

Semester 2 2022/23

Time Allowed 70 Minutes

2 / 2 2 / 2 2 / 2 2 / 2

DO NOT WRITE  
IN THIS MARGIN

C (2) 1.  D (2) 2.  D (2) 3.  A (2) 4.

STUDENT NUMBER																
A 02585 24 Y																
U	<input type="radio"/>	0	0	0	0	0	0	0	0	A	N	<input type="radio"/>	0	0	0	0
A	<input checked="" type="radio"/>	1	1	1	1	1	1	1	1	B	R	<input type="radio"/>	1	1	1	1
HT	<input type="radio"/>	2	2	2	2	2	2	2	2	E	U	<input type="radio"/>	2	2	2	2
NT	<input type="radio"/>	3	3	3	3	3	3	3	3	H	W	<input type="radio"/>	3	3	3	3
		4	4	4	4	4	4	4	4	J	X	<input type="radio"/>	4	4	4	4
		5	5	5	5	5	5	5	5	L	Y	<input type="radio"/>	5	5	5	5
		6	6	6	6	6	6	6	6	M		<input type="radio"/>	6	6	6	6
		7	7	7	7	7	7	7	7			<input type="radio"/>	7	7	7	7
		8	8	8	8	8	8	8	8			<input type="radio"/>	8	8	8	8
		9	9	9	9	9	9	9	9			<input type="radio"/>	9	9	9	9

3 / 3 5. Swappable

```

intf defn (1) interface Swappable<S, T>{
method sig (1)   S doSwap(T new Toy);
return type (1) }
    
```

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6. (a) BlankA: extends R BlankB: T extends R BlankC: R

2 / 2

(b) BlankD: Object

5 / 5

7. (a) LSP.

point2D

Yes, ~~the~~ the subclass changes the behavior of superclass object, so the transitive property of "equals" no longer holds. For instance, Point2D a = Point2D b because only their x are same, Point2D b == Point2D c because only their y are the same. Transitive does not hold as a.x == c.x and a.y == c.y are both false. Correctly say it violates LSP (1) Transitive property (2) Correct example (2) 0 / 5

(b) Tell Don't Ask.

No, Point3D calls the super class to construct the false x and y variables, and any method involving x, y variables is done by Point2D with the "coordinate" method. Hence Point3D is "telling" Point2D to handle x, y, rather than "asking" for x, y and performing operations itself. Incorrect (0)

8. Can Programs A-D compile and run?

Program	Compilation Error?	Compilation Warning?	Run-Time Exception?
A	NO	NO	YES
B	YES	YES	N/A
C	NO	NO	YES
D	NO	NO	YES

Still asking for coordinates



9. Flexible.

- ✓(a) BlankE: ? extends T 2 / 2  
 ✓(b) BlankF: ? super T 2 / 2  
 ✓(c) BlankG: T 3 / 3

10. Ah Lian.

(a) BlankH: String BlankI: Object

Correct 4 / 4

BlankJ: Object BlankK: String

(b) BlankL: T BlankM: ? extends T BlankN: ? extends T 5 / 5

BlankO: U BlankP: V

$U \leq T$  and  $V \leq T$  (5)

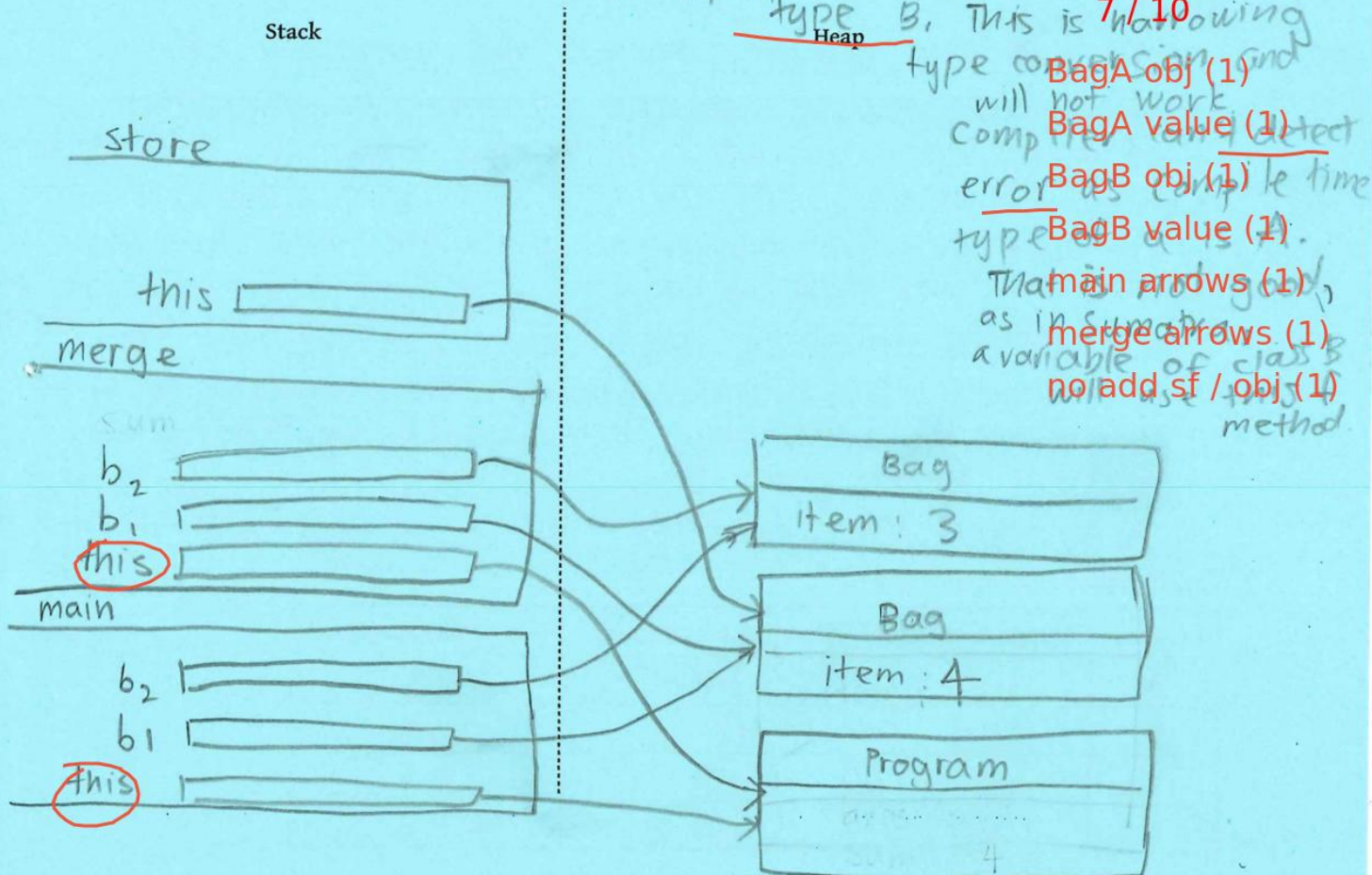
11. Sumatra.

The problem is that there is no longer a point in overloading. The point of overloading is to allow us to write methods to handle different inputs. For instance if we want to handle something that is only in subclass B, we cannot do so anymore as its compile time type is now A. For example `void f(A a) { A x = new A(); a = x; }` will also result in runtime error as you try to cast x which is type A to a (the input param) which has run-time type B. This is narrowing type conversion and will not work. Compiler can detect error as compile time type of a is A. That is not good as in Sumatra a variable of class B will use this method.

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Problem stated correctly (1)  
Conceptual error (-1)

12. Stack and Heap.



7 / 10  
 BagA obj (1)  
 BagA value (1)  
 BagB obj (1)  
 BagB value (1)  
 main arrows (1)  
 merge arrows (1)  
 no add sf / obj (1)