

Name _____

CSE 8B

PID _____

VERSION A

Quiz 3
Winter 2016

Signature _____

This quiz is to be taken **by yourself** with closed books, closed notes, no electronic devices. *Write your name on the answer sheet too!*

Problem 1 (6pts): Given the following class definitions for class Happy, class Crazy, and class CrazyTest, what is the output when we run CrazyTest by calling: **java CrazyTest?**

```
public class CrazyTest {
    public static void main(String[] args) {

        Happy ref = new Crazy(2,4);

        System.out.println(ref.toString());
    }
}
```

```
public class Happy {

    public Happy() {
        this(2,4);
        System.out.println("Happy once");
    }

    public Happy(int x, int y) {
        System.out.println("Happy twice " + (x+y));
    }

    public String toString() {
        System.out.println("Happy.toString");
        return "Happy";
    }
}
```

```
public class Crazy extends Happy {

    public Crazy() {
        System.out.println("Crazy once");
    }

    public Crazy(int x, int y) {
        this();
        System.out.println("Crazy twice " + x + y);
    }

    public String toString() {
        String s = super.toString() + " + " +
            "Crazy.toString";

        System.out.println(s);
        return "Crazy";
    }
}
```

Problem 2 (6 pts):

The pushDown() method (below) should “push” all the elements in a 2D array down. As a result, the items in the original bottom most row will be lost and you will need to zero fill the topmost row. You may assume a non-null grid with at least one row. Please fill in the blanks in the code to make it work. Write your answers on the answer sheet.

```
public static void pushDown( int[][] grid )
{
    // Push down values
    for(int row= a.; row > b.; row--)
    {
        for(int col= c.; col < d.; ++col)
        {
            grid[row][col] = grid[ e. ][ f. ];
        } // end inner for
    } // end outer for

    // Fill the top most row with zeros
    for(int col=0; col<grid[0].length; col++)
    {
        grid[ g. ][ h. ] = 0;
    }
} //end pushDown
```

Example:

If the grid passed in is the 3 x 3 matrix below

```
3 1 2
1 4 3
2 3 8
```

The grid at the end of the method would be:

```
0 0 0
3 1 2
1 4 3
```

Problem 3 (8 pts):

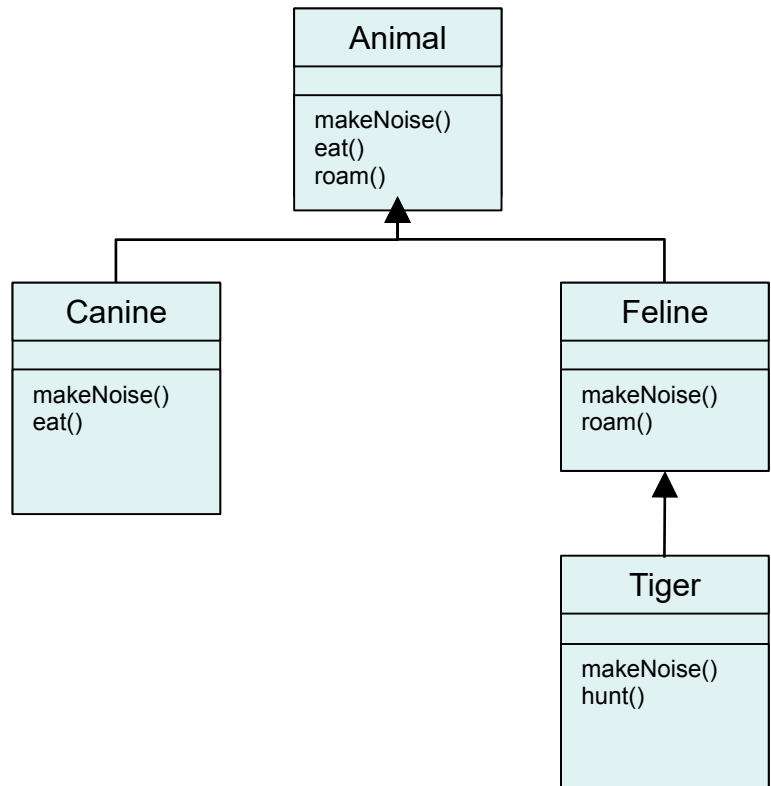
Given the following class definitions:

```
public class Animal {
    public void makeNoise() {
        System.out.println("..");
    }
    public void eat() {
        System.out.println("Nom nom nom!");
    }
    public void roam() {
        System.out.println("Travel in packs");
    }
}

public class Canine extends Animal {
    public void makeNoise() {
        System.out.println("Growl!");
    }
    public void eat() {
        makeNoise();
        System.out.println("We eat bones!");
        super.eat();
    }
}

public class Feline extends Animal {
    public void makeNoise() {
        super.makeNoise();
        System.out.println("Purr");
    }
    public void roam() {
        System.out.println("Travel alone");
    }
}

public class Tiger extends Feline {
    public void makeNoise() {
        System.out.println("Roar!");
    }
    public void hunt() {
        this.roam();
        System.out.println("Attack!");
    }
}
```



Problem 3.1 (4 pts): What is displayed by the following codes? a. and b. are not sequential to each other.

- a. `Animal animal = new Canine();`
`animal.makeNoise();` **growl**
`animal=new Tiger();`
`animal.makeNoise();` **roar**
- b. `Tiger tiger = new Tiger();`
`tiger.hunt();` **travel alone**
attack

Problem 3.2 (4 pts): Write down in your answer sheet whether each of the following statements will cause a compiler error, or a runtime error, or no error at all.

a.

```
Animal var1 = new Tiger();
((Tiger)var1).hunt();
```

b.

```
Canine var1 = new Canine();
var1.hunt();
```

compile

c.

```
Feline var1 = new Feline();
((Tiger)var1).hunt();
```

runtime

d.

```
Feline var1 = new Tiger();
Tiger var2=(Tiger)var1;
var2.roam();
```

Scratch paper

Scratch Paper

Problem 1: VERSION A

What is the output when we run `CrazyTest` as in: `java CrazyTest`

Problem 2:

VERSION A

- a. _____
- b. _____
- c. _____
- d. _____
- e. _____
- f. _____
- g. _____
- h. _____

Problem 3.1:

VERSION A

a.

VERSION A

b.

Problem 3.2 :

VERSION A

a. _____

b. _____

c. _____

d. _____