

Family Name:

Other Names:

ID Number:

COMP103 Test

19 August, 2010

Instructions

- Time: **45 minutes**.
- Answer **all** the questions.
- There are 45 marks in total.
- Write your answers in the boxes in this test paper and hand in all sheets.
- Every box with a heavy outline requires an answer.
- If you do not understand a question, ask for clarification.
- There is java documentation at the end of the exam paper that you may find useful.

	Marks		
1. Various topics	[10]	1	<input type="text"/>
2. Using Collections	[15]	2	<input type="text"/>
3. Implementing Collections	[14]	3	<input type="text"/>
4. Recursion and Sorting	[6]	4	<input type="text"/>
		Total:	<input type="text"/>

SPARE PAGE FOR EXTRA ANSWERS

Cross out rough working that you do not want marked.
Specify the question number for work that you do want marked.

Question 1. Various topics

[10 marks]

(a) [2 marks] You can read the contents of a file with a Scanner and push the lines onto a Stack. When you pop the items from the Stack and print them, they appear in the reverse order. Why does this happen?

(b) [3 marks] Consider SortedArraySet. Explain why in this implementation the asymptotic (“big O”) cost for contains() is $\mathcal{O}(\log n)$ but is $\mathcal{O}(n)$ for remove().

(c) [3 marks] Explain the differences between Set, Map and Bag.

(d) [2 marks] In Java, you can have two methods with the same name. What conditions must be satisfied for this to happen, and what is the concept called?

Question 2. Using Collections

[15 marks]

The for each loop is a shorthand for an iterator. Here is an example of a for each loop:

```
for (Fish f : basket) {  
    f.wriggle ();  
}
```

(a) [4 marks] In the box below, expand the above for each loop using an iterator explicitly.

(b) [2 marks] What type does `basket` have to be for the for each loop to work?

(c) [2 marks] In the box below, fix the error(s) in the following declaration:

```
List <String> myList = new List <String> ;
```

corrected version:

(Question 2 continued on next page)

(Question 2 continued)

Consider code that stores the lines of text from a file using a **Stack**, and then reverses that **Stack**:

```
Stack <Line> mystack = new Stack <Line> ();  
  
    // the stack then has various Lines added to it by the scanner.  
    :  
    :  
  
mystack = reverseStack(mystack);
```

(d) [7 marks] In the box below, complete the `reverseStack` method, that takes a **Stack** of **Line** objects as a parameter, and returns a **Stack** that has the same lines but in the *reversed order*. You may assume the **Line** class exists.

```
public ...
```

```
}
```

Question 3. Implementing Collections

[14 marks]

A Priority Queue is a special queue that is **not** FIFO (first-in-first-out). Instead, items are added in the queue based on their priority, and the item returned by **poll** or **peek** is always the one with highest priority.

A common internal data structure to implement different Collections is an Array. For example, you have used an Array to implement an ArrayList, or an ArrayQueue.

Now consider using an Array to implement a ArrayPriorityQueue, as shown below:

```

public ArrayPriorityQueue <E> extends AbstractQueue <E> {

    private static int INITIALCAPACITY = 10;
    private int count = 0;
    private E[] data;

    public ArrayPriorityQueue(){ data = (E[]) new Object[INITIALCAPACITY];}
    public boolean isEmpty(){return count == 0;}
    public int size () { return count;}

    /** Ensure data array has sufficient number of elements
     * to add a new element */
    private void ensureCapacity () {...} //assume done

    /** Find and returns the index (between 0 and count) of where an element is in the dataarray,
     * based on the priority (or where it ought to be.) */
    private int findIndex(Object itm ){...} //assume done
    :
    public E poll(){} //not done yet.
    public boolean offer(E item){} // not done yet.

}

```

(Question 3 continued on next page)

(Question 3 continued)

(a) [8 marks] Complete the offer method below, for the ArrayPriorityQueue implementation. You may assume the findIndex method is available, which returns the index of where an item should be in the ArrayPriorityQueue.

~~Note: The priority is automatically handled by the findIndex method. Also assume ensureCapacity is available.~~

```
public boolean offer (E item) {
```

```
}
```

(b) [6 marks] Complete the poll method for ArrayPriorityQueue.

```
public E poll () {
```

```
}
```

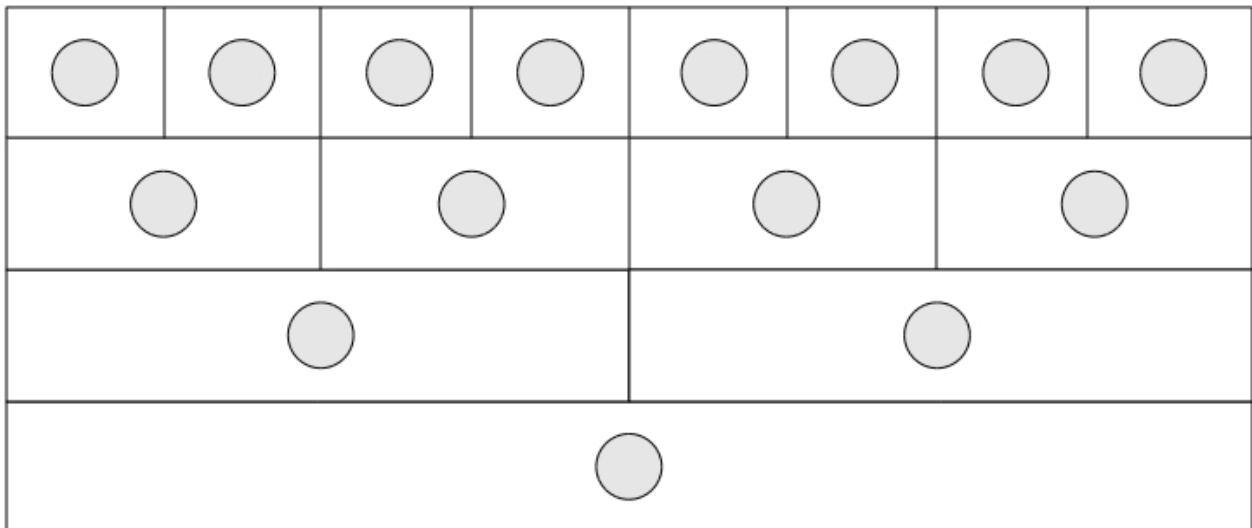
Question 4. Recursion and Sorting

[6 marks]

(a) [2 marks] A “brick-wall” consists of a brick with two half size brick-walls on top. The following code draws such a wall, using recursion:

```
public void brickWall ( int x, int y, int wd){
    drawBrick(x, y, wd);
    if ( wd > 10 ) {
        int w = wd/2;           // width of next smaller brick
        brickWall(x, y-10, w);  // left half
        brickWall(x+w, y-10, w); // right half
    }
}
```

In the brick-wall image below, write a digit inside the circle on each brick, showing the order in which they're drawn by the above method.



(Question 4 continued on next page)

(Question 4 continued)

(b) [2 marks] Consider the array shown in the first row below. In the next two rows, show the array after the first two iterations of the outer loop of SelectionSort.

S	C	N	P	Q	A	M	R	B
---	---	---	---	---	---	---	---	---

--	--	--	--	--	--	--	--	--

--	--	--	--	--	--	--	--	--

(c) [2 marks] The cost of QuickSort is $\mathcal{O}(n \log n)$ provided a sensible choice of pivot is made. But if QuickSort is implemented by simply using the *first* point in the array as the pivot, its cost increases from $\mathcal{O}(n \log n)$ to $\mathcal{O}(n^2)$, in one particular scenario. What is that scenario?

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Appendix (may be removed)

Brief (and simplified) specifications of some relevant interfaces and classes.

public interface Iterator <E>

public *boolean* hasNext();

public *E* next();

public void remove();

public interface Iterable <E>

public Iterator <E> iterator();

// Can use in the "for each" loop

public interface Comparable <E>

public *int* compareTo(E o);

// Can compare this to another E

public interface Comparator <E>

public *int* compare(E o1, E o2);

// Can use this to compare two E's

```
public interface Collection<E>
    public boolean isEmpty();
    public int size ();
    public boolean add();
    public Iterator <E> iterator();
```

```
public interface List<E> extends Collection<E>
    // Implementations: ArrayList
    public E get(int index);
    public void set(int index, E element);
    public void add(E element);
    public void add(int index, E element);
    public void remove(int index);
    public void remove(Object element);
```

```
public interface Set extends Collection<E>
    // Implementations: ArraySet, SortedArraySet, HashSet
    public boolean contains(Object element);
    public boolean add(E element);
    public boolean remove(Object element);
```

```
public interface Queue<E> extends Collection<E>
    // Implementations: ArrayQueue, LinkedList
    public E peek (); // returns null if queue is empty
    public E poll (); // returns null if queue is empty
    public boolean offer (E element);
```

```
public class Stack<E> implements Collection<E>
    public E peek (); // returns null if stack is empty
    public E pop (); // returns null if stack is empty
    public E push (E element);
```

```
public interface Map<K, V>
    // Implementations: HashMap, TreeMap, ArrayMap
    public V get(K key); // returns null if no such key
    public void put(K key, V value);
    public void remove(K key);
    public Set<Map.Entry<K, V>> entrySet();
```