Workbook: Algorithms...Reloaded-ANSWERS

Pillar: Algorithms, Computer Programming

1. What is the output of the following Java program?

```
public class Trick
{
    public static void main(String[] args)
    {
        int i = 10, n = 0;
        for (; n < 10; n++)
        {
            i = n / 2;
        }

        System.out.println(i + i + "" + n + n);
        System.out.println(i + "" + (n + n));
    }
}</pre>
```

2. Convert the for-loop construct in the following snippet of Java code into an equivalent while loop construct.

```
int j = 0;
for (int i = 100; i > 0; i -= 5)
{
    j += 3 * i;
}
System.out.println(j);

int j = 0;
while (i > 0) {
    j += 3 * i;
    i -= 5;
}
System.out.println(j);
```

3. Write a **complete** Java program that displays the string "Hello World!" to the console. Assume that the filename of this program is HelloWorld.java.

```
public class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello World!");
    }
}
```

4. List the order of the statements in the following Java program as they would be executed **and** show what the program would output.

```
abstract class Pet
    {
        protected String name;
        protected int age;
        public Pet(String a, int b)
1:
            name = a;
2:
            age = b;
        public void grow()
3:
            age++;
        public String toString()
            return name + ":" + age + " years old.";
4:
   }
   class Cat extends Pet
        public Cat(String name, int age)
5:
            super(name, age);
   class Dog extends Pet
        public Dog(String name, int age)
```

```
{
6:
            super(name, age);
   }
   public class Home
        public static void main(String [] args)
            Pet mydog = new Dog("Spike", 5);
7:
            Pet mycat = new Cat("Tom", 3);
8:
            System.out.println(mycat + "\t" + mydog);
9:
            for (int i = 0; i < 2; i++)
10:
            {
11:
                mydog.grow();
12:
                mycat.grow();
            System.out.println(mycat + "\t" + mydog);
13:
        }
   }
```

5. Given the following code below, write the output. There is a place to put your output at the end of the code. Write the output for each trick AND give a short explanation of the trick(s) used and why the answer is what it is. Do this for each of the 4 trick questions. Syntax highlighting has been purposefully omitted for this code.

```
class Trick2 {
  public Trick2() {
    int counter = 0;
    while (counter > 10);
       counter++;
    System.out.println(counter + counter + "");
  }
}
class Trick3 {
  public Trick3(boolean run) {
    if (run) {
```

```
int counter = 1;
      while (counter > 10)
      counter++;
      float number = 10 / counter;
      System.out.println((int)number + "");
  }
  public String toString() {
    return "0";
  }
}
class <u>Trick4</u> extends Trick3 {
  public Trick4() {
    super(false);
  public String tostring() {
    return "1";
  }
  public void toString(int x) {
    x = 2;
    System.out.println(x);
    return;
  }
  public String ToString() {
    return "3";
  }
  public void Tostring() {
    System.out.println("4");
    return;
 }
}
```

```
int count = 5;
    // adds a value of 1 to count
    count += 2;
    // calls the barr fuction
    //count *= foo();
    count++; //; /**= foo();*/
    count /* *= ba/*r*/ *= baz(); //foo();
    // this code doesn't work for some reason
    float num = (float)(int)(float)(count + 0.5f);
    // displays the first frame in Halo 5: Guardians
   System.out.println("" + (int)count + (int)num);
  private int bar() {
    return 3;
  private int foo() {
    return 4;
  private int baz() {
    return 5;
  }
}
public class Tricky {
  public static void main(String[] args) {
    System.out.print("Trick1: ");
    Trick1 t1 = new Trick1();
    System.out.print("Trick2: ");
    Trick2 t2 = new Trick2();
    System.out.print("Trick3: ");
    Trick3 t3 = new Trick3(true);
    System.out.print("Trick4: ");
    Trick4 t4 = new Trick4();
    System.out.println(t4);
    System.out.print("Trick5: ");
    Trick5 t5 = new Trick5();
  }
}
```

Output and Explanations for tricks: