Free Response

Consider the following partial declaration for a `WordScrambler` class. The constructor for the `WordScrambler` class takes an even-length array of `String` objects and initializes the instance variable `scrambledWords`.

```
public class WordScrambler
{
  private String[] scrambledWords;

  /** @param wordArr an array of String objects
   *          Precondition: wordArr.length is even
   */
  public WordScrambler(String[] wordArr)
  {
    scrambledWords = mixedWords(wordArr);
  }


  /** @param word1 a String of characters
   *  @param word2 a String of characters
   *  @return a String that contains the first half of word1 and the second half of word2
   */
  private String recombine(String word1, String word2)
  {  /* to be implemented in part (a) */  }


  /** @param words an array of String objects
   *          Precondition: words.length is even
   *  @return an array of String objects created by recombining pairs of strings in array words
   *  Postcondition: the length of the returned array is words.length
   */
  private String[] mixedWords(String[] words)
  {  /* to be implemented in part (b) */  }

  // There may be instance variables, constructors, and methods that are not shown.
}
```

(a) Write the `WordScrambler` method `recombine`. This method returns a `String` created from its two `String` parameters as follows.

- take the first half of `word1`
- take the second half of `word2`
- concatenate the two halves and return the new string.

For example, the following table shows some results of calling `recombine`. Note that if a word has an odd number of letters, the second half of the word contains the extra letter.

word1	word2	recombine(word1, word2)
"apple"	"pear"	"apar"
"pear"	"apple"	"peple"

Complete method `recombine` below.

```
/** @param word1 a String of characters
 *  @param word2 a String of characters
 *  @return a String that contains the first half of word1 and the second half of word2
 */
private String recombine(String word1, String word2)
{
  String first = word1.substring(0, word1.length()/2);
  String last = word2.substring(word2.length()/2);
  return first+last;
}
```

(b) Write the `WordScrambler` method `mixedWords`. This method creates and returns a new array of `String` objects as follows.

It takes the first pair of strings in `words` and combines them to produce a pair of strings to be included in the array returned by the method. If this pair of strings consists of `w1` and `w2`, the method should include the result of calling `recombine` with `w1` and `w2` as arguments and should also include the result of calling `recombine` with `w2` and `w1` as arguments. The next two strings, if they exist, would form the next pair to be processed by this method. The method should continue until all the strings in `words` have been processed in this way and the new array has been filled. For example, if the array `words` contains the following elements:

```
{"apple", "pear", "this", "cat"}
```

then the call `mixedWords(words)` should return the following array.

```
{"apar", "peple", "that", "cis"}
```

In writing `mixedWords`, you may call `recombine`. Assume that `recombine` works as specified, regardless of what you wrote in part (a).

Complete method `mixedWords` below.

```
/** @param words an array of String objects
 *          Precondition: words.length is even
 *  @return an array of String objects created by recombining pairs of strings in array words
 *  Postcondition: the length of the returned array is words.length
 */
private String[] mixedWords(String[] words)
{
  String[] result = new String[words.length];
  for (int k=0; k < result.length; k=k+2){
      result[k] = recombine(words[k], words[k+1]);
      result[k+1] = recombine(words[k+1], words[k]);
  }
  return result;
}
```