



AP[®] Computer Science A

2015 Free-Response Questions

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3. A two-dimensional array of integers in which most elements are zero is called a *sparse array*. Because most elements have a value of zero, memory can be saved by storing only the non-zero values along with their row and column indexes. The following complete `SparseArrayEntry` class is used to represent non-zero elements in a sparse array. A `SparseArrayEntry` object cannot be modified after it has been constructed.

```
public class SparseArrayEntry
{
    /** The row index and column index for this entry in the sparse array */
    private int row;
    private int col;

    /** The value of this entry in the sparse array */
    private int value;

    /** Constructs a SparseArrayEntry object that represents a sparse array element
     * with row index r and column index c, containing value v.
     */
    public SparseArrayEntry(int r, int c, int v)
    {
        row = r;
        col = c;
        value = v;
    }

    /** Returns the row index of this sparse array element. */
    public int getRow()
    { return row; }

    /** Returns the column index of this sparse array element. */
    public int getCol()
    { return col; }

    /** Returns the value of this sparse array element. */
    public int getValue()
    { return value; }
}
```

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The `SparseArray` class represents a sparse array. It contains a list of `SparseArrayEntry` objects, each of which represents one of the non-zero elements in the array. The entries representing the non-zero elements are stored in the list in no particular order. Each non-zero element is represented by exactly one entry in the list.

```
public class SparseArray
{
    /** The number of rows and columns in the sparse array. */
    private int numRows;
    private int numCols;

    /** The list of entries representing the non-zero elements of the sparse array. Entries are stored in the
     *  list in no particular order. Each non-zero element is represented by exactly one entry in the list.
     */
    private List<SparseArrayEntry> entries;

    /** Constructs an empty SparseArray. */
    public SparseArray()
    { entries = new ArrayList<SparseArrayEntry>(); }

    /** Returns the number of rows in the sparse array. */
    public int getNumRows()
    { return numRows; }

    /** Returns the number of columns in the sparse array. */
    public int getNumCols()
    { return numCols; }

    /** Returns the value of the element at row index row and column index col in the sparse array.
     *  Precondition:  $0 \leq \text{row} < \text{getNumRows}()$ 
     *                   $0 \leq \text{col} < \text{getNumCols}()$ 
     */
    public int getValueAt(int row, int col)
    { /* to be implemented in part (a) */ }

    /** Removes the column col from the sparse array.
     *  Precondition:  $0 \leq \text{col} < \text{getNumCols}()$ 
     */
    public void removeColumn(int col)
    { /* to be implemented in part (b) */ }

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

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The following table shows an example of a two-dimensional sparse array. Empty cells in the table indicate zero values.

	0	1	2	3	4
0					
1		5			4
2	1				
3		-9			
4					
5					

The sample array can be represented by a `SparseArray` object, `sparse`, with the following instance variable values. The items in `entries` are in no particular order; one possible ordering is shown below.

`numRows: 6`

`numCols: 5`

`entries:`

<code>row: 1</code> <code>col: 4</code> <code>value: 4</code>	<code>row: 2</code> <code>col: 0</code> <code>value: 1</code>	<code>row: 3</code> <code>col: 1</code> <code>value: -9</code>	<code>row: 1</code> <code>col: 1</code> <code>value: 5</code>
---	---	--	---

- (a) Write the `SparseArray` method `getValueAt`. The method returns the value of the sparse array element at a given row and column in the sparse array. If the list `entries` contains an entry with the specified row and column, the value associated with the entry is returned. If there is no entry in `entries` corresponding to the specified row and column, 0 is returned.

In the example above, the call `sparse.getValueAt(3, 1)` would return -9, and `sparse.getValueAt(3, 3)` would return 0.

WRITE YOUR SOLUTION ON THE NEXT PAGE.

Part (a) continues on page 12.

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Complete method `getValueAt` below.

```
/** Returns the value of the element at row index row and column index col in the sparse array.  
 * Precondition:  $0 \leq \text{row} < \text{getNumRows}()$   
 *  $0 \leq \text{col} < \text{getNumCols}()$   
 */  
public int getValueAt(int row, int col)
```

Part (b) begins on page 13.

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(b) Write the `SparseArray` method `removeColumn`. After removing a specified column from a sparse array:

- All entries in the list `entries` with column indexes matching `col` are removed from the list.
- All entries in the list `entries` with column indexes greater than `col` are replaced by entries with column indexes that are decremented by one (moved one column to the left).
- The number of columns in the sparse array is adjusted to reflect the column removed.

The sample object `sparse` from the beginning of the question is repeated for your convenience.

	0	1	2	3	4
0					
1		5			4
2	1				
3		-9			
4					
5					

The shaded entries in `entries`, below, correspond to the shaded column above.

`numRows: 6`

`numCols: 5`

<code>entries:</code>	<code>row: 1</code>	<code>row: 2</code>	<code>row: 3</code>	<code>row: 1</code>
	<code>col: 4</code>	<code>col: 0</code>	<code>col: 1</code>	<code>col: 1</code>
	<code>value: 4</code>	<code>value: 1</code>	<code>value: -9</code>	<code>value: 5</code>

When `sparse` has the state shown above, the call `sparse.removeColumn(1)` could result in `sparse` having the following values in its instance variables (since `entries` is in no particular order, it would be equally valid to reverse the order of its two items). The shaded areas below show the changes.

`numRows: 6`

`numCols: 4`

<code>entries:</code>	<code>row: 1</code>	<code>row: 2</code>
	<code>col: 3</code>	<code>col: 0</code>
	<code>value: 4</code>	<code>value: 1</code>

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Class information repeated from the beginning of the question

```
public class SparseArrayEntry
```

```
public SparseArrayEntry(int r, int c, int v)
public int getRow()
public int getCol()
public int getValue()
```

```
public class SparseArray
```

```
private int numRows
private int numCols
private List<SparseArrayEntry> entries
public int getNumRows()
public int getNumCols()
public int getValueAt(int row, int col)
public void removeColumn(int col)
```

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Complete method `removeColumn` below.

```
/** Removes the column col from the sparse array.  
 * Precondition:  $0 \leq \text{col} < \text{getNumCols}()$   
 */  
public void removeColumn(int col)
```