

CS-390
Fundamental Programming Practices
Final Exam Sample for Practice

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I (16)	II (16)			III (24)	SCI (3)	

Part I. Multiple Choice & True/False Questions. (2 points each) For multiple choice, circle the best answer; circle only one answer in each problem. For True/False, mark it either 'T' or 'F'.

1. Which of the following statements is true?
 - a. Use ArrayList when a lot of insertions and removals are needed.
 - b. There is no need to shift elements when we remove elements from ArrayList.
 - c. LinkedList implements RandomAccess.
 - d. Resizing is not necessary for a LinkedList when a lot of insertions are done.

2. ____ (True/False) Suppose you create a class Key in which you override equals and hashCode. Suppose that your way of overriding hashCode is the following:

```
hashCode() {  
    return 1;  
}
```

If you use instances of Key as keys in a Hashmap, the Hashmap operations of put, get, remove will be no more efficient than the corresponding operations of adding, getting, and removing elements in a linked list.

3. ____ (True/False) In-order traversal will visit nodes in a binary search tree in sorted order.
4. ____ (True/False) The following code is a full implementation of an Employee class and includes an implementation, as an inner class, of the Comparator interface. Is the implementation shown consistent with equals?

```
public class Employee {  
    private String name;  
    private double salary;  
    public Employee(String name, double salary) {  
        this.name = name;  
        this.salary = salary;  
    }  
    class NameComparator implements Comparator<Employee> {  
        @Override  
        public int compare(Employee e1, Employee e2) {  
            if (e1.name.equals(e2.name)) return 0;  
            else return e1.name.compareTo(e2.name);  
        }  
    }  
    public boolean equals(Object ob) {  
        if (ob == null) return false;  
        if (!(ob instanceof Employee)) return false;  
        Employee e = (Employee) ob;  
        Return e.name.equals(name) && e.salary == salary;  
    }  
}
```

comparator is comparing name only

5. The new `forEach` method that was introduced in Java 8 is an example of which of the following (circle the best answer)
- a. A static method in an interface
 - b. A default method in an interface
 - c. A new implemented method in the `Iterator` interface
 - d. None of the above

6. When the `main` method is run in the `Main` class (shown below), which of the following is output to the console? Circle only one answer.

- a. ☒ true
001:data
- b. ☒ true
null
- c. ☐ false
001:data
- d. ☐ false
null

```
public class Main {
    HashMap<Key, Record> map = new HashMap<>();
    Key defaultKey = new Key("secret");
    public Main() {
        map.put(defaultKey, new Record("001", "data"));
    }
    public static void main(String[] args) {
        Main m = new Main();
        Key k = new Key("secret");
        System.out.println(k.equals(m.defaultKey));
        Record recFound = m.map.get(k);
        System.out.println(recFound);
    }
}
```

```
public class Key {
    private String key;
    public Key(String k) {
        this.key = k;
    }

    @Override
    public boolean equals(Object ob) {
        if(ob == null) return false;
        if(!(ob instanceof Key)) return false;
        Key theKey = (Key)ob;
        return key.equals(theKey.key);
    }
}

public class Record {
    private String recordId;
    private String data;
    public Record(String id, String data) {
        this.recordId = id;
        this.data = data;
    }
    public String getRecordId() {
        return recordId;
    }
    public String getData() {
        return data;
    }
}

@Override
public String toString() {
    return recordId + ":" + data;
}
}
```

Part II. Short Answer

1. [3 points] What is the output when the `main` method of `Test` class is run? (You may safely assume that no compiler errors will occur.)

```
class Test {  
    public static void test() throws Exception {  
        try {  
            throw new Exception("Exception thrown");  
        }  
        catch (Exception x){  
            System.out.println(x.getMessage());  
        }  
        finally {  
            System.out.println("In finally block!");  
        }  
        System.out.println("In test method");  
    }  
  
    public static void main(String[] args){  
        try{  
            test();  
        }  
        catch(Exception x){  
            System.out.println(x.getMessage());  
        }  
    }  
}
```

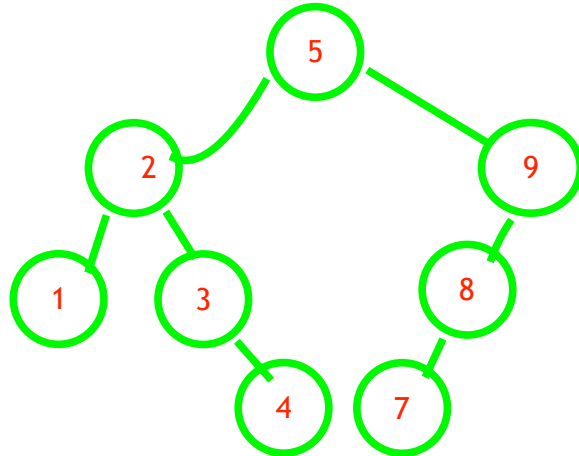
Exception thrown
In finally block!
In test method

2. [4 points] Below is code for a `Circle` class. The constructor accepts input for the size of the circle's radius and intends to validate that the input value for the radius is non-negative. To validate the input, the method `validateRadius` is called. Write the code for the `validateRadius` method. This method should throw an `IllegalClosedCurveException` if the input value of the radius is a negative number. *Hint.* You may need to modify the declaration of the method.

```
public class IllegalClosedCurveException extends Exception {  
    public IllegalClosedCurveException() {  
        super();  
    }  
    public IllegalClosedCurveException(String msg){  
        super(msg);  
    }  
    public IllegalClosedCurveException(Throwable t){  
        super(t);  
    }  
}
```

```
public class Circle {  
    private static final Logger LOG = Logger.getLogger("Circle");  
    double radius;  
    public Circle(double radius) throws IllegalClosedCurveException {  
        validateRadius(radius);  
        this.radius = radius;  
    }  
    double computeArea() {  
        return (Math.PI * radius * radius);  
    }  
    private void validateRadius(double r) {throws IllegalClosedCurveException {  
        //implement  
        //checks whether r is nonnegative and,  
        //if not, throws an IllegalClosedCurveException  
  
        if(r>=0) return;  
        else{ throw new IllegalClosedCurveException("radius must be positive"); }  
    }  
}
```

3. [4 points] Draw the binary search tree obtained from successively adding the following integers to an initially empty BST: 5, 9, 2, 3, 1, 4, 8, 7



Part III. Programming Questions.

1. (12 points) Below is a skeleton of a Stack implementation based on Nodes. The NodeStack class has a member inner class Node that has already been implemented, and has an instance variable topNode. Your task is to implement the three unimplemented stack methods shown in the code below. To implement pop, you must replace topNode with the next Node in the stack, and return the value contained in the original topNode. For peek, you must return the value stored in topNode, but you will not remove it. And for push, you will create a new Node and set it as the new topNode. All changes made by push, pop, and peek must ensure that links from Node to Node have been defined properly. Write your code in the space provided, below:

```
public class NodeStack {
    private Node topNode = null;
    public void push(String val) {

        if(val==null) return;
        Node newNode=new Node();
        newNode.data=val;
        newNode.next=top;
        top=newNode;

    }

    public String peek() {

        if(top!=null) return top.data;
        else return null;

    }

    public String pop() {

        if(top!=null) {
            Node popped=peek();
            top=top.next;
            return popped.data;
        }
        else return null;

    }
}
```



```

class Node {
    private String data;
    private Node next;
    Node(String data, Node next) {
        this.data = data;
        this.next = next;
    }
}

```

2. (12 points) Fully implement the methods in the `SearchForString` class, shown below. The class `SearchForString` has one instance variable `String[] arr`, one constructor with signature

```
SearchForString (String[] arr)
```

and one instance method

```
public boolean search(String s)
```

The constructor should set its value in the instance variable of the class. The method `search` should be a recursive implementation of a search for the input argument `s` in the array `arr`; if `s` is found, the method should return `true`; `false` otherwise.

The method must implement the following recursive strategy:

Compare `s` to `arr[len-1]` (where `len` is the length of `arr`). If they are equal, return `true`. Otherwise, (recursively) search for `s` in the rest of the array.

You may safely assume that `arr` contains only non-null `Strings` and that the argument `s` passed in to `search` is never null. You *must not* assume that the `Strings` in `arr` are in sorted order.

To complete the problem, complete the work in the class `SearchForString` that has already been partially coded. A private instance method `recurSearch`, having two arguments (`s` and an integer argument `upperIndex`) has been included in `SearchForString`; you must make use of this method to do the actual recursion.

//write your code on the next page

```
public class SearchForString {
    private String[] arr;
    public SearchForString(String[] arr) {
        this.arr = arr;
    }

    public boolean search(String s){
        if (arr==null) return false;
        return recurSearch(s, arr.length-1);

    }
    private boolean recurSearch(String s, int upperIndex){

    }
}
```