9/10

**AP Computer Science Problem Set 2** Name: Corbin Frisvold

1. D

Refer to these declarations:

```
Integer k = new Integer(8);
Integer m = new Integer(4);
```

Which test will *not* generate an error?

I `if (k.intValue() == m.intValue())...`

II `if ((k.intValue()).equals(m.intValue()))...` ← Can't use methods on ints

III `if ((k.toString()).equals(m.toString()))...`

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

2. E

One of the rules for converting English to Pig Latin states: If a word begins with a consonant, move the consonant to the end of the word and add "ay". Thus "dog" becomes "ogday," and "crisp" becomes "rispcay". Suppose s is a String containing an English word that begins with a consonant. Which of the following creates the correct corresponding word in Pig Latin? Assume the declarations

```
String ayString = "ay";
String pigString;
```

(A)
```
pigString = s.substring(0, s.length()) + s.substring(0,1)
          + ayString;
```

(B)
```
pigString = s.substring(1, s.length()) + s.substring(0,0)
          + ayString;
```

(C)
```
pigString = s.substring(0, s.length()-1) + s.substring(0,1)
          + ayString;
```

(D)
```
pigString = s.substring(1, s.length()-1) + s.substring(0,0)
          + ayString;
```
"og" "d"

(E)
```
pigString = s.substring(1, s.length()) + s.substring(0,1)
          + ayString;
```
"ay"

✓3. C

The following program segment is intended to find the index of the first negative integer in arr[0] ... arr[N-1], where arr is an array of N integers.

```
int i = 0;
while (arr[i] >= 0)
{
    i++;
}
location = i;
```

This segment will work as intended
(A) always.
(B) never.
(C) whenever arr contains at least one negative integer.
(D) whenever arr contains at least one nonnegative integer.
(E) whenever arr contains no negative integers.

✗4. A / E

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.

5. A

Refer to the following code segment. You may assume that array arr1 contains elements arr1[0], arr1[1], ..., arr1[N-1], where N = arr1.length.

```
int count = 0;
for (int i = 0; i < N; i++)
    if (arr1[i] != 0)
    {
        arr1[count] = arr1[i];
        count++;
    }
int[] arr2 = new int[count];
for (int i = 0; i < count; i++)
    arr2[i] = arr1[i];
```

0604002 i=0 c=0
6604002 i=1 c=1
6604002 i=2 c=1
6404002 i=3 c=2 642

If array arr1 initially contains the elements 0, 6, 0, 4, 0, 0, 2 in this order, what will arr2 contain after execution of the code segment?

(A) 6, 4, 2
(B) 0, 0, 0, 0, 6, 4, 2
(C) 6, 4, 2, 4, 0, 0, 2
(D) 0, 6, 0, 4, 0, 0, 2
(E) 6, 4, 2, 0, 0, 0, 0

6. D

Which of the following initializes an 8 × 10 matrix with integer values that are perfect squares? (0 is a perfect square.)

I
```
int[][] mat = new int[8][10];
```
0 is Square!

II
```
int[][] mat = new int[8][10];
for (int r = 0; r < mat.length; r++)
    for (int c = 0; c < mat[r].length; c++)
        mat[r][c] = r * r;
```
✓

III
```
int[][] mat = new int[8][10];
for (int c = 0; c < mat[r].length; c++)
    for (int r = 0; r < mat.length; r++)
        mat[r][c] = c * c;
```
r isn't init

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

7. A Consider a class that has this private instance variable:

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

The class has the following method, `alter`.

```
public void alter(int c)
{
    for (int i = 0; i < mat.length; i++)
        for (int j = c + 1; j < mat[0].length; j++)
            mat[i][j-1] = mat[i][j];
}
```

If a 3 × 4 matrix `mat` is

```
1 3 5 7
2 4 6 8
3 5 7 9
```

mat[0][1] = mat[0][2]
mat[0][2] = mat[0][3]

then `alter(1)` will change `mat` to

(A)
```
1 5 7 7
2 6 8 8
3 7 9 9
```

(B)
```
1 5 7
2 6 8
3 7 9
```

(C)
```
1 3 5 7
3 5 7 9
```

(D)
```
1 3 5 7
3 5 7 9
3 5 7 9
```

(E)
```
1 7 7 7
2 8 8 8
3 9 9 9
```

**Questions 8 - 9 refer to the following `BingoCard` class declaration.**

```
public class BingoCard
{
    private int[] myCard;

    /* Default constructor: Creates BingoCard with
     * 20 random digits in the range 1 - 90. */
    public BingoCard()
    { /* implementation not shown */ }

    /* Display BingoCard. */
    public void display()
    { /* implementation not shown */ }
        ...
}
```

A program that simulates a bingo game declares an array of `BingoCard`. The array has `NUMPLAYERS` elements, where each element represents the card of a different player. Here is a code segment that creates all the bingo cards in the game:

```
/* declare array of BingoCard */
/* construct each BingoCard */
```

8. D Which of the following is a correct replacement for `/* declare array of BingoCard */`?

(A) ~~`int[] BingoCard = new BingoCard[NUMPLAYERS];`~~

(B) `BingoCard[] players = new int[NUMPLAYERS];`

(C) `BingoCard[] players = new BingoCard[20];`

(D) `BingoCard[] players = new BingoCard[NUMPLAYERS];`

(E) ~~`int[] players = new BingoCard[NUMPLAYERS];`~~

√9. C

Assuming that players has been declared as an array of BingoCard, which of the following is a correct replacement for

```
/* construct each BingoCard */
```

I
```
for (BingoCard card : players)
    card = new BingoCard();
```

II
```
for (BingoCard card : players)
    players[card] = new BingoCard();
```

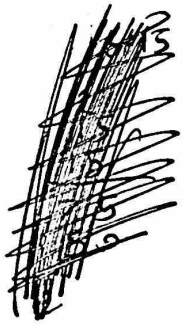
III
```
for (int i = 0; i < players.length; i++)
    players[i] = new BingoCard();
```

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

√10. C

Suppose the characters 0, 1, . . . , 8, 9, A, B, C, D, E, F are used to represent a hexadecimal (base-16) number. Here A = 10, B = 11, . . . , F = 15. What is the largest base-10 integer that can be represented with a two-digit hexadecimal number, such as 14 or 3A?

(A) 32
(B) 225
(C) 255
(D) 256
(E) 272



$16^2 - 1$

16
16
96
160
256 - 1
255

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