

**CS-390**  
**Fundamental Programming Practices**  
**Final Exam Sample**

**Name:** \_\_\_\_\_ **ID:** \_\_\_\_\_

<b>I</b> <b>(16)</b>	<b>II</b> <b>(16)</b>			<b>III</b> <b>(24)</b>		<b>SCI</b> <b>(3)</b>

**Part I. Multiple Choice & True/False Questions.** (2 points each) For multiple choice, circle the best answer; circle only one answer in each problem. For True/False, mark it either 'T' or 'F'.

1. Which of the following statements is true?
  - a. Use ArrayList when a lot of insertions and removals are needed.
  - b. There is no need to shift elements when we remove elements from ArrayList.
  - c. LinkedList implements RandomAccess.
  - d. Resizing is not necessary for a LinkedList when a lot of insertions are done.

**Answer: d**

2. T (True/False) Suppose you create a class Key in which you override equals and hashCode. Suppose that your way of overriding hashCode is the following:

```
hashCode() {  
    return 1;  
}
```

If you use instances of Key as keys in a Hashmap, the Hashmap operations of put, get, remove will be no more efficient than the corresponding operations of adding, getting, and removing elements in a linked list.

3. T (True/False) In-order traversal will visit nodes in a binary search tree in sorted order.
4. F (True/False) The following code is a full implementation of an Employee class and includes an implementation, as an inner class, of the Comparator interface. Is the implementation shown consistent with equals?

```
public class Employee {  
    private String name;  
    private double salary;  
    public Employee(String name, double salary) {  
        this.name = name;  
        this.salary = salary;  
    }  
    class NameComparator implements Comparator<Employee> {  
        @Override  
        public int compare(Employee e1, Employee e2) {  
            if(e1.name.equals(e2.name)) return 0;  
            else return e1.name.compareTo(e2.name);  
        }  
    }  
    public boolean equals(Object ob) {  
        if(ob == null) return false;  
        if(!(ob instanceof Employee)) return false;  
        Employee e = (Employee)ob;  
        Return e.name.equals(name) && e.salary == salary;  
    }  
}
```

5. The new `forEach` method that was introduced in Java 8 is an example of which of the following (circle the best answer)
- a. A static method in an interface
  - b. A default method in an interface
  - c. A new implemented method in the `Iterator` interface
  - d. None of the above

**Answer: b**

6. When the `main` method is run in the `Main` class (shown below), which of the following is output to the console? Circle only one answer.

- a. true  
001:data
- b. true  
null
- c. false  
001:data
- d. false  
null

**Answer: b**

```
public class Main {
    HashMap<Key, Record> map = new HashMap<>();
    Key defaultKey = new Key("secret");
    public Main() {
        map.put(defaultKey, new Record("001", "data"));
    }
    public static void main(String[] args) {
        Main m = new Main();
        Key k = new Key("secret");
        System.out.println(k.equals(m.defaultKey));
        Record recFound = m.map.get(k);
        System.out.println(recFound);
    }
}
```

```
public class Key {
    private String key;
    public Key(String k) {
        this.key = k;
    }

    @Override
    public boolean equals(Object ob) {
        if(ob == null) return false;
        if(!(ob instanceof Key)) return false;
        Key theKey = (Key)ob;
        return key.equals(theKey.key);
    }
}

public class Record {
    private String recordId;
    private String data;
    public Record(String id, String data) {
        this.recordId = id;
        this.data = data;
    }
    public String getRecordId() {
        return recordId;
    }
    public String getData() {
        return data;
    }

    @Override
    public String toString() {
        return recordId + ":" + data;
    }
}
```

## Part II. Short Answer

1. [3 points] Draw the 10-item hash table: keys 1, 4, 3, 8, 2, 9, 11, 19, 20, and 5 using the following hash and hashCode methods and assuming collisions are handled by chaining. value = 2\* key. Each bucket (slot) of Hash table is LinkedList. each element of LinkedList is Entry<Key, Value>.

Key = 1

bigNum = 7 + 11\*7+1 = 85

index = 85%10 = 5

Entry<1, 2>

tableSize = 10;

bigNum = hashCode();

index = hash(bigNum);

key = 4

bigNum = 7 + 11\*7+4 = 88

index = 88%10 = 8

entry <4,8 >

key = 11

bigNum = 7 + 11\*7 + 11 = 95

index = 95%10 = 5

Entry<11, 22>

@Override

```
public int hashCode() {  
    int result = 7;  
    result = result + 11 * result + this.key;  
    return result;  
}  
private int hash(int bigNum) {  
    return (int)Math.abs(bigNum % tableSize);  
}
```

index	Hash table, size 10
0	→ null
1	→ null
2	→ [8,16]
3	→ [9,18] -> [19,38]
4	→ [20,40]
5	→ [1,2] -> [11,22]
6	→ [2,4]
7	→ [3,6]
8	→ [4,8]
9	→ [5,10]

2. [4 points] Draw the binary search tree obtained from successively adding the following integers to an initially empty BST: 5, 9, 2, 3, 1, 4, 8, 7



