

Name (First and Last): \_\_\_\_\_

# CS II: Data Structures

## Pre-Lab 4: Exam 1 Review

Next Tuesday is your exam. This week's lab will be review work. For Pre-lab fill out this review worksheet. It will take some time, so start early. **You will turn this in to your TA at the beginning of class!**

### 1. What does it print?

Circle one answer for each program. Does the program print true, print false, or is there not enough information to know what the program prints?

<pre>public static void main(String[] args) {     String a = new String("Cloud");     String b = new String("Cloud");     b = mysteryFunction(a, b);     System.out.println(a == b); }</pre>	<p>a) true</p> <p>b) false</p> <p>c) not enough information</p>
<pre>public static void main(String[] args) {     String a = new String("Cloud");     String b = new String("Cloud");     anotherMysteryFunction(a, b);     System.out.println(a == b); }</pre>	<p>a) true</p> <p>b) false</p> <p>c) not enough information</p>
<pre>public static void main(String[] args) {     String a = new String("Cloud");     String b = new String("Cloud");     System.out.println(a.equals(b)); }</pre>	<p>a) true</p> <p>b) false</p> <p>c) not enough information</p>

### 2. Manipulate objects and references

In the blank space to the right of each segment of code, draw a diagram showing the state of the variables and objects in the program **AFTER** those lines have executed. ListNode *objects*

data next

are drawn as two adjacent containers 

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 with the boxes filled in. **There are 5 diagrams**

**for you to draw.** We drew the first diagram for you. Don't worry: even if you get a step wrong, we'll grade the next steps based on your diagram.

<code>ListNode p = null;</code>	p <div style="border: 1px solid black; display: inline-block; width: 30px; height: 20px; vertical-align: middle; text-align: center; line-height: 20px;">/</div>
<code>p = new ListNode(10); p.next = new ListNode(20);</code>	
<code>ListNode x = p.next;</code>	
<code>ListNode y = p.next.next;</code>	
<code>x = y;</code>	
<code>p.next = new ListNode(30);</code>	

### 3. Write a method for a linked list

We want our `LinkedList` class to have a method that removes multiple elements from the list and returns them in a *new* `LinkedList`.

`removeStartingAt` takes one argument, the index of the first element to remove. The *new* list that it returns will contain all elements starting from that index to the end of the list.

### Example

```
1 LinkedList mylist = new LinkedList();
2 mylist.append(10);
3 mylist.append(20);
4 mylist.append(30);
5 mylist.append(40);
6 // mylist contains [10,20,30,40]
7 LinkedList theend = mylist.removeStartingAt(2);
8 // mylist contains [10, 20] and theend contains [30, 40]
```

a) Draw the state of *all* variables and objects right BEFORE line 7 executes. (LinkedList is defined on the following page)

b) Draw the state of *all* variables and objects AFTER line 7 executes. (LinkedList is defined on the following page)

- c) We've provided the important parts of the `LinkedList` class. Fill in the definition of the `removeStartingAt` method. You may write private helper methods on the following blank page if needed. Assume the method will never be called on a bad argument.

You will be graded on the correctness of your solution at a conceptual level. Syntax errors only matter if they create ambiguity that your answer is correct.

```
public class LinkedList {
    // header points to a sentinel node
    private ListNode header;

    public LinkedList() {
        header = new ListNode(-1);
    }

    private class ListNode {
        public int data;
        public ListNode next;

        public ListNode(int data) {
            this.data = data;
            this.next = null;
        }
    }

    public LinkedList removeStartingAt(int start) {

    }
}
```