

Questions 1–3 refer to the Worker class below:

```
public class Worker {
    private String name;
    private double hourlyWage;
    private boolean isUnionMember;
    public Worker()
    { /* implementation not shown */ }

    public Worker(String aName, double anHourlyWage, boolean union)
    { /* implementation not shown */ }

    //Accessors getName, getHourlyWage, getUnionStatus are not shown.

    /** Permanently increase hourly wage by amt.
     * @param amt the amount of wage increase
     */

    public void incrementWage(double amt)
    { /* implementation of incrementWage */ }

    /** Switch value of isUnionMember from true to false and * vice versa. */
    public void changeUnionStatus()
    { /* implementation of changeUnionStatus */ }

}
```

1. Refer to the incrementWage method. Which of the following is a correct /\* implementation of incrementWage \*/?

- (A) return hourlyWage + amt;
- (B) return getHourlyWage() + amt;
- (C) hourlyWage += amt;
- (D) getHourlyWage() += amt;
- (E) hourlyWage = amt;

2. Consider the method `changeUnionStatus`.

Which is a correct `/*` implementation of `changeUnionStatus` `*/`?

I

```
if (isUnionMember)
    isUnionMember = false;
else
    isUnionMember = true;
```

II

```
isUnionMember = !isUnionMember;
```

III

```
if (isUnionMember) isUnionMember = !isUnionMember;
```

- (A) I only
- (B) II only
- (C) III only
- (D) I and II only
- (E) I, II, and III

3. A client method `computePay` will return a worker's pay based on the number of hours worked.

`/**` Precondition: Worker `w` has worked the given number of hours.

`* @param w` a Worker

`* @param hours` the number of hours worked

`* @return` amount of pay for Worker `w`

`*/`

```
public static double computePay(Worker w, double hours)
{ /* code */ }
```

Which replacement for `/* code */` is correct?

- (A) `return hourlyWage * hours;`
- (B) `return getHourlyWage() * hours;`
- (C) `return w.getHourlyWage() * hours;`
- (D) `return w.hourlyWage * hours;`
- (E) `return w.getHourlyWage() * w.hours;`

4. What output is produced by the following line of code?

```
System.out.println("\This is\n very strange\");
```

- (A) \This is\n very strange\
- (B) "This is very strange"
- (C) This is  
very strange
- (D) \This is  
very strange\
- (E) "This is  
very strange"

5. Refer to the nextIntInRange method below:

```
/** @return a random integer in the range low to high, inclusive */  
public int nextIntInRange(int low, int high)  
{ return /* expression */ }
```

Which /\* expression \*/ will always return a value that satisfies the postcondition?

- (A) (int) (Math.random() \* high) + low;
- (B) (int) (Math.random() \* (high - low)) + low;
- (C) (int) (Math.random() \* (high - low + 1)) + low;
- (D) (int) (Math.random() \* (high + low)) + low;
- (E) (int) (Math.random() \* (high + low - 1)) + low;

6. Consider an array *arr* and an ArrayList *list*. Both *arr* and *list* are initialized with string values. Which of the following code segments correctly appends all the strings in *arr* to the end of *list*?

- I        for (String s : arr) list.add(s);
- II       for (String s : arr) list.add(list.size(), s);
- III      for (int i = 0; i < arr.length; i++) list.add(arr[i]);

- (A) I only
- (B) II only
- (C) III only
- (D) I and III only
- (E) I, II, and III

7. Consider the following method:

```
/** Precondition: a[0],a[1]...a[n-1] contain integers. */
public static int someMethod(int[] a, int n, int value)
{
    if (n == 0)
        return -1;
    else
    {
        if (a[n-1] == value)
            return n - 1;
        else
            return someMethod(a, n - 1, value);
    }
}
```

The method shown is an example of

- (A) insertion sort.
- (B) mergesort.
- (C) selection sort.
- (D) binary search.
- (E) sequential search.

8. Which of the following pairs of declarations will cause an error message?

- I        double x = 14.7;  
          int y = x;
- II       double x = 14.7;  
          int y = (int) x;
- III      int x = 14;  
          double y = x;

- (A) None
- (B) I only
- (C) II only
- (D) III only
- (E) I and III only

Questions 9–15 refer to the following Date class declaration:

```
public class Date
{
    private int day;
    private int month;
    private int year;

    public Date() //default constructor
    { ... }

    public Date(int mo, int da, int yr) //constructor
    { ... }

    public int month() //returns month of Date
    { ... }

    public int day() //returns day of Date
    { ... }

    public int year() //returns year of Date
    { ... }

    //Returns String representation of Date as "m/d/y", e.g. 4/18/1985.
    public String toString()
    { ... }
}
```

**9.** Which of the following correctly constructs a Date object in a client class?

- (A) Date d = new (2, 13, 1947);
- (B) Date d = new Date(2, 13, 1947);
- (C) Date d;  
    d = new (2, 13, 1947);
- (D) Date d;  
    d = Date(2, 13, 1947);
- (E) Date d = Date(2, 13, 1947);

**10.** Which of the following will cause an error message?

- I**      `Date d1 = new Date(8, 2, 1947);`  
         `Date d2 = d1;`
- II**     `Date d1 = null;`  
         `Date d2 = d1;`
- III**    `Date d = null;`  
         `int x = d.year();`

- (A) I only
- (B) II only
- (C) III only
- (D) II and III only
- (E) I, II, and III

**11.** A client program creates a Date object as follows:

```
Date d = new Date(1, 13, 2002);
```

Which of the following subsequent code segments will cause an error?

- (A) `String s = d.toString();`
- (B) `int x = d.day();`
- (C) `Date e = d;`
- (D) `Date e = new Date(1, 13, 2002);`
- (E) `int y = d.year;`

**12.** Consider the implementation of a write() method that is added to the Date class:

```
/** Write the date in the form m/d/y, for example 2/17/1948. */  
public void write()  
{ /* implementation code */ }
```

Which of the following could be used as /\* implementation code \*/?

- I**      `System.out.println(month + "/" + day + "/" + year);`
- II**     `System.out.println(month() + "/" + day() + "/" + year());`
- III**    `System.out.println(this);`

- (A) I only
- (B) II only
- (C) III only
- (D) II and III only
- (E) I, II, and III

**13.** Here is a client program that uses Date objects:

```
public class BirthdayStuff
{
    public static Date findBirthdate()
    { /* code to get birthDate */ return birthDate; }

    public static void main(String[] args)
    { Date d = findBirthdate(); ... }
}
```

Which of the following is a correct replacement for /\* code to get birthDate \*/?

- I      System.out.println("Enter birthdate: mo, day, yr: ");  
        int m = IO.readInt(); //read user input  
        int d = IO.readInt(); //read user input  
        int y = IO.readInt(); //read user input  
        Date birthDate = new Date(m, d, y);
  
- II     System.out.println("Enter birthdate: mo, day, yr: ");  
        int birthDate.month() = IO.readInt(); //read user input  
        int birthDate.day() = IO.readInt(); //read user input  
        int birthDate.year() = IO.readInt(); //read user input  
        Date birthDate = new Date(birthDate.month(), birthDate.day(), birthDate.year());
  
- III    System.out.println("Enter birthdate: mo, day, yr: ");  
        int birthDate.month = IO.readInt(); //read user input  
        int birthDate.day = IO.readInt(); //read user input  
        int birthDate.year = IO.readInt(); //read user input  
        Date birthDate = new Date(birthDate.month, birthDate.day, birthDate.year);

- (A) I only
- (B) II only
- (C) III only
- (D) I and II only
- (E) I and III only

**14.** A method in a client program for the Date class has this declaration:

```
Date d1 = new Date(mo, da, yr);
```

where mo, da, and yr are previously defined integer variables. The same method now creates a second Date object d2 that is an exact copy of the object d1 refers to. Which of the following code segments will not do this correctly?

- I        Date d2 = d1;
- II       Date d2 = new Date(mo, da, yr);
- III      Date d2 = new Date(d1.month(), d1.day(), d1.year());

- (A) I only
- (B) II only
- (C) III only
- (D) II and III only
- (E) I, II, and III

**15.** The Date class is modified by adding the following mutator method:

```
public void addYears(int n) //add n years to date
```

Here is part of a poorly coded client program that uses the Date class:

```
public static void addCentury(Date recent, Date old)
{
    old.addYears(100);
    recent = old;
}
```

```
public static void main(String[] args) {
    Date oldDate = new Date(1, 13, 1900);
    Date recentDate = null;
    addCentury(recentDate, oldDate);
    ...
}
```

Which will be true after executing this code?

- (A) A NullPointerException is thrown.
- (B) The oldDate object remains unchanged.
- (C) recentDate is a null reference.
- (D) recentDate refers to the same object as oldDate.
- (E) recentDate refers to a separate object whose contents are the same as those of oldDate.



Use the declarations below for Questions 16–18.

```
public abstract class Solid {
    private String name;

    //constructor
    public Solid(String solidName)
    { name = solidName; }

    public String getName()
    { return name; }

    public abstract double volume();
}

public class Sphere extends Solid {
    private double radius;

    //constructor
    public Sphere(String sphereName, double sphereRadius)
    { super(sphereName); radius = sphereRadius; }

    public double volume()
    { return (4.0/3.0) * Math.PI * radius * radius * radius; }
}

public class RectangularPrism extends Solid {
    private double length;
    private double width;
    private double height;

    //constructor
    public RectangularPrism(String prismName, double l, double w, double h)
    {
        super(prismName);
        length = l;
        width = w;
        height = h;
    }

    public double volume()
    { return length * width * height; }
}
```

**16.** A program that tests these classes has the following declarations and assignments:

```
Solid s1, s2, s3, s4;  
s1 = new Solid("blob");  
s2 = new Sphere("sphere", 3.8);  
s3 = new RectangularPrism("box", 2, 4, 6.5);  
s4 = null;
```

How many of the above lines of code are incorrect?

- (A) 0
- (B) 1
- (C) 2
- (D) 3
- (E) 4

**17.** Which is false?

- (A) If a program has several objects declared as type `Solid`, the decision about which volume method to call will be resolved at run time.
- (B) If the `Solid` class were modified to provide a default implementation for the volume method, it would no longer need to be an abstract class.
- (C) If the `Sphere` and `RectangularPrism` classes failed to provide an implementation for the volume method, they would need to be declared as abstract classes.
- (D) The fact that there is no reasonable default implementation for the volume method in the `Solid` class suggests that it should be an abstract method.
- (E) Since `Solid` is abstract and its subclasses are nonabstract, polymorphism no longer applies when these classes are used in a program.

18. Here is a program that prints the volume of a solid:

```
public class SolidMain
{
    /** Output volume of Solid s. */
    public static void printVolume(Solid s)
    {
        System.out.println("Volume = " + s.volume() + " cubic units");
    }

    public static void main(String[] args)
    {
        Solid sol;
        Solid sph = new Sphere("sphere", 4);
        Solid rec = new RectangularPrism("box", 3, 6, 9);
        int flipCoin = (int) (Math.random() * 2); //0 or 1

        if (flipCoin == 0)
            sol = sph;
        else
            sol = rec;

        printVolume(sol);
    }
}
```

Which is a true statement about this program?

- (A) It will output the volume of the sphere or box, as intended.
- (B) It will output the volume of the default Solid s, which is neither a sphere nor a box.
- (C) A ClassCastException will be thrown.
- (D) A compile-time error will occur because there is no implementation code for volume in the Solid class.
- (E) A run-time error will occur because of parameter type mismatch in the method call printVolume(sol).

19. A program is to simulate plant life under harsh conditions. In the program, plants die randomly according to some probability. Here is part of a Plant class defined in the program.

```
public class Plant
{
    /** probability that plant dies, a real number between 0 and 1 */
    private double probDeath;

    public Plant(double plantProbDeath, < other parameters >)
    {
        probDeath = plantProbDeath;
        < initialization of other instance variables >
    }

    /** Plant lives or dies. */
    public void liveOrDie()
    {
        /* statement to generate random number */
        if (/* test to determine if plant dies */)
            < code to implement plant's death >
        else
            < code to make plant continue living >
    }
    //Other variables and methods are not shown.
}
```

Which of the following are correct replacements for

- (1) /\* statement to generate random number \*/ and  
(2) /\* test to determine if plant dies \*/?

- (A) (1) double x = Math.random();  
(2) x == probDeath
- (B) (1) double x = (int) (Math.random());  
(2) x > probDeath
- (C) (1) double x = Math.random();  
(2) x < probDeath
- (D) (1) int x = (int) (Math.random() \* 100);  
(2) x < (int) probDeath
- (E) (1) int x = (int) (Math.random() \* 100) + 1;  
(2) x == (int) probDeath

**20.** A program simulates fifty slips of paper, numbered 1 through 50, placed in a bowl for a raffle drawing. Which of the following statements stores in winner a random integer from 1 to 50?

- (A) `int winner = (int) (Math.random() * 50) + 1;`
- (B) `int winner = (int) (Math.random() * 50);`
- (C) `int winner = (int) (Math.random() * 51);`
- (D) `int winner = (int) (Math.random() * 51) + 1;`
- (E) `int winner = (int) (1 + Math.random() * 49);`

**21.** Consider this method:

```
public static String doSomething(String s)
{
    final String BLANK = " "; //BLANK contains a single space
    String str = ""; //empty string
    String temp;

    for (int i = 0; i < s.length(); i++)
    {
        temp = s.substring(i, i + 1);
        if (!(temp.equals(BLANK)))
            str += temp;
    }

    return str;
}
```

Which of the following is the most precise description of what doSomething does?

- (A) It returns s unchanged.
- (B) It returns s with all its blanks removed.
- (C) It returns a String that is equivalent to s with all its blanks removed.
- (D) It returns a String that is an exact copy of s.
- (E) It returns a String that contains s.length() blanks.

**22.** A list of numbers is stored in a sorted array. It is required that the list be maintained in sorted order. This requirement leads to inefficient execution for which of the following processes?

- I        Summing the five smallest numbers in the list
- II       Finding the maximum value in the list
- III      Inserting and deleting numbers

- (A) I only
- (B) III only
- (C) II and III only
- (D) I and III only
- (E) I, II, and III

**23.** Which of the following is not necessarily a feature of a robust program?

- (A) Does not allow execution to proceed with invalid data
- (B) Uses algorithms that give correct answers for extreme data values
- (C) Will run on any computer without modification
- (D) Will not allow division by zero
- (E) Will anticipate the types of errors that users of the program may make

**24.** Refer to the following code segment. You may assume that `arr` is an array of `int` values.

```
int sum = arr[0], i = 0;
while (i < arr.length)
{
    i++;
    sum += arr[i];
}
```

Which of the following will be the result of executing the segment?

- (A) Sum of `arr[0]`, `arr[1]`, . . . , `arr[arr.length-1]` will be stored in `sum`.
- (B) Sum of `arr[1]`, `arr[2]`, . . . , `arr[arr.length-1]` will be stored in `sum`.
- (C) Sum of `arr[0]`, `arr[1]`, . . . , `arr[arr.length]` will be stored in `sum`.
- (D) An infinite loop will occur.
- (E) A run-time error will occur

**25.** Consider the following code segment, applied to `list`, an `ArrayList` of `Integer` values.

```
int len = list.size();
for (int i = 0; i < len; i++)
{
    list.add(i + 1, new Integer(i));
    Object x = list.set(i, new Integer(i + 2));
}
```

If `list` is initially `6 1 8`, what will it be following execution of the code segment?

- (A) `2 3 4 2 1 8`
- (B) `2 3 4 6 2 2 0 1 8`
- (C) `2 3 4 0 1 2`
- (D) `2 3 4 6 1 8`
- (E) `2 3 3 2`

**26.** A two-dimensional array of double, rainfall, will be used to represent the daily rainfall for a given year. In this scheme, rainfall[month][day] represents the amount of rain on the given day and month. For example,

rainfall[1][15] is the amount of rain on Jan. 15

rainfall[12][25] is the amount of rain on Dec. 25

The array can be declared as follows:

```
double[][] rainfall = new double[13][32];
```

This creates 13 rows indexed from 0 to 12 and 32 columns indexed from 0 to 31, all initialized to 0.0. Row 0 and column 0 will be ignored. Column 31 in row 4 will be ignored, since April 31 is not a valid day. In years that are not leap years, columns 29, 30, and 31 in row 2 will be ignored since Feb. 29, 30, and 31 are not valid days. Consider the method averageRainfall below:

```
/** Precondition:
```

```
* - rainfall is initialized with values representing amounts
```

```
*       of rain on all valid days.
```

```
* - Invalid days are initialized to 0.0.
```

```
* - Feb 29 is not a valid day.
```

```
* Postcondition: Returns average rainfall for the year.
```

```
*/
```

```
public double averageRainfall(double rainfall[][])
```

```
{ double total = 0.0; /* more code */ }
```

Which of the following is a correct replacement for /\* more code \*/ so that the postcondition for the method is satisfied?

I        for (int month = 1; month < rainfall.length; month++)  
              for (int day = 1; day < rainfall[month].length; day++)  
                  total += rainfall[month][day];  
          return total / (13 \* 32);

II        for (int month = 1; month < rainfall.length; month++)  
              for (int day = 1; day < rainfall[month].length; day++)  
                  total += rainfall[month][day];  
          return total / 365;

III        for (double[] month : rainfall)  
              for (double rainAmt : month)  
                  total += rainAmt;  
          return total / 365;

(A) None

(B) I only

(C) II only

(D) III only

(E) II and III only

**27.** Which of the following, when used as the `/* body */` of method `sum`, will enable that method to compute  $1 + 2 + \dots + n$  correctly for any  $n > 0$ ?

```
/** @param n a positive integer
 * @return 1 + 2 + ... + n
 */
public int sum(int n)
{ /* body */ }
```

I        `return n + sum(n - 1);`

II       `if (n == 1)`  
          `return 1;`  
          `else`  
            `return n + sum(n - 1);`

III      `if (n == 1)`  
          `return 1;`  
          `else`  
            `return sum(n) + sum(n - 1);`

- (A) I only
- (B) II only
- (C) III only
- (D) I and II only
- (E) I, II, and III

**28.** Refer to the following recursive method.

```
public int mystery(int n)
{
    if (n < 0)
        return 2;
    else
        return mystery(n - 1) + mystery(n - 3);
}
```

What value is returned by the call `mystery(3)`?

- (A) 12
- (B) 10
- (C) 8
- (D) 6
- (E) 4



Questions 29 and 30 refer to method t:

```
/** @param n a positive integer */
```

```
public int t(int n)
```

```
{
```

```
    if (n == 1 || n == 2)
```

```
        return 2 * n;
```

```
    else
```

```
        return t(n - 1) - t(n - 2);
```

```
}
```

**29.** What will be returned by t(5)?

- (A) 4
- (B) 2
- (C) 0
- (D) -2
- (E) -4

**30.** For the method call t(6), how many calls to t will be made, including the original call?

- (A) 6
- (B) 7
- (C) 11
- (D) 15
- (E) 25

**31.** The elements in a long list of integers are roughly sorted in decreasing order. No more than 5 percent of the elements are out of order. Which of the following is a valid reason for using an insertion sort rather than a selection sort to sort this list into decreasing order?

- I        There will be fewer comparisons of elements for insertion sort.
- II       There will be fewer changes of position of elements for insertion sort.
- III      There will be less space required for insertion sort.

- (A) I only
- (B) II only
- (C) III only
- (D) I and II only
- (E) I, II, and III

Questions 32–36 are based on the binSearch method and the private instance variable a for some class:

```
private int[] a;

/** Does binary search for key in array a[0]...a[a.length-1],
 * sorted in ascending order.
 * @param key the integer value to be found
 * Postcondition:
 * - index has been returned such that a[index]==key.
 * - If key not in a, return -1.
 */
public int binSearch(int key)
{
    int low = 0;
    int high = a.length - 1;
    while (low <= high)
    {
        int mid = (low + high) / 2;
        if (a[mid] == key)
            return mid;
        else if (a[mid] < key)
            low = mid + 1;
        else
            high = mid - 1;
    }

    return -1;
}
```

A binary search will be performed on the following list.

a[0]	a[1]	a[2]	a[3]	a[4]	a[5]	a[6]	a[7]
4	7	9	11	20	24	30	41

**32.** To find the key value 27, the search interval after the first pass through the while loop will be

- (A) a[0] . . . a[7]
- (B) a[5] . . . a[6]
- (C) a[4] . . . a[7]
- (D) a[2] . . . a[6]
- (E) a[6] . . . a[7]

**33.** How many iterations will be required to determine that 27 is not in the list?

- (A) 1
- (B) 3
- (C) 8
- (D) 27
- (E) An infinite loop since 27 is not found

**34.** What will be stored in y after executing the following?

```
int y = binSearch(4);
```

- (A) 20
- (B) 7
- (C) 4
- (D) 0
- (E) -1

**35.** If the test for the while loop is changed to while (low < high) the binSearch method does not work as intended. Which value in the given list will not be found?

- (A) 4
- (B) 7
- (C) 11
- (D) 24
- (E) 30

**36.** For binSearch, which of the following assertions will be true following every iteration of the while loop?

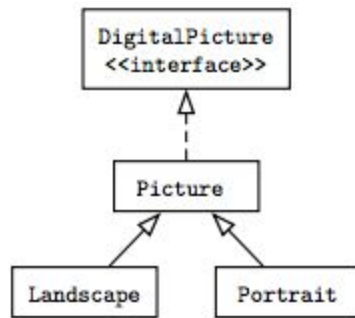
- (A)  $\text{key} = \text{a}[\text{mid}]$  or key is not in a.
- (B)  $\text{a}[\text{low}] \leq \text{key} \leq \text{a}[\text{high}]$
- (C)  $\text{low} \leq \text{mid} \leq \text{high}$
- (D)  $\text{key} = \text{a}[\text{mid}]$ , or  $\text{a}[\text{low}] \leq \text{key} \leq \text{a}[\text{high}]$
- (E)  $\text{key} = \text{a}[\text{mid}]$ , or  $\text{a}[\text{low}] \leq \text{key} \leq \text{a}[\text{high}]$ , or key is not in array a.

37. What is the output of the following code segment?

```
String s = "How do you do?";  
int index = s.indexOf("o");  
while (index >= 0)  
{  
    System.out.print(index + " ");  
    s = s.substring(index + 1);  
    index = s.indexOf("o");  
}
```

- (A) 1 3 2 3
- (B) 2 4 3 4
- (C) 1 5 8 12
- (D) 1 5 8 11
- (E) No output because of an IndexOutOfBoundsException

38. Consider a program to manipulate images. The inheritance hierarchy is as follows:



You may assume that `Picture` has a default (no-argument) constructor, but that `Landscape` and `Portrait` do not have any constructors. Which of the following declarations will compile?

- I      `DigitalPicture p = new Portrait();`
- II     `Landscape p = new Picture();`
- III    `DigitalPicture p = new DigitalPicture();`

- (A) I only
- (B) II only
- (C) III only
- (D) II and III only
- (E) I, II, and III

**39.** Consider a class MatrixStuff that has a private instance variable

```
private int[][] mat;
```

The following method uses a vertical mirror down the center of a matrix to reflect the left half of the matrix onto the right. The following two examples show the result of mirroring a two-dimensional array of numbers from left to right vertically. (Another way of saying this is that the right half of the matrix is replaced by a vertical mirror image of the left half.)

Example 1:

mat	mat after mirroring
1 2 3 4 5	1 2 3 2 1
6 7 8 9 10	6 7 8 7 6
11 12 13 14 15	11 12 13 12 11

Example 2:

mat	mat after mirroring
1 2 3 4	1 2 2 1
5 6 7 8	5 6 6 5
9 10 11 12	9 10 10 9

```
public static void mirrorVerticalLeftToRight(int[][] mat)
{
    int width = mat[0].length;
    int numRows = mat.length;
    for (int row = 0; row < numRows; row++)
        for (int col = 0; col < width/2; col++)
            /* element assignments */
}
```

Which replacement for `/* element assignments */` will make the method work as intended?

- (A) `mat[row][col] = mat[row][width - col];`
- (B) `mat[row][width - col] = mat[row][col];`
- (C) `mat[row][width - 1 - col] = mat[row][col];`
- (D) `mat[row][col] = mat[row][width - 1 - col];`
- (E) `mat[row][width - 1 - col] = mat[col][row];`

40. Consider a square matrix in a class that has a private instance variable mat:

```
private int[][] mat;
```

Method alter in the class changes mat:

```
public void alter()
{
    for (int row = 1; row < mat.length; row++)
        for (int col = 0; col < row; col++)
            mat[col][row] = mat[row][col];
}
```

If mat has current value

```
{{1, 2, 3},
 {4, 5, 6},
 {7, 8, 9}}
```

what are the contents of mat after method alter has been executed?

(A)    {{1, 4, 7},  
         {4, 5, 8},  
         {7, 8, 9}}

(B)    {{1, 4, 7},  
         {2, 5, 8},  
         {3, 6, 9}}

(C)    {{1, 2, 3},  
         {2, 5, 6},  
         {3, 6, 9}}

(D)    {{9, 6, 3},  
         {8, 5, 6},  
         {7, 8, 9}}

(E)    {{1, 2, 3},  
         {4, 5, 2},  
         {7, 4, 1}}