

SUTD 50.001 Introduction to Information Systems and Programming

Problem Set 1A

Note:

- For all questions, please access the vocareum link found at eDimension for the starter code and to submit.
- The Vocareum link is for submission only. Please work on the problems in Android studio, and this includes writing code for the test cases.
- To prevent hard-coding, test cases used in Vocareum *may* be different from those provided here and will not be given to you.
- Tips on using Android Studio are found at the end of this problem set

Cohort Questions (Week 1)

Session 1

Title: Fibonacci Numbers Generator

1. [5 points] Write a JAVA program that returns the first n numbers in the fibonacci sequence, in this format:

Eg. For $n = 5$ the output is

0, 1, 1, 2, 3

When submitting, return these numbers in this format as a string, instead of printing.

Session 2

Title: Iterating with Iterator

2. [5 points] Suppose that *integers* is a variable of type List<Integer>. Write a program that uses an iterator to compute the sum of all integer values in the List.
(Test case inputs: (1, 2, 3, 4, 5) Expected output: 15)

Title: Iterating with For-Each

3. [5 points] Write a second program that does the same thing as in the previous question but using a for-each loop. (Test case inputs: (1, 2, 3, 4, 5, 6, 7, 8, 9, 10) Expected output: 55)

Session 3

Title: The Account Class

4. [10 points] Design a class name **Account** that contains:
- Private int data field named **id** for the account (default 0)
 - Private double data field named **balance** for the account (default 0)
 - Private double data field named **annualInterestRate** that stores the current interest rate (in percentage, default 0). Assume all accounts have the same interest rate.
 - A private Date data field named **dateCreated** that stores the date when the account was created.
 - A no-arg constructor that creates a default account
 - A constructor that creates an account with the specified **id** and initial **balance**
 - The accessor and mutator methods for **id**, **balance**, and **annualInterestRate**
 - The accessor method for **dateCreated**
 - A method named **getMonthlyInterestRate()** that returns the monthly interest rate
 - A method named **getMonthlyInterest()** that returns the monthly interest
 - A method named **withdraw** that withdraws a specified amount from the account
 - A method named **deposit** that deposits a specified amount to the account
 - Write a test program that creates an Account object, with withdraw and deposit method to withdraw / deposit the amount, and print the balance, monthly interest and the date when the account was created. Note that the account balance is allowed to be negative.

Test case

```
public class TestAccount{
    public static void main (String[] args) {
        Account account = new Account(1122, 20000);
        Account.setAnnualInterestRate(4.5);

        account.withdraw(2500);
        account.deposit(3000);
        System.out.println("Balance is " + account.getBalance());
        System.out.println("Monthly interest is " +
            account.getMonthlyInterest());
    }
}
```

Expected output

```
Balance is 20500.0
Monthly interest is 76.875
```

Homework Questions (Week 1)

Title: Prime Number Checker

1. [5 points] Write a static method, that reads in a number (you can assume that the input number is always ≥ 3). Return 1 if it is prime, return 0 if it is not prime.

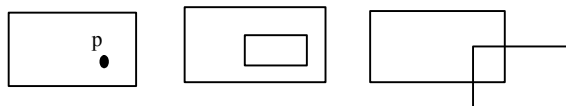
Hints: use %. $a\%b$ = remainder of a/b . e.g. $13\%5=3$, $4\%2=0$

(Test case inputs: 4, 7, 14, 23, 99 Expected outputs: 0, 1, 0, 1, 0)

2. [20 points] **Geometry: The MyRectangle2D class**

Define the MyRectangle2D class that contains:

- Two double data fields named x and y that specify the center of the rectangle with get and set methods: `getX`, `setX`, `getY`, `setY`. (Assume that the rectangle sides are parallel to x - or y - axes.)
- The double data fields `width` and `height` with get and set methods: `getWidth`, `setWidth`, `getHeight`, `setHeight`.
- A no-arg constructor that creates a default rectangle with (0, 0) for (x , y) and 1 for both width and height.
- A constructor that creates a rectangle with the specified x , y , width, and height: `MyRectangle2D(double x, double y, double width, double height)`
- A method `getArea()` that returns the area of the rectangle.
- A method `getPerimeter()` that returns the perimeter of the rectangle.
- A method `contains(double x, double y)` that returns true if the specified point (x , y) is inside this rectangle. See Figure 1(a).
- A method `contains(MyRectangle2D r)` that returns true if the specified rectangle is inside this rectangle. See Figure 1(b).
- A method `overlaps(MyRectangle2D r)` that returns true if the specified rectangle overlaps with this rectangle. See Figure 1(c).



(a)

(b)

(c)

Figure 1: (a) A point is inside the rectangle. (b) A rectangle is inside another rectangle. (c) A rectangle overlaps another rectangle.

Implement data fields, all constructors, methods `getArea()`, `getPerimeter()`, and `contains(double x, double y)`, `contains(MyRectangle2D r)`, and `overlaps(MyRectangle2D r)`

Please develop test cases to test your code properly before submission

Homework Questions (Week 2)

Title: 2 x 2 Linear Equations

1. [10 points] Design a class named **LinearEquation** for a 2x2 system equations of variables x,y:

$$ax+by=e$$

$$cx+dy=f$$

The class contains:

Private data fields a, b, c, d, e, and f, the coefficients.

A constructor with the arguments for a, b, c, d, e, and f.

Six get methods for a, b, c, d, e, and f.

A method named **isSolvable()** that returns true if $ad - bc$ is not 0 (why?)

Methods **getX()** and **getY()** that return the solution for the equation

Write a test program that prompts user to enter a, b, c, d, e and f and displays the result.

If $ad - bc$ is 0, report that "The equation has no solution."

Test case:

```
public class TestLinearEquation {
    public static void main(String[] args) {
        double a = 1.0; double b = 2.0; double c = 3.0;
        double d = 5.0; double e = 6.0; double f = 7.0;

        LinearEquation equation = new LinearEquation(a, b, c, d, e, f);
        if (equation.isSolvable()) {
            System.out.println("x is " +
                equation.getX() + " and y is " + equation.getY());
        }
        else {
            System.out.println("The equation has no solution");
        }

        LinearEquation equation2 = new LinearEquation(1.25, 2.0, 2.0, 4.2, 3.0, 6.0);
        if (equation2.isSolvable()) {
            System.out.println("x is " + equation2.getX() + " y is " + equation2.getY());
        }

        LinearEquation equation3 = new LinearEquation(1.0, 2.0, 2.0, 4.0, 3.0, 6.0);
        System.out.println(equation3.isSolvable());
    }
}
```

Output:

x is -16.0 and y is 11.0

x is 0.480000000000000115 y is 1.2

false

Title: The Triangle class.

2. [10 points] Design a class named **Triangle** that extends **GeometricObject**. The class contains:
- Three double data fields named **side1**, **side2**, **side3** with default value 1.0 to denote three sides of the triangle.
 - A no-arg constructor to create a default triangle
 - A constructor that creates a triangle with the specified side1, side2, and side3
 - A method named **getArea()** that returns the area
 - A method named **getPerimeter()** that returns the perimeter
 - A method named **toString()** that returns description of the triangle
- Triangle: side1 = 1.0 side2 = 2.0 side3 = 3.0
- Write a test program to test the code. The program should create the **Triangle** object with these sides and color and filled properties set.

Test case:

```
public class TestTriangle {
    public static void main(String[] args) {
        Triangle myTri = new Triangle();
        myTri.setColor("red");
        myTri.setFilled(true);
        System.out.println(myTri);
        System.out.println(myTri.isFilled());

        Triangle myTri2 = new Triangle(2.0, 4.0, 5.5);
        System.out.println(myTri2);
        System.out.println("area : " + myTri2.getArea() + " perimeter: " +
myTri2.getPerimeter());
    }
}
```

Output

```
Triangle: side1 = 1.0 side2 = 1.0 side3 = 1.0
true
Triangle: side1 = 2.0 side2 = 4.0 side3 = 5.5
area : 3.0714155938264036 perimeter: 11.5
```

Title: Subclasses of **Account**

3. [10 points] In Week-1, the **Account** class was defined to model a bank account. An account has the properties: account id, balance, annual interest rate, and date created, and methods to deposit and withdraw funds. Create a subclass for checking account **CheckingAccount**. A checking account has an overdraft limit of 5000. Provide constructors for **CheckingAccount** similar to **Account**. Override **withdraw()** to print out “over limit” if the amount withdrawing exceeds the overdraft limit.

Test Case:

```
public class TestCheckingAccount {  
  
    public static void main(String[] args) {  
  
        CheckingAccount myCheckAcc = new CheckingAccount(1024, 8000.0);  
  
        myCheckAcc.deposit(2000);  
  
        myCheckAcc.withdraw(15000);  
  
        System.out.println(myCheckAcc.getBalance());  
  
        myCheckAcc.withdraw(200);  
  
        System.out.println(myCheckAcc.getBalance());  
  
        myCheckAcc.deposit(7000);  
  
        myCheckAcc.withdraw(200);  
  
        System.out.println(myCheckAcc.getBalance());  
  
    }  
  
}
```

Output

```
-5000.0  
over limit  
-5000.0  
1800.0
```


Title: String Operation

4. [30 points]

(Part-I) Design and implement a static method to determine if an input string has all unique characters. Assume the character set is ASCII, which encodes 128 characters into 7-bit binary integers.

<http://en.wikipedia.org/wiki/ASCII>

Design the most efficient method you can think of, with respect to processing speed.

(Part-II) Design and implement a static method to determine if two input strings are permutation of each other. Assume the character set is ASCII, which encodes 128 characters into 7-bit binary integers.

Design the most efficient method you can think of, with respect to processing speed.

Package your methods into class Pset1.

```
public class Pset1 {
    public static boolean isAllCharacterUnique(String sIn) {
        //todo: add your implementation
    }
    public static boolean isPermutation(String sIn1, String sIn2) {
        //todo: add your implementation
    }
}
```

Test case:

```
public class TestPset1 {
    /**
     * @param args
     */
    public static void main(String[] args) {
        System.out.println(Pset1.isAllCharacterUnique("abcdefghijklmnopqrstuvABC"));
        System.out.println(Pset1.isAllCharacterUnique("abcdefghijklmnopqrstuvABC"));

        System.out.println(Pset1.isPermutation("@ab", "a@b"));
        System.out.println(Pset1.isPermutation("abcd", "bcdA"));
    }
}
```

Output:

```
true
false
true
false
```


Android Studio Tips

1. To run a pure Java project in android studio

- Launch Android Studio
- Select **Start A New Android Studio Project**
- Name your project at the **Create Android Project**, click Next,
- Select all defaults at **Target Android Devices** (i.e. just click Next)
- At **Add An Activity to Mobile**, select **Add No Activity**, click Finish
- Wait for a while ...
- Select **File** → **New** → **New Module** and choose **Java Library**, enter the relevant information and click Finish.

For more information:

<https://stackoverflow.com/questions/16626810/can-android-studio-be-used-to-run-standard-java-projects>

2. Automatically generate constructors, getters and setters:

- Place the cursor anywhere within your class definition.
- Select **Code** → **Generate** and choose the relevant option.

3. To pass arguments to your public static void main() function:

- Select **Run** → **Edit Configurations**
- Enter the arguments in the **Program Arguments** box