

ASSIGNMENT 1

winter 2023

Part 1

Question 1

Write a method `swap` which takes as input two `int` values `x` and `y`. Your method should do 3 things:

1. Print the value of `x` and `y`
2. Swap the values of the variables `x` and `y`, so that whatever was in `x` is now in `y` and whatever was in `y` is now in `x`
3. Print the value of `x` and `y` again.

For example, if your method is called as follows: `swap(3,4)` the effect of calling your method should be the following printing

```
inside swap: x is:3 y is:4
inside swap: x is:4
y is:3
```

Question 2

Consider the program you have just written. Create two `integer` variables in the main method. Call them `x` and `y`. Assign values to them and call the `swap` method you wrote in the previous part using `x` and `y` as input parameters.

After calling the `swap()` method—inside the main method— print the values of `x` and `y`. Are they different than before? Why or why not?

Question 3

Write a method that takes three `integers` `x`, `y`, and `z` as input. This method returns `true` if `z` is equal to 3 or if `z` is equal to the sum of `x` and `y`, and `false` otherwise.

Question 4

Let's write a method incrementally:

1. Start by writing a method called `getRandomNumber` that takes no inputs, and returns a random double between 0 (included) and 10 (excluded).
2. Now, modify it so that it returns a random `int` between 0 and 10 (still excluded).
3. Finally, let the method take two `integers` `min` and `max` as inputs, and return a random integer greater than or equal to `min` and less than `max`.

Question 5

Create a file called `Counting.java`, and in this file, declare a class called `Counting`. This program takes as input from the user (using `args`) a positive integer and counts up until that number. eg:

```
> run Counting 10
I am counting until 10: 1 2 3 4 5 6 7 8 9 10
```

Question 6

For this question you have to generalize the last question. The user will give you the number they want the computer to count up to and the step size by which it will do so.

```
> run Counting 25 3
I am counting to 25 with a step size of 3:
```

Question 7

Write a method `getFirstHalf()` that takes as input a `String` and returns a `String` composed of the first half of the characters from the specified `String`. For example, `getFirstHalf("cucumber")` returns the `String` "cucu", while `getFirstHalf("apple")` returns the `String` "ap" (thus, if the number of characters is odd, you should round down).

Question 8

Write a method `alphaString()` which takes two `Strings` as input and returns the `String` between the two that comes first in the alphabet. For example, `alphaString("banana", "apple")` returns the `String` "apple", while `alphaString("snake", "squirrel")` returns the `String` "snake".

Question 9

Write a method `replaceAll()` which takes as input a `String` and two characters. The method returns the `String` composed by the same characters of the given `String` where all occurrences of the first given character are replaced by the second given character. For example, `replaceAll("squirrel", 'r', 's')` returns the `String` "squissel", while `replaceAll("squirrel", 't', 'a')` returns the `String` "squirrel".