

# Westerdals Oslo ACT

## Skriftlig prøve 100 %

### PGR100 – Objektorientert Programmering 1

Tillatte hjelpemidler: ingen

Dato: 15.12.16

Vedlegg 3 (side 3 – 8)

Tid: 180 minutter

I alle oppgavene teller hvert delspørsmål likt dersom ikke annet er oppgitt.

Hvis du synes noe er uklart eller at opplysninger mangler, må du gjøre egne begrunnede antagelser/forutsetninger, og løse oppgaven ut fra disse.

## Oppgave 1

a) Gitt følgende metode:

```
public void method1a() {  
    int a = 4;  
    int b = 4;  
    int c = 8;  
    int d = 4;  
    int e = a + b / c - d;  
    System.out.println(e);  
}
```

Når denne metoden kalles, vil utskriften vise:

- 3      (I)
- 2        (II)
- 0        (III)
- 0.5     (IV)

Velg riktig alternativ (I), (II), (III) eller (IV).

b) Anta at  $x$ ,  $y$ , og  $w$  er deklartert som type `double`, og at  $x$  og  $y$  har blitt gitt verdier. Skriv en setning som gir variabelen  $w$  verdien gitt av uttrykket under:

$$\frac{x}{y} + \frac{x-y}{x+y}$$

## Oppgave 2

a) Skriv en metode `checkBinary` som har en heltallsarray som parameter. Metoden skal returnere `true` hvis alle tallene i arrayen er 0 eller 1, dvs. hvis tallene i arrayen representerer et binært tall. Hvis arrayen inneholder andre tall enn 0 og 1, skal metoden returnere `false`.

b) Skriv en metode `found` som sjekker om et bestemt heltall finnes i en array. Tallet og arrayen er parametere til metoden, og arrayen er sortert i stigende rekkefølge. Hvis det søkte tallet finnes i arrayen, skal metoden returnere indeksen, ellers skal -1 returneres.

Metoden skal benytte seg av at arrayen er sortert i stigende rekkefølge.

Metoden skal bruke en `while`-løkke.

Eksempel: Hvis arrayen inneholder tallene:

arrayen	1	2	4	6	7	9	11	13	21	26
(indeks	0	1	2	3	4	5	6	7	8	9 )

og tallet er 9, skal 5 returneres (tallet 9 har indeks 5 i arrayen). Hvis tallet er 3, skal metoden ikke fortsette å lete etter at tallet 4 er funnet. Metoden skal i dette tilfellet returnere -1.

## Oppgave 3

Vedlegg 1 viser en klasse `Members` som skal brukes til å registrere medlemmer i en ungdomsklubb.

- a) Forklar hvilken rolle klassens fields har.
- b) Gjør rede for hva konstruktøren gjør.
- c) Ved registrering av nye medlemmer kan det forsøkes å registrere flere medlemmer enn det er plass til.  
Skriv en ny versjon av metoden `addMember` slik at dette ikke er mulig. Metoden skal returnere `false` hvis dette forsøkes gjort, `true` ellers.
- d) Skriv en metode `printMembers(char firstLetter)` som skriver ut alle medlemmene som har `firstLetter` (verdien av parameteren) som første bokstav i navnet.
- e) Skriv en klassen `Client` med metoden `clientMethod`. Metoden oppretter et objekt av klassen `Members`, registrerer noen medlemmer og kaller klassens metoder (opprinnelige og nye/endrede) på *passende* måte.  
Hvis du ikke har svart på c) og/eller d), kan du allikevel anta at metodene beskrevet der er laget.

## Oppgave 4

Vedlegg 2 viser koden for metoden `method4`.

Lag en figur som viser hva som blir skrevet ut i Terminal Window når metoden blir kalt.

**- Slutt på oppgavesettet –**

## Vedlegg 1

```
public class Members {
    private String[] members;
    private int count;
    private int max;

    public Members (int max) {
        count = 0;
        this.max = max;
        members = new String[max];
    }

    public void addMember(String name) {
        members [count] = name;
        count++;
    }

    public void printMembers() {
        for (int i = 0; i < count; i++) {
            System.out.println(members[i]);
        }
    }
}
```

## Vedlegg 2

```
public void method4() {
    int s = 1;
    int r = 5;
    for (int j = 0; j < r; j++) {
        for (int i = j; i < r; i++) {
            System.out.print("O");
        }
        for (int k = 0; k < s; k++) {
            System.out.print("Ø");
        }
        System.out.println();
        s += 2;
    }
}
```

# Vedlegg 3

java.lang

Class String

java.lang.Object

└─ java.lang.String

All Implemented Interfaces:

[Serializable](#), [CharSequence](#), [Comparable<String>](#)

```
public final class String
extends Object
implements Serializable, Comparable<String>, CharSequence
```

The `String` class represents character strings. All string literals in Java programs, such as `"abc"`, are implemented as instances of this class.

Strings are constant; their values cannot be changed after they are created. String buffers support mutable strings.

Because String objects are immutable they can be shared. For example:

```
String str = "abc";
```

is equivalent to:

```
char data[] = {'a', 'b', 'c'};
String str = new String(data);
```

Here are some more examples of how strings can be used:

```
System.out.println("abc");
String cde = "cde";
System.out.println("abc" + cde);
String c = "abc".substring(2,3);
String d = cde.substring(1, 2);
```

The class `String` includes methods for examining individual characters of the sequence, for comparing strings, for searching strings, for extracting substrings, and for creating a copy of a string with all characters translated to uppercase or to lowercase. Case mapping is based on the Unicode Standard version specified by the `Character` class.

The Java language provides special support for the string concatenation operator (`+`), and for conversion of other objects to strings. String concatenation is implemented through the `StringBuilder` (or `StringBuffer`) class and its `append` method. String conversions are implemented through the method `toString`, defined by `Object` and inherited by all classes in Java. For additional information on string concatenation and conversion, see Gosling, Joy, and Steele, *The Java Language Specification*.

Unless otherwise noted, passing a `null` argument to a constructor or method in this class will cause a `NullPointerException` to be thrown.

A `String` represents a string in the UTF-16 format in which *supplementary characters* are represented by *surrogate pairs* (see the section [Unicode Character Representations](#) in the `Character` class for more information). Index values refer to `char` code units, so a supplementary character uses two positions in a `String`.

The `String` class provides methods for dealing with Unicode code points (i.e., characters), in addition to those for dealing with Unicode code units (i.e., `char` values).

Since:

JDK1.0

See Also:

`Object.toString()`, `StringBuffer`, `StringBuilder`, `Charset`, [Serialized Form](#)

## Field Summary

static <a href="#">Comparator&lt;String&gt;</a>	<a href="#">CASE_INSENSITIVE_ORDER</a> A <code>Comparator</code> that orders <code>String</code> objects as by <code>compareToIgnoreCase</code> .
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## Constructor Summary

<a href="#">String()</a>	Initializes a newly created <code>String</code> object so that it represents an empty character sequence.
<a href="#">String(byte[] bytes)</a>	Constructs a new <code>String</code> by decoding the specified array of bytes using the platform's default charset.
<a href="#">String(byte[] bytes, <a href="#">Charset</a> charset)</a>	Constructs a new <code>String</code> by decoding the specified array of bytes using the specified <a href="#">charset</a> .
<a href="#">String(byte[] ascii, int hibyte)</a>	Deprecated. <i>This method does not properly convert bytes into characters. As of JDK 1.1, the preferred way to do this is via the <code>String</code> constructors that take a <code>Charset</code>, charset name, or that use the platform's default charset.</i>

<code>String(byte[] bytes, int offset, int length)</code>	Constructs a new <code>String</code> by decoding the specified subarray of bytes using the platform's default charset.
<code>String(byte[] bytes, int offset, int length, <u>Charset</u> charset)</code>	Constructs a new <code>String</code> by decoding the specified subarray of bytes using the specified <u>charset</u> .
<code>String(byte[] ascii, int hibyte, int offset, int count)</code>	Deprecated. <i>This method does not properly convert bytes into characters. As of JDK 1.1, the preferred way to do this is via the <code>String</code> constructors that take a <code>Charset</code>, charset name, or that use the platform's default charset.</i>
<code>String(byte[] bytes, int offset, int length, <u>String</u> charsetName)</code>	Constructs a new <code>String</code> by decoding the specified subarray of bytes using the specified charset.
<code>String(byte[] bytes, <u>String</u> charsetName)</code>	Constructs a new <code>String</code> by decoding the specified array of bytes using the specified <u>charset</u> .
<code>String(char[] value)</code>	Allocates a new <code>String</code> so that it represents the sequence of characters currently contained in the character array argument.
<code>String(char[] value, int offset, int count)</code>	Allocates a new <code>String</code> that contains characters from a subarray of the character array argument.
<code>String(int[] codePoints, int offset, int count)</code>	Allocates a new <code>String</code> that contains characters from a subarray of the Unicode code point array argument.
<code>String(<u>String</u> original)</code>	Initializes a newly created <code>String</code> object so that it represents the same sequence of characters as the argument; in other words, the newly created string is a copy of the argument string.
<code>String(<u>StringBuffer</u> buffer)</code>	Allocates a new string that contains the sequence of characters currently contained in the string buffer argument.
<code>String(<u>StringBuilder</u> builder)</code>	Allocates a new string that contains the sequence of characters currently contained in the string builder argument.

Method Summary	
char	<code><u>charAt</u>(int index)</code> Returns the char value at the specified index.
int	<code><u>codePointAt</u>(int index)</code> Returns the character (Unicode code point) at the specified index.
int	<code><u>codePointBefore</u>(int index)</code> Returns the character (Unicode code point) before the specified index.
int	<code><u>codePointCount</u>(int beginIndex, int endIndex)</code> Returns the number of Unicode code points in the specified text range of this <code>String</code> .
int	<code><u>compareTo</u>(<u>String</u> anotherString)</code> Compares two strings lexicographically.
int	<code><u>compareToIgnoreCase</u>(<u>String</u> str)</code> Compares two strings lexicographically, ignoring case differences.
<u>String</u>	<code><u>concat</u>(<u>String</u> str)</code> Concatenates the specified string to the end of this string.
boolean	<code><u>contains</u>(<u>CharSequence</u> s)</code> Returns true if and only if this string contains the specified sequence of char values.
boolean	<code><u>contentEquals</u>(<u>CharSequence</u> cs)</code> Compares this string to the specified <code>CharSequence</code> .
boolean	<code><u>contentEquals</u>(<u>StringBuffer</u> sb)</code> Compares this string to the specified <code>StringBuffer</code> .
static <u>String</u>	<code><u>copyValueOf</u>(char[] data)</code> Returns a <code>String</code> that represents the character sequence in the array specified.
static <u>String</u>	<code><u>copyValueOf</u>(char[] data, int offset, int count)</code> Returns a <code>String</code> that represents the character sequence in the array specified.

boolean	<u>endsWith</u> ( <u>String</u> suffix) Tests if this string ends with the specified suffix.
boolean	<u>equals</u> ( <u>Object</u> anObject) Compares this string to the specified object.
boolean	<u>equalsIgnoreCase</u> ( <u>String</u> anotherString) Compares this <u>String</u> to another <u>String</u> , ignoring case considerations.
static <u>String</u>	<u>format</u> ( <u>Locale</u> l, <u>String</u> format, <u>Object</u> ... args) Returns a formatted string using the specified locale, format string, and arguments.
static <u>String</u>	<u>format</u> ( <u>String</u> format, <u>Object</u> ... args) Returns a formatted string using the specified format string and arguments.
byte[]	<u>getBytes</u> () Encodes this <u>String</u> into a sequence of bytes using the platform's default charset, storing the result into a new byte array.
byte[]	<u>getBytes</u> ( <u>Charset</u> charset) Encodes this <u>String</u> into a sequence of bytes using the given <u>charset</u> , storing the result into a new byte array.
void	<u>getBytes</u> (int srcBegin, int srcEnd, byte[] dst, int dstBegin) <i>Deprecated. This method does not properly convert characters into bytes. As of JDK 1.1, the preferred way to do this is via the <u>getBytes</u>() method, which uses the platform's default charset.</i>
byte[]	<u>getBytes</u> ( <u>String</u> charsetName) Encodes this <u>String</u> into a sequence of bytes using the named charset, storing the result into a new byte array.
void	<u>getChars</u> (int srcBegin, int srcEnd, char[] dst, int dstBegin) Copies characters from this string into the destination character array.
int	<u>hashCode</u> () Returns a hash code for this string.
int	<u>indexOf</u> (int ch) Returns the index within this string of the first occurrence of the specified character.
int	<u>indexOf</u> (int ch, int fromIndex) Returns the index within this string of the first occurrence of the specified character, starting the search at the specified index.
int	<u>indexOf</u> ( <u>String</u> str) Returns the index within this string of the first occurrence of the specified substring.
int	<u>indexOf</u> ( <u>String</u> str, int fromIndex) Returns the index within this string of the first occurrence of the specified substring, starting at the specified index.
<u>String</u>	<u>intern</u> () Returns a canonical representation for the string object.
boolean	<u>isEmpty</u> () Returns true if, and only if, <u>length</u> () is 0.
int	<u>lastIndexOf</u> (int ch) Returns the index within this string of the last occurrence of the specified character.
int	<u>lastIndexOf</u> (int ch, int fromIndex) Returns the index within this string of the last occurrence of the specified character, searching backward starting at the specified index.
int	<u>lastIndexOf</u> ( <u>String</u> str) Returns the index within this string of the rightmost occurrence of the specified substring.
int	<u>lastIndexOf</u> ( <u>String</u> str, int fromIndex) Returns the index within this string of the last occurrence of the specified substring, searching backward starting at the specified index.
int	<u>length</u> () Returns the length of this string.
boolean	<u>matches</u> ( <u>String</u> regex) Tells whether or not this string matches the given <u>regular expression</u> .
int	<u>offsetByCodePoints</u> (int index, int codePointOffset) Returns the index within this <u>String</u> that is offset from the given <u>index</u> by <u>codePointOffset</u> code points.

boolean	<code>regionMatches(boolean ignoreCase, int toffset, <u>String</u> other, int ooffset, int len)</code> Tests if two string regions are equal.
boolean	<code>regionMatches(int toffset, <u>String</u> other, int ooffset, int len)</code> Tests if two string regions are equal.
<u>String</u>	<code>replace(char oldChar, char newChar)</code> Returns a new string resulting from replacing all occurrences of <code>oldChar</code> in this string with <code>newChar</code> .
<u>String</u>	<code>replace(<u>CharSequence</u> target, <u>CharSequence</u> replacement)</code> Replaces each substring of this string that matches the literal target sequence with the specified literal replacement sequence.
<u>String</u>	<code>replaceAll(<u>String</u> regex, <u>String</u> replacement)</code> Replaces each substring of this string that matches the given <u>regular expression</u> with the given replacement.
<u>String</u>	<code>replaceFirst(<u>String</u> regex, <u>String</u> replacement)</code> Replaces the first substring of this string that matches the given <u>regular expression</u> with the given replacement.
<u>String</u> []	<code>split(<u>String</u> regex)</code> Splits this string around matches of the given <u>regular expression</u> .
<u>String</u> []	<code>split(<u>String</u> regex, int limit)</code> Splits this string around matches of the given <u>regular expression</u> .
boolean	<code>startsWith(<u>String</u> prefix)</code> Tests if this string starts with the specified prefix.
boolean	<code>startsWith(<u>String</u> prefix, int toffset)</code> Tests if the substring of this string beginning at the specified index starts with the specified prefix.
<u>CharSequence</u>	<code>subSequence(int beginIndex, int endIndex)</code> Returns a new character sequence that is a subsequence of this sequence.
<u>String</u>	<code>substring(int beginIndex)</code> Returns a new string that is a substring of this string.
<u>String</u>	<code>substring(int beginIndex, int endIndex)</code> Returns a new string that is a substring of this string.
char[]	<code>toCharArray()</code> Converts this string to a new character array.
<u>String</u>	<code>toLowerCase()</code> Converts all of the characters in this <u>String</u> to lower case using the rules of the default locale.
<u>String</u>	<code>toLowerCase(<u>Locale</u> locale)</code> Converts all of the characters in this <u>String</u> to lower case using the rules of the given <u>Locale</u> .
<u>String</u>	<code>toString()</code> This object (which is already a string!) is itself returned.
<u>String</u>	<code>toUpperCase()</code> Converts all of the characters in this <u>String</u> to upper case using the rules of the default locale.
<u>String</u>	<code>toUpperCase(<u>Locale</u> locale)</code> Converts all of the characters in this <u>String</u> to upper case using the rules of the given <u>Locale</u> .
<u>String</u>	<code>trim()</code> Returns a copy of the string, with leading and trailing whitespace omitted.
static <u>String</u>	<code>valueOf(boolean b)</code> Returns the string representation of the <code>boolean</code> argument.
static <u>String</u>	<code>valueOf(char c)</code> Returns the string representation of the <code>char</code> argument.
static <u>String</u>	<code>valueOf(char[] data)</code> Returns the string representation of the <code>char</code> array argument.
static <u>String</u>	<code>valueOf(char[] data, int offset, int count)</code> Returns the string representation of a specific subarray of the <code>char</code> array argument.
static <u>String</u>	<code>valueOf(double d)</code> Returns the string representation of the <code>double</code> argument.

static <u>String</u>	<u>valueOf</u> (float f) Returns the string representation of the float argument.
static <u>String</u>	<u>valueOf</u> (int i) Returns the string representation of the int argument.
static <u>String</u>	<u>valueOf</u> (long l) Returns the string representation of the long argument.
static <u>String</u>	<u>valueOf</u> (Object obj) Returns the string representation of the Object argument.