```
public static int sum(int [][] multiArray){  
    int sum = 0;  
    for (int i = 0; i< multiArray.length; i ++){  
        for (int j =0; j< multiArray[i].length; j++){  
            sum+= multiArray[i][j];  
        }  
    }  
    return sum;  
}
```

Question - 8

- Write a recursion method that prints the Nth Fibonacci number

Question - 8

- Write a recursion method that prints the Nth Fibonacci number

```
public static int fibonacci(int number){  
    if(number == 1 || number == 2){  
        return 1;  
    }  
    return fibonacci(number-1) + fibonacci(number -2);  
}
```

Question - 9

- Write a class that implements the following interface to provide FIFO Queue behaviour. You are not allowed to use array structure and any of Collection classes defined in java.util.

```
interface Queue{  
    //Inserts the specified element into this queue  
    void add(Object obj);  
  
    //Retrieves and removes the head of this queue.  
    Object remove();  
  
    //Returns the size of this queue.  
    int size();  
}
```

Question - 10

- `Modify both the interface and your classes to support generics`

Question - 11

- Modify your Queue implementation by adding a constructor which sets the maximum capacity with the given parameter.
- Create checked exceptions for your and throw these exceptions when a remove is called when queue is empty and when an add is called when Queue is full.

Question - 12

```
public class Question12 {  
    static int a = 0;  
    int b = 0;  
    public void incrementCounter() {  
        a++;  
        b++;  
    }  
    public static void main(String args[]) {  
        Question12 obj1 = new Question12();  
        Question12 obj2 = new Question12();  
        obj1.incrementCounter();  
        obj2.incrementCounter();  
        obj2.incrementCounter();  
        System.out.println("Obj1.a: " + obj1.a);  
        System.out.println("Obj1.b: " + obj1.b);  
        System.out.println("Obj2.a: " + obj2.a);  
        System.out.println("Obj2.b: " + obj2.b);  
    }  
}
```


Question -13

	private	no modifier	protected	public
Inside class				
Same Package Class				
Same Package Subclass				
Other Package Class				
Other Package Subclass				

Question - 14

```
public class Question14 {  
    int a;  
    int b;  
    public Question14(int a, int b) {  
        a = a;  
        this.b = b;  
    }  
    public static void main(String[] args) {  
        Question14 s = new Question14(37, 47);  
        System.out.println("a = " + s.a);  
        System.out.println("b = " + s.b);  
    }  
}
```

Question - 15

```
public class Question15 {  
    public static void main(String[] args) {  
        ChildClass c = new ChildClass();  
        c.showID();  
    }  
}  
class ParentClass {  
    int id = 1;  
  
    void showID() {  
        System.out.println(id);  
    }  
}  
class ChildClass extends ParentClass {  
    int id = 2;  
}
```

Question - 16

```
public class Question16 extends A {
    void f() {
        System.out.println("Question16.f");
    }
    void g() {
        f();
        super.f();
    }
    public static void main(String[] args) {
        Question16 o = new Question16();
        o.g();
    }
}
class A {
    void f() {
        System.out.println("A.f");
    }
}
```

Question - 17

```
class Base {
    static void f() {
        System.out.println("Base.f");
    }
    void g() {
        System.out.println("Base.g");
    }
}
public class Sub extends Base {
    static void f() {
        System.out.println("Sub.f");
    }
    void g() {
        System.out.println("Sub.g");
    }
    public static void main(String[] args) {
        Base ref = new Sub();
        ref.f();
        ref.g();
    }
}
```

Question - 18

Write a cylinder class which extends the given Circle class

```
// The superclass Circle
public class Circle {
    private double radius;
    // Constructor
    public Circle(double radius) {
        this.radius = radius;
    }
    // Getter
    public double getRadius() {
        return this.radius;
    }
    // Return the area of this circle
    public double getArea() {
        return radius * radius * Math.PI;
    }
    // Describe itself
    public String toString() {
        return "Circle[radius=" + radius + "]";
    }
}
```

Question - 19

- Write a Drawing class which contains rectangles and circles.
 - The class should have a method to add rectangles and circles
 - The class should have method that calculates the total area of shapes it contain
- Your drawing class should be extensible so that whenever a new type of shape is introduced, you do not need to modify the drawing class

Question - 20

```
public class Question20 implements Comparator<Integer> {  
    public int compare(Integer o1, Integer o2) {  
        int result = (o1 % 10) - (o2 % 10);  
        if (result == 0 && !o1.equals(o2))  
            return o1 - o2;  
        return result;  
    }  
    public static void main(String[] args) {  
        Set<Integer> map = new TreeSet<>(new Question20());  
        map.add(12);  
        map.add(21);  
        map.add(30);  
        map.add(41);  
  
        System.out.println(map);  
    }  
}
```


Question - 21

```
public class Question21 {  
    public static void main(String[] args) {  
        Set<Integer> set = new LinkedHashSet<>();  
        set.add(5);  
        set.add(4);  
        set.add(3);  
        set.add(4);  
        set.add(2);  
        System.out.println(set);  
    }  
}
```

Question - 22

```
import java.util.ArrayList;
import java.util.Collection;
public class Question22 {
    public static void main(String[] args) {
        Collection<Integer> list = new ArrayList<>();
        list.add(5);
        list.add(7);
        list.add(2);
        list.add(10);
        for (int i=0; i<list.size(); i++){
            list.remove(i);
        }
        System.out.println(list);
    }
}
```

Question - 23

```
public class Question23 {  
    public static void main(String[] args) {  
        try{  
            int x = 0;  
            int y = 5 / x;  
        }catch (Exception e){  
            System.out.println("Exception");  
        } catch (ArithmeticException ae){  
            System.out.println(" Arithmetic Exception");  
        }  
        System.out.println("finished");    }  
}
```

Question - 24

```
public class Question24{
    public static void main(String[] args) {
        try {
            badMethod();
            System.out.print("A");
        } catch (RuntimeException ex) {
            System.out.print("B");
        } catch (Exception ex1) {
            System.out.print("C");
        } finally {
            System.out.print("D");
        }
        System.out.print("E");
    }

    public static void badMethod() {
        int x = 0;
        int y = 5 / x;
    }
}
```

Question - 25

- Below the contents of tab separated scores.txt file is given. Write a program that reads this file and generates sortedscores.txt in which students and their scores are sorted by descending score order.

Student ID	Score
140709003	28
140709004	21
140709005	43
140709006	74
140709007	44
140709008	64
140709009	56
140709011	74

Question - 25

```
public class Student {  
    private String id;  
    private int score;  
    public Student(String id, int score) {  
        super();  
        this.id = id;  
        this.score = score;  
    }  
    public String getId() {  
        return id;  
    }  
    public int getScore() {  
        return score;  
    }  
}
```

Question - 25

```
public class StudentComparator implements Comparator<Student> {

    @Override
    public int compare(Student o1, Student o2) {
        if ((o1.getScore() > o2.getScore())){
            return -1;
        }else if(o2.getScore() > o1.getScore()){
            return 1;
        }else{
            return o1.getId().compareTo(o2.getId());
        }
    }
}
```

Question - 25

```
public class Question25 {
    public static void main(String[] args) throws IOException {
        Set<Student> students = new TreeSet<>(new StudentComparator());
        try (Scanner scanner = new Scanner(new BufferedReader(new
            FileReader("scores.txt"))));
            Formatter formatter = new Formatter(new
            BufferedWriter(new FileWriter("out.txt")))) {
            String[] columns = scanner.nextLine().split("\t");
            scanner.useDelimiter("\t|\r\n");
            while (scanner.hasNext()) {
                Student student = new Student(scanner.next(),
                scanner.nextInt());

                System.out.println(student.getId());
                students.add(student);
            }
            formatter.format("%s\t%s\n", columns[0], columns[1]);
            for (Student s : students) {
                formatter.format("%s\t%d\n", s.getId(), s.getScore());
            }
        }
    }
}
```


Question - 26

- Make your Queue implementation for Question 9 thread safe.

Question - 27

- Write a Producer Thread which generates random numbers and put them into Queue.
 - generate 20 numbers
- Write a Consumer Thread which removes numbers from the Queue and prints them.