Homework 9

Q1)(C)

`String` does not allow appending. Each method we invoke on a `String` creates a new object and returns it. This is because `String` is immutable, it can't change its internal state. On the other hand `StringBuilder` is mutable. When we call `append()`, it alters the internal array, rather than creating a new `String` object. Thus it is more efficient.
Every immutable object in Java is thread safe, that implies `String` is also thread safe. `String` can not be used by two threads simultaneously. But `StringBuilder` class does not provide thread safety. We should use `StringBuffer` for thread safety. It is exactly the same as the `StringBuilder` class, except that it is thread-safe by virtue of having its methods synchronized. Both `String` and StringBuilder supports different languages and encoding.

Q2)(D)

A `String` can be created with usage of `String` literals, without a call to a constructor. Strings created via literals are interned, they are held inside a special place in heap called string pool. When we create a `String` object with a `String` literal, string pool is checked for already existing values, and if found, uses that object without creating a new one while the `new()` operator always creates a new `String` object. Strings are immutable, immutable objects once created, they can not be modified further. Hence they're essentially read-only. And maybe for some additional info related to question one, read-only things are always thread-safe, but if we want to modify something in a thread safe manner, we need exclusive lock.

Q3)(D)

First option creates an empty `StringBuilder` and appends `"clown"` to it vie method chaining. Second option simply creates a `StringBuilder` with the value `"clown"` passed to constructor. Lastly the third option creates a `StringBuilder` with the value `"cl"` and then invokes `insert()` method on that newly created object to insert the `"own"` value starting from index 2, which means starting from the end of the value `"cl"` in that case.

Q4)(B)

A new `StringBuilder` Object is created with the value `"333"` and is assigned to `teams` variable. Then, the following two lines appends two values, invoking append method on the `StringBuilder` object.
The `append()` method is by far the most frequently used method in `StringBuilder`. It adds the given parameter to the `StringBuilder` and returns a reference to the current StringBuilder.

Q5)(B)

The `java.util.List` is a child interface of `Collection`. It is an ordered collection of objects in which the duplicate values can be stored. Since List preserves the insertion order, it allows positional access and insertion of elements. List interface is implemented by the classes of `ArrayList`, `LinkedList`, `Vector` and `Stack`.

The elements contained in a Java List can be inserted, accessed, iterated and removed according to the order in which they appear internally in the Java List. Coming back to the question, since `List` is not a class but an **`interface`**, we can not instantiate it. Object is not a compatible class since obviously it is the base class of all objects in Java and does not implements `List` interface. If there would have been a cast to the `List` type then the code would have compile although it would throw `ClassCastException`, but there isn't.

`ArrayList` is the only given viable option because it does implements the `List` interface as we have pointed out above.

Q6)(C)

Java List `add(E e)` method appends the element at the end of the list. Since List supports generics, the type of elements that can be added is determined when the list is created. In the question a new `List` is created with an `ArrayList` implementation, with a type parameter `String` used, which indicates the types of elements that the `List` is going to store. Then 3 elements were appended to the list. The `get()` method of `List` interface in Java is used to get the element present in this list at a given specific index, which is 1 in our case, corresponding to `"nail"` string object.

Q7)(C)

The code does not compile, because the `sb` variable is yet to be initialized where it is used. After the method calls are invoked reference is assigned to the variable. A new String Builder object is allocated, initialized and insert method is invoked on that newly created object and then the reference to the newly created object is assigned to the variable.

Q8)(A)

The code gives the output `"[Natural History, Science]"`. An array is created with an initial size of 1, and then 3 elements were added to the list, third element which has the index of 2 removed before printing the array.
An `ArrayList` is created with an initial capacity of 1. The constructor with the signature `ArrayList(int capacity)`, is used to build an arraylist with initial capacity being specified. The List interface in Java extends `Collection` and declares the behavior an ordered collection also known as a sequence. `ArrayList` is the resizable array implementation of the `List` interface. An `ArrayList` has an initial capacity which is simply the size of the array used to store the elements in the list. As elements are added to ArrayList its capacity grows

automatically. The initial capacity does not change the logical size of an `ArrayList` rather it reduces the amount of incremental reallocation. If we do not specify an initial capacity then an `ArrayList` object will be created containing an initial array of size 10.

Q9)(C)

The code's output is `"321"`. First a `StringBuilder` is created with the value `"12"`, `"3"` appended with the following line. The `reverse()` method was invoked on the `StringBuilder` object. The `reverse()` method causes this character sequence to be replaced by the reverse of the sequence, returning `StringBuilder` object after reversing the characters. Let n be the character length of this character sequence (not the length in char values) just prior to execution of the reverse method. Then the character at index k in the new character sequence is equal to the character at index n-k-1 in the old character sequence.

Q10)(D)

Lambda expression is an inline code that implements a functional interface without creating a concrete or anonymous class. A lambda expression is basically an anonymous method. Lambdas reduces the lines of code. It supports sequential and parallel execution by passing behaviour in methods with collection stream API. Using `Stream` API and lambda expression we can achieve higher efficiency with parallel execution in the case of bulk operations on collections. Another advantage of lambdas is deferred execution. Like most imperative programming languages, Java evaluates a method's arguments eagerly, but we should consider lazy alternative for avoiding needless expensive computation. Lambdas enable us for defining, passing, and storing blocks of code for later execution. For example, when logging, if the Logger interface has support for lambda expressions, client code can lazily log messages without explicitly checking if the requested log level is enabled.

Q11)(D)

The code outputs `"true 2"`. A new `Stringbuilder` is created and initialized with the value `"-"`. The following line appends another `"-"` to the `StringBuilder`. The `appends()` method, appends the specified string to `StringBuilder` character sequence. The characters of the String argument are appended, in order, increasing the length of sequence by the length of the argument. If str is **`null`**, then the four characters `"null"` are appended.

Q12)(D)

The `add()` and `get()` are both `List` interface methods, but `length()` method is a String method also present in the StringBuilder class. So, none of the given options are applicable types. Ignoring that fact, we would have used `ArrayList<String>` for the method parameter to be able to use `get()` method without casting, otherwise we would have to cast to `String` because `get()` method would have returned objects of type `Object`, not

`String`. Because `get()` is a generic method, we would have use `ArrayList<String>`, so the `get()` method can return `String` objects.

Q13)(D)

A functional interface is an interface which allows only one Abstract method within the Interface scope. There are some predefined functional interface in Java like `Predicate`, `Consumer` etc. When writing lambdas, we can omit the curly braces, and get rid of the **`return`** keyword. The parentheses can only be omitted if there is a single parameter and its type is not explicitly stated. Java does this because developers commonly use lambda expressions this way and they can do as little typing as possible. We can omit braces when we only have a single statement. We do this with if statements and loops. What is different here is that the rules change when we omit the braces. Java doesn't require us to type **`return`** or use semicolon when no braces are used. The syntax of lambdas is tricky because many parts are optional. These three lines of code fo the exact same thing:

```
Predicate<StringBuilder> p = (StringBuilder b) -> {return true;};
Predicate<StringBuilder> pr = (StringBuilder f) -> true;
Predicate<StringBuilder> prd = f -> true;
```

Q14)(A)

The `contains()` method is a `List` interface method which returns **`true`** if list object on which it's invoked contains the specified element. More formally, returns **`true`** if and only if the list contains at least one element `e` such that `Objects.equals(o, e)`. The `set(int index, Character element)` method is a `List` interface method that replaces the element at the specified position in the list on which it's invoked with the specified element.
The code creates a list, then adds two character to it, replacing the second character with `'c'`, and then removes the first element in the list, leaving just a one element in the list which is `'c'`. And since we removed the character `'b'` form the list, `chars.contains('b')` returns **`false`** summing up to output `"1 false"`.

Q15)(D)

The code does not compile. String b is initialized with the value “12” and then using addition assignment operator appended with “3”. Then the `reverse()` method of StringBuilder is used to reverse the characters in the `StringBuilder` object. But the problem is `reverse()` method is a method of `StringBuilder` class as stated, also present in the StringBuffer class since it the thread safe version of the `StringBuilder`.

Q16)(A)

Syntax rules of lambdas is discussed in the earlier questions. Only one of them fails to compile because the parentheses can only be omitted if there is a single parameter and its type is not explicitly stated. The Stated type `String` must be omitted to make the code compile. Other lambdas are essentially the same and all have correct syntax.

Q17)(A)

The code prints true. `Target` interface is a Functional interface since it has only one abstract method. The `prepare` static method accepts `Target` interface type as its second argument, so lambda expression can be used here, and as seen, a lambda was passed to it and it has a valid syntax. It matches the `needToAim` method defined in the `Target` interface, taking a double value and returning a **`boolean`** value. In the `prepare` method we see that the 45 was passed to `needToAim`, so the `45` is `d` in the lambda so to say. And the given expression evaluates to **`true`** according to the boolean condition given in lambda. Don't forget that, we are implementing the `needToAim` when we need it. Like anonymous classes lambdas are anonymous methods with a more concise and clear syntax.

Fundamentally, a lambda expression is just a shorter way of writing an implementation of a method for later execution. We can define for example, a `Runnable` which uses anonymous inner class syntax but it will clearly suffers from a "vertical problem", meaning that the code takes too many lines to express the basic concept. Functional interfaces are interfaces that require exactly one method to be implemented in order to satisfy the requirements of the interface. This is how the syntax achieves its brevity, because there is no ambiguity around which method of the interface the lambda is trying to define.

Q18)(A)

The code outputs `"694"`. The `concat` method of the `String` class concatenates the specified string to the end of this string. If the length of the argument string is 0, then this `String` object is returned. Otherwise, a `String` object is returned that represents a character sequence that is the concatenation of the character sequence represented by this `String` object and the character sequence represented by the argument string. The problem is since the `String` objects are immutable, every time some string is concatenated to a `String` object, a new `String` object is returned that represents the concatenated `String` object, so we are not actually changing the original object. We need to assign it to some variable to grab a hold of it, but as seen, in the code that is not the case.

Q19)(A)

`java.util` package contains the collections framework, legacy collection classes, event model, date and time facilities, internationalization, and miscellaneous utility classes. `String`

class resides in the `java.lang` package while the `LocalDate` class is in the `java.time` package. Only the `ArrayList` is in the `java.util` package from the given options.

Q20)(C)

The `delete` method of `StringBuilder` class removes the characters in a substring of this sequence. The substring begins at the specified start and extends to the character at index `end - 1` or to the end of the sequence if no such character exists. If start is equal to end, no changes are made. In option B, `delete` method deletes everything after the character `'r'`. Consequent `append` and `insert` are adjusted to build up a `"radical robots"` `StringBuilder` object. Option D outputs the same character sequence too because it inserts the `"robots"` string starting at the end of the `StringBuilder` without replacing the space character residing at the end of it. Option C outputs `"radicalrobots"`, because the insertion is made at the index of the space character, resulting in replacement of the space character, hence the aforementioned output.

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