

# TITLE PAGE

**Course:** CS1073

**Section:** FR03B

**Assignment number:** 1

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## Question I:

### Steps:

1. Turn right.
2. You will see “Computer Science Collaboration Space” in front of you. Turn right from there.
3. Take the stairs up.
4. Turn right after exiting said stairs.
5. Take the first right. This will be just after the elevator.
6. Enter the third room on your right. It will have a label of “G-E128” outside the door.

## Question II A:

/\* The two CSA owned plates are “plate 1” and “plate 2”. Your plate will be called “your plate” /\*

Steps:

1. Move the 4cm cake from your plate to plate 1.
2. Move the 8cm cake from your plate to plate 2.
3. Move the 4cm cake from plate 1 to plate 2, over the 8cm cake.
4. Move the 12cm cake from your plate to plate 1.
5. Move the 4cm from plate 2 to your plate.
6. Move the 8cm cake from plate 2 to plate 1, over the 12cm cake.
7. Move the 4cm from your plate to plate 1, over the two cakes.

## Question II B:

/\* Bucket outside the window is bucket 1 and bucket on the floor is bucket 2. The mechanics assumed in this case is that the original arrangement will always come to be, that is bucket 1 will always be outside the window and bucket 2 will always be on the floor if no external weight is added on either buckets. /\*

Steps:

- Throw the statue in bucket 2.
- The child sits in bucket 1.
- When child gets out of bucket1.
- After equilibrium, the child removes the statue from bucket 2 and puts it aside on the ground. The child sits in bucket 2.
- The student sits in bucket 1.
- The student gets out of bucket 1 when it reaches the ground and immediately puts the statue in.
- The child gets out of the bucket 2 when it reaches the ground.
- After equilibrium, the student sits in bucket 1 with the statue.
- The professor sits in bucket 2.

- The professor gets out of bucket 2 when it reaches the ground. The child replaces him and sits in bucket 2. The student will remove the statue in bucket 1 and throw it down for the professor to catch.
- The student gets out of bucket 1 when it reaches the ground. The statue will be put in bucket 1 now.
- The child will get out of bucket 2 when it reaches the ground.

```
/**
 *author Zohaib Khan 3740572
 */
```

}



```
[zohaib@Zohaibs-MBP ~ % cd Desktop
```

```
[zohaib@Zohaibs-MBP CS1073 % cd assign1
```

```
[zohaib@Zohaibs-MBP assign1 % java Initials
```

```
zohaib@Zohaibs-MBP assign1 %
```