

# SJSU CS 46A

## Exam1 - Fall 2022

### Problem 1

Open project 1\_Syntax and fix the syntax errors in class **RectangleViewer**.

Requirements:

- Do not add or remove any statements.
- Do not add or remove any variables.
- Do not add or remove any objects.
- Do not change the semantics of any statement.
- Magic numbers are allowed for problem 1.
- Must use dx and dy when calling method **translate()**.

[Problem 1 Codecheck URL](#)

### Problem 2

Open project 2\_FinalPayment and complete the **main()** method of class **FinalPayment** according to the specified steps.

Some constants are provided, and you should not have any magic numbers in the program, except zero and the numbers in the output format specifiers.

[Problem 2 Codecheck URL](#)

### Problem 3

Open project 3\_MyString and complete class **MyString** according to the specified steps.

You should first make stubs for the constructor and all methods.

Numbers -1, 0, 1, and 2 are not considered as magic numbers for the problem.

[Problem3 Codecheck URL](#)

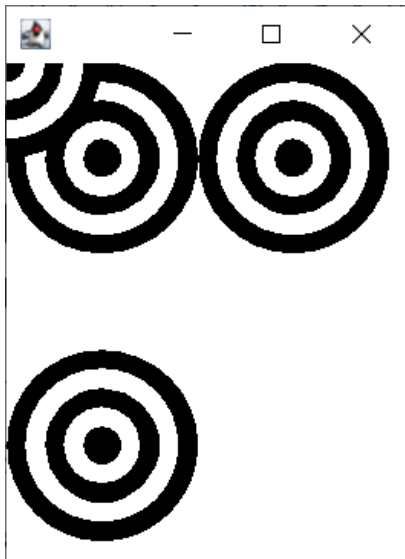
## Problem 4

Open project 4\_ShootingTarget and complete class **ShootingTarget**.

A shooting target consists of five concentric rings in alternating black and white colors. We will use five circles at the same center to make such a shooting target. Starting from the outside, the colors and radiuses of the five circles are listed in the following table.

	Color	Radius
1 <sup>st</sup> circle	Black	50
2 <sup>nd</sup> circle	White	40
3 <sup>rd</sup> circle	Black	30
4 <sup>th</sup> circle	White	20
5 <sup>th</sup> circle	Black	10

The output of the ShootingTargetViewer program is as below:



[Problem 4 Codecheck URL](#)