CMPSCI 182

Homework Assignment 1 (20 points)

Due 12/1/22

Please respond to the following exercises from the "Exercises" section of Chapter 9. Write your answers to these questions in the provided text box. Clearly label which question you are answering. For example, if you are writing an answer for part a) of question #1, label your answer 1a. or 1a). It may help to copy the text of each question or set of statements into the text box, and then write your answer next to or below the question or set of statements.

1. (10 points) Recall the classes *Sphere* and *Ball*, as described in this chapter in the section "Inheritance Revisited," (pages 457-460) and consider the following variation:

```
public class Sphere {
      public double area() { // surface area
       . . .
      } // end area
      public void displayStatistics() {
      } // end displayStatistics()
} // end Sphere
class Ball extends Sphere {
     public double area() { // cross-sectional area
     // Cross-sectional area is used to compute drag
     // on the ball
      } // end area
```

Suppose that different implementations of displayStatistics appear in both Sphere and Ball and they each invoke the method area. Also assume that b1 and s1 are declared as follows:

```
Sphere s1 = new Sphere();
Ball b1 = new Ball();
```

For each of the scenarios shown next, indicate which version of the <code>area</code> method each call to <code>displayStatistics</code> invokes. Be sure to explain your answer. Also, if the statement involves an assignment, indicate if the assignment is legal or illegal. If the assignment is illegal, indicate why that assignment is illegal. Assume that each set of statements begins with the <code>Sphere</code> and <code>Ball</code> declarations shown above, and that each set of statements is independent of the others.

```
a) s1.displayStatistics();
b1.displayStatistics();
b) s1.displayStatistics();
s1 = b1;
s1.displayStatistics();
b1.displayStatistics();
c) b1.displayStatistics();
b1 = s1;
s1.displayStatistics();
b1.displayStatistics();
b1.displayStatistics();
```

3. (4 points) Consider the following classes:

Clock represents a device that keeps track of the time. Its public methods include setTime and chime.

AlarmClock represents a clock that also has an alarm that can be set. Its public methods include setSoundLevel and getAlarmTime.

a) Which of the methods mentioned above can the implementation of setTime invoke?

- b) Which of the methods mentioned above can the implementation of getAlarmTime invoke?
- 4. (2 points) Referring to the Clock and AlarmClock classes described in the previous question, consider a main method that contains the following statements:

```
Clock WallClock;
AlarmClock myAlarm;
```

- a. Which of these objects can correctly invoke the method chime?
- b. Which of these objects can correctly invoke the method <code>setSoundLevel?</code>
- 7. (4 points) Consider the following classes:

Expression represents an algebraic expression, including prefix, postfix and infix expressions. Its public methods include <code>characterAt</code>. Its protected methods include <code>isOperator</code> and <code>isIdentifier</code>. It also has several private methods.

InfixExpression is derived from Expression and represents infix expressions. Its public methods include isLegal and evaluate. It also has several protected and private methods.

- a) What methods can the implementation of <code>isIdentifier</code> invoke?
- b) What methods can the implementation of <code>isLegal</code> invoke?