This is a closed-book test; no aids are allowed.

Answer the questions in the spaces provided on the question sheets. If you run out of room for an answer, continue on the back of the page.

You may write in pen or pencil.

The test is 80 minutes in duration.

Name and Student Number: _____

1.   / 35

2.   / 30

3.   / 25

4.   / 25

5.   / 10

6.   / 25

       / 150

1. Types.

   (a) (5 points) `int` and `double` are different types in Java. In one or two sentences, explain what the word "type" means in a programming language such as Java.

   (b) (5 points) The `+` operator in Java is called an overloaded operator because it can be used for more than one kind of operation. How does Java determine what operation to perform for an expression like `(x + y)`?

   (c) (5 points) Suppose that `x` has type `int` and `y` has type `double`. What type does the expression `(x + y)` have?

   (d) (5 points) Suppose that the following statement compiles successfully in a Java program:

   ```
   double a = (b + c);
   ```

   What type or types can the expression `(b + c)` have?

   (e) (5 points) The textbook and the lecture slides both state that Java is a strongly typed language. In one sentence, explain what "strongly typed" means in a programming language such as Java.

   (f) (10 points) Consider your answer to Question 1(e): Why is closure an important property of the primitive types in Java?

2. For parts (a)–(c) of this question, consider the contract for the method `daysInYear` in the utility class named `PlanetEarth`; the class `PlanetEarth` gathers information about our home planet:

   `static int daysInYear(long year)`

   Returns the number of days in the given calendar year.

   > **Parameters:**
   >   `year` - the year
   > **Returns:**
   >   returns the number of days in `year`

   (a) (5 points) In one sentence explain why it makes sense that `PlanetEarth` is a utility class.

   (b) (5 points) Using the contract analogy for methods, what preconditions, if any, are there for the method?

(c) (5 points) Suppose that as a client, you write the following line of code

```
int days = PlanetEarth.daysInYear(2011);
```

which causes an exception to be thrown. Using the contract analogy for methods, who (the client or the method?) is responsible for the unusual result, and why are they responsible?

(d) (5 points) Another student says to you, "The method `daysInYear` is silly. There should be a public attribute named `PlanetEarth.DAYS_IN_YEAR` instead." Explain in one or two sentences why you agree or disagree with the other student.

(e) (10 points) The textbook says that public attributes in a class are risky, but the utility class `java.lang.Math` has two public attributes named `E` and `PI`!

Why are public attributes risky, and why are the attributes in `java.lang.Math` not risky?

3. APIs and methods

   Here are eight method summaries from the API for `java.lang.StringBuilder`:

   Method Summary

   1. `StringBuilder append(boolean b)`
      Appends the string representation of the boolean argument to the sequence.

   2. `StringBuilder append(char c)`
      Appends the string representation of the char argument to this sequence.

   3. `StringBuilder append(String str)`
      Appends the specified string to this character sequence.

   4. `void ensureCapacity(int minimumCapacity)`
      Ensures that the capacity is at least equal to the specified minimum.

   5. `int indexOf(String str)`
      Returns the index within this string of the first occurrence of the specified string.

   6. `int indexOf(String str, int fromIndex)`
      Returns the index within this string of the first occurrence of the specified string, starting the search at the specified index.

   7. `int length()`
      Returns the length (character count).

   8. `String toString()`
      Returns a string representing the data in this sequence.

   _____

   (a) (5 points) Beside each line of code below, fill in the blanks with the number corresponding to which method is invoked; use the word "none" if you think that none of the eight listed methods is invoked. Assume that `s` is a **StringBuilder** reference.

   ```
   s.append("add me");                        _____

   s.append("true");                          _____

   s.append(false);                           _____

   StringBuilder.length();                    _____

   s.indexOf("x", 1);                         _____
   ```

(b) (5 points) Beside each method number below, fill in the blank corresponding to the type returned by the method:

```
method 1      _____

method 2      _____

method 4      _____

method 6      _____

method 8      _____
```

(c) (5 points) The method with signature `equals(Object obj)` is not listed among the eight methods; do you expect that it is listed in the full API of `StringBuilder`? Why or why not?

(d) (10 points) Explain what pass-by-value means in Java, and explain how pass-by-value can help promote software reliability.

4. Consider the class `type.lib.Fraction` for each part of this question. Assume that each memory diagram that you are asked to draw represents a different Java program (e.g., the addresses you use in part (a) can be the same as the ones you use in part (b)).

   (a) (5 points) Draw a memory diagram for the following two lines of code; you do not need to show the `Fraction` class in memory, but you should show the values of any numerators and denominators.

   ```
   Fraction f = new Fraction(1, 5);
   Fraction g = f;
   ```

   (b) (5 points) Draw a memory diagram for the following two lines of code; you do not need to show the `Fraction` class in memory, but you should show the values of any numerators and denominators.

   ```
   Fraction f = new Fraction(1, 5);
   Fraction g = new Fraction(1, 5);
   ```

(c) (5 points) Draw a memory diagram for the following lines of code; you **must** show the `Fraction` class in memory, and you should show the values of any numerators and denominators.

```
Fraction f = new Fraction(1, 5);
Fraction.isQuoted = false;
```

(d) (5 points) The textbook says that an object has both identity and state. In 4(c), what is the identity of the `Fraction` object referenced by `f`?

(e) (5 points) The textbook says that an object has both identity and state. In 4(c), what is the state of the `Fraction` object referenced by `f`?

5. (10 points) Suppose that you have two `ArrayList<Integer>` objects x1 and x2 both having size equal to four, and containing the following elements:

```
x1:  [1, 2, 3, 3]
x2:  [0, 1, 2, 3]
```

Consider the following fragment of Java code:

```java
int i1 = 0;
int i2 = 0;
int count = 0;
while ( (i1 < x1.size()) && (i2 < x2.size()))
{
   // A
   int elem1 = x1.get(i1);
   int elem2 = x2.get(i2);
   if (elem1 == elem2)
   {
      count++;
      i2++;
   }
   else if (elem1 < elem2)
   {
      i1++;
   }
   else
   {
      i2++;
   }
   // B
}
```

What is the value of `count` after this code has finished running? *Hint: Consider tracing the values of i1, i2, and count at points A and B each time through the loop.*

6. Strings. All parts of this question are about Java strings (as they are implemented in
   `java.lang.String`).

   (a) (5 points) The `String` class is immutable. What kind of method is `String` missing that
       makes it immutable?

   (b) (5 points) What operator is used to perform string concatenation?

   (c) (5 points) Suppose that the literal `"Almost done!"` is used for the first time in some pro-
       gram on the following line of code:

       ```
       String s = new String("Almost done!");
       ```

       How many more `String` objects are now in memory after the line of code has been run?
       Use one sentence to justify your answer.

   (d) (5 points) A student writes the following loop that is supposed to stop looping when the
       user enters the string `"stop"`:

       ```
       while (userInput != "stop")
       { // some code here that does something and then gets userInput }
       ```

       Do you think that the loop condition is correct? If not, show how you would fix it.

   (e) (5 points) Write down a regular expression that would match as closely as possible all
       three letter lower-case English words ending in an x, y, or z.