

Name _____

CSE 8B

PID _____

VERSION A

Quiz 4
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 (3 points):

Fill in the blanks to implement a recursive function which returns the **nth Fibonacci number**. A Fibonacci sequence can be written as follows:

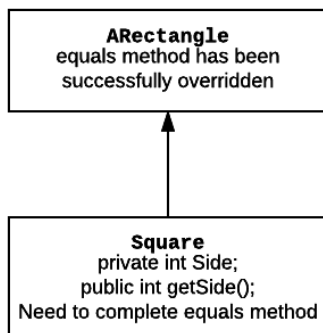
n	1	2	3	4	5	6	7	8	9
Fib No.	1	1	2	3	5	8	13	21	34

This means that **fibonacci(4) = 3**, **fibonacci(7) = 13** and so on. Assume that n is always bigger than 0. The Fibonacci sequence follows a pattern where any number in the sequence always equals the sum of the previous two numbers. This pattern starts at position 3. The 1st and 2nd positions both equal 1.

```
public static int fibonacci(int n)
{
    if ( _____ a. n <= 1 _____ )
    {
        _____ b. return n _____
    }
    else
    {
        _____ c. return fibonacci(n-2)+fibonacci(n-1) _____
    }
}
```

Problem 2.1 (3 points):

In PSA 7, the equals method for the Square class is overridden. Each **Square** object contains an int instance field called **side** indicating the length of a square's edge. The **Square** class also has a **getSide()** access method that returns the value of the side of the calling object. The following diagram shows part of the inheritance relationship in PSA7. **Square** class inherits from the **ARectangle** class.



You can assume that the **equals** method in the **ARectangle** class has been overridden properly. Complete the **equals** method below for **Square** class so it correctly overrides the equals method to have a deep comparison. You should use the getter method to access instance fields.

```
public boolean equals( _____ a. _____ o){//fill in the type of
// parameter o

    if( _____ b. _____ ){//check if the object pointed by
//o is a Square.

        if( _____ c. _____ ){//compare the object pointed by o and
//the calling object. Deep comparison
            return true; //two objects have the same values
        }
    }
    return false; //two objects have different values.
}
```

Problem 2.2 (2 points):

Consider an interface Bob defined as follows:

```
public interface Bob{...}
```

Write “Error” in your answer sheet if a statement gives a compile error. If not write “No error”. The two statements below are not sequential to each other.

a. Bob b = new Bob();

b. Bob b;

Problem 3 (7 points):

Given the following definitions:

```
public interface Drawable {  
    public abstract String draw();  
}
```

```
public class Shape implements Drawable {  
    private static final String  
        DRAW_SHAPE = "Drawing shape";  
  
    public Shape() {  
        // ctor initialization here  
    }  
  
    public String draw () {  
        return DRAW_SHAPE;  
    }  
  
    public String getColor() {  
        return "blue";  
    }  
}
```

```
public class Polygon extends Shape implements  
Drawable {  
    private static final String  
        DRAW_POLYGON = "Drawing Polygon";  
    private int sides;  
  
    public Polygon() {  
        this.sides = 5;  
    }  
  
    public String draw() {  
        return DRAW_POLYGON;  
    }  
  
    public int getSides() {  
        return sides;  
    }  
}
```

What gets printed by the following statements? If a statement causes a compile error or run time error, clearly indicate if it is a compile error or run time error. **Statements a. to g. are not sequential to each other.**

Statements a. to g. will execute after the following three statements.

```
Shape shape = new Shape();  
Polygon polygon = new Polygon();  
Drawable drawable = polygon;
```

a. System.out.println(((Polygon)drawable).getSides()); // _____ a. _____

b. System.out.println(drawable.draw()); // _____ b. _____

c. System.out.println(drawable.getColor()); // _____ c. _____

d. System.out.println(((Shape)drawable).getColor()); // _____ d. _____

e. System.out.println(shape.getColor()); // _____ e. _____

f. System.out.println(shape.draw()); // _____ f. _____

g. System.out.println(polygon.draw()); // _____ g. _____

Scratch Paper

Scratch Paper

Problem 1:

VERSION A

- a. _____
- b. _____
- c. _____

Problem 2.1:

VERSION A

- a. _____
- b. _____
- c. _____

Problem 2.2:

VERSION A

- a. _____
- b. _____

Problem 3:

VERSION A

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