

## 1 Debugging

1.1 For each scenario below, describe what you think caused each error.

- (a) Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: 55  
    at Sum.sum(Test.java:15)  
    at Sum.main(Test.java:28)

where line 15 of Sum is:

```
total += nums[i];
```

- (b) Exception in thread "main" java.lang.NullPointerException  
    at IntNode.traverse(IntNode.java:25)  
    at IntNode.main(IntNode.java:63)

where line 25 of IntNode is:

```
nextNode = currNode.next;
```

- (c) Test.java:67: error: non-static variable name cannot be referenced  
from a static context  
    System.out.println(name);  
                            ^

## 2 Arrays

**Arrays** are ordered sequences of fixed length. Unlike Python lists, the length must be known when creating an array.

```
int[] a = new int[3];
```

It is possible to initialize and fill an array in a single expression.

```
int[] b = new int[]{1, 2, 3};
```

Java can infer the type of the array from its context, yielding this shorthand.

```
int[] c = {1, 2, 3};
```

Uninitialized values have a default value like 0, **false**, or **null**.

```
String[] c = new String[1];  
c[0] == null;
```

- 2.1 Provide a descriptive name for each of the following methods. Assume that `values` contains at least one element.

```
(a) public static boolean _____(int[] values) {  
    int k = 0;  
    while (k < values.length - 1) {  
        if (values[k] > values[k + 1]) {  
            return false;  
        }  
        k = k + 1;  
    }  
    return true;  
}
```

```
(b) public static void _____(int[] values) {  
    int k = 0;  
    while (k < values.length / 2) {  
        int temp = values[k];  
        values[k] = values[values.length - 1 - k];  
        values[values.length - 1 - k] = temp;  
        k = k + 1;  
    }  
}
```



### 3 Mystery

- 3.1 Define `skip`, which takes in an `IntList` and destructively removes every other node starting from the second node. Do not use recursion.

```
public class IntList {
    public int first;
    public IntList rest;
    public IntList(int first, IntList rest) {
        this.first = first;
        this.rest = rest;
    }
    public static void skip(IntList L) {

    }
}
```

3.2 What does mystery do? Draw the box-and-pointer diagram!

```

public class IntList {
    public int first;
    public IntList rest;
    public IntList(int first, IntList rest) {
        this.first = first;
        this.rest = rest;
    }
    public static IntList mystery(IntList L) {
        if (L == null || L.rest == null) {
            return L;
        } else {
            IntList x = mystery(L.rest);
            L.rest.rest = L;
            L.rest = null;
            return x;
        }
    }
    public String toString() {
        String result = "";
        IntList p = this;
        while (p != null) {
            result = result + p.first + " ";
            p = p.tail;
        }
        return result;
    }
    public static void main(String[] args) {
        IntList x = new IntList(2, new IntList(3, new IntList(4, new IntList(5, null))));
        System.out.println(x);
        IntList y = mystery(x);
        System.out.println(x);
        System.out.println(y);
    }
}

```