

Version 1

Instructions

- Write your name and version number on the top of the yellow paper.
- Answer all questions on the yellow paper.
- One question per page.
- Use only one side of the yellow paper.

1. (16 Points) Multiple Choice:

- A. (2 Points) Which of the following loop headers will arrange for the loop body to execute exactly 10 times?
- `for (int i = 1; i < 10; ++i)`
 - `for (int i = 0; i <= 10; ++i)`
 - `for (int i = -5; i < 5; ++i)`**
 - `for (int i = 2; i < 20; ++i)`
- B. (2 Points) Which access modifier, used when defining a method, indicates that only one such method is available for all instances of the class?
- `final`
 - `private`
 - `protected`
 - `static`**
- C. (2 Points) Which of the following is an example of a syntax error?
- a program encounters an instruction to divide by zero
 - an array subscript in a program goes out of range
 - the beginning of a while loop is written as "whille" instead of "while"**
 - an algorithm that calculates the monthly payment of a loan displays incorrect results
- D. (2 Points) Data structures are part of an ADT's _____.
- definition
 - implementation**
 - specifications
 - usage
- E. (2 Points) In the following list: John, Kate, Fred, Mark, Jon, Adam, Drew which element does not have a predecessor?
- John**
 - Mark
 - Drew
 - Adam
- F. (2 Points) If the array: {6, 2, 7, 13, 5, 4} is added to a stack, in the order given, which number will be the first number to be removed from the stack?
- 6
 - 2
 - 5
 - 4**
- G. (2 Points) The last node of a linear linked list _____.
- has the value null
 - has a next reference whose value is null**
 - has a next reference which references the first node of the list
 - cannot store any data
- H. (2 Points) Which of the following statements deletes the node that curr references?
- `prev.setNext(curr);`
 - `curr.setNext(prev);`
 - `curr.setNext(curr.getNext());`
 - `prev.setNext(curr.getNext());`**

Version 1

2. (20 Points) Given the following generic MyArray class:

```
public class MyArray<I> {  
  
    private I[] array = (I[]) new Object[100];  
    private int currentLocation = 0;  
  
    public void addElement(I element) {  
        array[currentLocation++] = element;  
    }  
  
    public void replaceElement(I newElement, int index) {  
        if ((index >= currentLocation) ||  
            ((index < 0) || (index > array.length))) {  
            System.out.println("Error");  
        }  
  
        array[index] = newElement;  
    }  
  
    public void removeElement(int index) {  
        if (((index >= currentLocation) && (index < array.length)) ||  
            ((index < 0) || (index > array.length))) {  
            System.out.println("Error");  
        }  
  
        for ( int i = index + 1 ; i < currentLocation ; i++ ) {  
            array[i-1] = array[i];  
        }  
        array[--currentLocation] = null;  
    }  
  
    public void clear() {  
        for ( int i = 0 ; i < array.length ; i++ ) {  
            array[i] = null;  
        }  
        currentLocation = 0;  
    }  
  
    public int numberOfElements() {  
        return currentLocation;  
    }  
}
```

Version 1

3. (40 Points) The correct generic LinkedList Implementation is:

```

import java.util.Vector;

public class LinkedList<I> implements
    QueueInterface<I> {

    private Node<I> front = null, back = null;
    private int size = 0;

    @Override
    public boolean isEmpty() {
        return (front == null);
    }

    @Override
    public int size() {
        return this.size;
    }

    @Override
    public void enqueue(I element) {
        Node<I> newNode = new Node<I>(element);
        if (back == null) {
            front = newNode;
        } else {
            back.setNext(newNode);
        }
        back = newNode;
        this.size++;
    }

    @Override
    public I dequeue() {
        I element = null;
        if (front != null) {
            element = front.getElement();
            front = front.getNext();
            this.size--;
        }
        if (front == null) {
            back = null;
        }
        return element;
    }
}

@Override
public boolean equals(Object oQueue) {
    boolean answer = false;
    LinkedList<I> otherQueue;

    if (oQueue instanceof LinkedList) {
        otherQueue = (LinkedList<I>) oQueue;
    } else {
        return answer;
    }

    Vector<I> myPV = this.peekAll();
    answer = myPV.equals(otherQueue.peekAll());

    return answer;
}

@Override
public Vector<I> peekAll() {
    Vector<I> pv = new Vector<I>();
    Node<I> curNode = this.front;

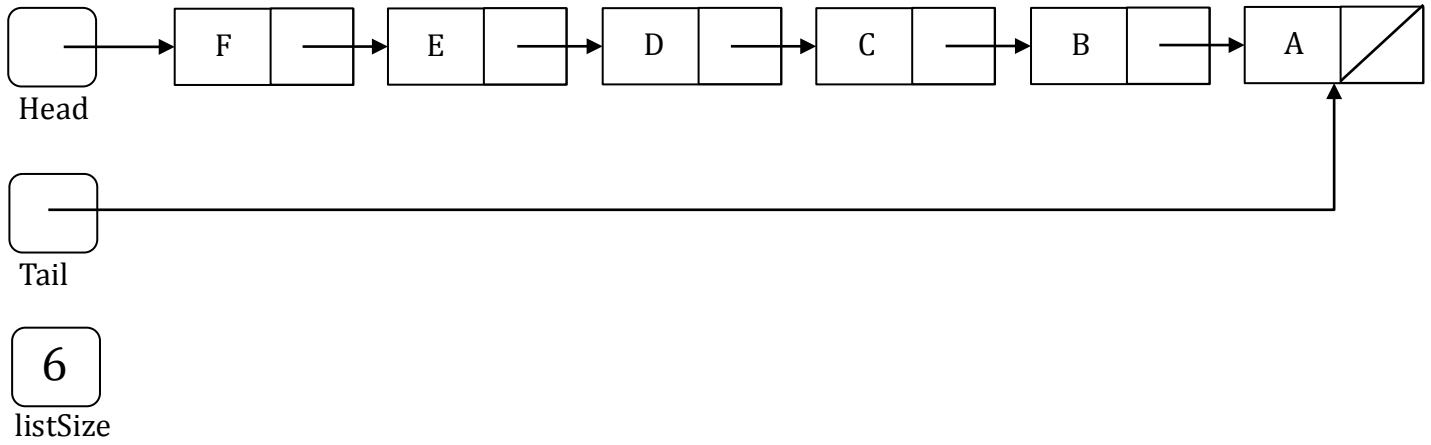
    while (curNode != null) {
        pv.add(curNode.getElement());
        curNode = curNode.getNext();
    }

    return pv;
}
}

```

Version 1

4. (30 Points) The list after doStuff1() has finished executing:



Version 2

Instructions

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1. (16 Points) Multiple Choice:

- A. (2 Points) The Java expression $9 / 5 + 9 \% 5$ equals ____.
- 0
 - 1
 - 3
 - 5**
 - 6
- B. (2 Points) Consider the following code that appears in a test class.
- ```
A a = new A();
int c = a.b;
```
- In order for this code to work, which statement must be true?
- a must be declared public inside class A
  - b must be declared public inside class A**
  - c must be declared public inside class A
  - Method b( ) must return int
- C. (2 Points) The syntax errors of a program are removed during the \_\_\_\_ phase of the program's life cycle
- verification
  - coding**
  - testing
  - refining
  - maintenance
- D. (2 Points) An ADT's \_\_\_\_ govern(s) what its operations are and what they do.
- specifications**
  - implementation
  - documentation
  - data structure
- E. (2 Points) In the following list: John, Kate, Fred, Mark, Jon, Adam, Drew which element does not have a successor?
- John
  - Mark
  - Drew**
  - Adam
- F. (2 Points) If the array: {6, 21, 35, 3, 6, 2, 13} is added to a stack, in the order given, which of the following is the top of the stack?
- 2
  - 6
  - 3
  - 13**
  - 35
- G. (2 Points) Which of the following will be true when the reference variable curr references the last node in a linear linked list?
- curr == null
  - head == null
  - curr.getNext() == null**
  - head.getNext() == null
- H. (2 Points) Which of the following statements deletes the first node of a linear linked list that has 10 nodes?
- head.setNext(curr.getNext());
  - prev.setNext(curr.getNext());
  - head = head.getNext();**
  - head = null;

## Version 2

2. (20 Points) Given the following generic MyArray class:

```
public class MyArray<I> {

 private I[] array = (I[]) new Object[100];
 private int currentLocation = 0;

 public void addElement(I element) {
 array[currentLocation++] = element;
 }

 public void replaceElement(I newElement, int index) {
 if ((index >= currentLocation) ||
 ((index < 0) || (index > array.length))) {
 System.out.println("Error");
 }

 array[index] = newElement;
 }

 public void removeElement(int index) {
 if (((index >= currentLocation) && (index < array.length)) ||
 ((index < 0) || (index > array.length))) {
 System.out.println("Error");
 }

 for (int i = index + 1 ; i < currentLocation ; i++) {
 array[i-1] = array[i];
 }
 array[--currentLocation] = null;
 }

 public void clear() {
 for (int i = 0 ; i < array.length ; i++) {
 array[i] = null;
 }
 currentLocation = 0;
 }

 public int numberOfElements() {
 return currentLocation;
 }
}
```

## Version 2

3. (40 Points) The correct generic LinkedStack implementation is:

```

import java.util.Vector;

public class LinkedStack<I> implements
StackInterface<I> {

 private Node<I> stackPtr = null;
 int size = 0;

 @Override
 public boolean isEmpty() {
 return (stackPtr == null);
 }

 @Override
 public int size() {
 return this.size;
 }

 @Override
 public void push(I element) {
 Node<I> newNode = new Node<I>(element);
 if (stackPtr == null) {
 stackPtr = newNode;
 } else {
 newNode.setNext(stackPtr);
 stackPtr = newNode;
 }
 this.size++;
 }

 @Override
 public I pop() {
 I element = null;
 if (stackPtr != null) {
 element = stackPtr.getElement();
 stackPtr = stackPtr.getNext();
 }
 this.size--;
 return element;
 }
}

```

```

 @Override
 public boolean equals(Object oStack) {
 boolean answer = false;
 LinkedStack<I> otherStack;

 if (oStack instanceof LinkedStack) {
 otherStack = (LinkedStack<I>) oStack;
 } else {
 return answer;
 }

 Vector<I> myPV = this.peekAll();
 answer = myPV.equals(otherStack.peekAll());

 return answer;
 }

 @Override
 public Vector<I> peekAll() {
 Vector<I> pv = new Vector<I>();
 Node<I> curNode = this.stackPtr;

 while (curNode != null) {
 pv.add(curNode.getElement());
 curNode = curNode.getNext();
 }

 return pv;
 }
}

```

Version 2

4. (30 Points) The list after doStuff2() has finished executing:

