

Tommy McDermott
C212 Homework 05
9/30/2020

1. The variable **what** gets established, and a member of the *What* class contains two values: one *int*, and another *What*. So the variable **what** contains the variables:

```
(5, new What(4, new What(3, new What(2, new What(1, null)))));
```

The `toString()` orders to return the `int` value plus there's an `if` statement essentially saying *if this.next == null*, to *return* " "; else to *return* " " + *this.next*.

Therefore, the *What what* prints descending values, "5 4 3 2 1".

2. The `zoom` function creates a temporary **What temp** that becomes **what**'s (or **b**'s, according to the method) *next* value, which is a string of *What*'s in a row. It then modifies the value **b.next** to be equal to **a**, and this is what the function is meant to do. It places numbers in increasing order. Lastly in order to do this, it returns `zoom(b, temp)`, iterating until the *What* is solved. It then returns the string "1 2 3 4 5".

3.

This section will be tracing the variables as they run in the program:

before zoom

a = null, b = (5 4 3 2 1)

after zoom

a = null, b = (5), temp = (4 3 2 1)

before zoom

a = (5), b = (4 3 2 1)

after zoom

a = (5), b = (4 5), temp = (3 2 1)

before zoom

a = (4 5), b = (3 2 1)

after zoom

a = (4 5), b = (3 4 5), temp = (2 1)

before zoom

a = (3 4 5), b = (2 1)

after zoom

a = (3 4 5), b = (2 3 4 5), temp = (1)

before zoom

a = (2 3 4 5), b = (1)

after zoom

a = (2 3 4 5), b = (1 2 3 4 5)

b gets returned, "1 2 3 4 5".

- Another good name for *zoom* would be *reverse*, because its function is to reverse the *What's*.