

Computer Science 145/148

Final Exam—Fall 2019

1. Provide multiple-word example identifiers for the following using standard Java conventions:

- (a) a class name
- (b) a method name
- (c) a variable name

2. In the following code, declare the following:

- (a) A parameter named `i` of type `int`.
- (b) A local variable named `s` of type `String`.
- (c) A private instance variable named `b` of type `boolean`.

```
public class Thing {  
  
    public Thing(  
  
    ) {  
  
    }  
}
```

3. For what reasons do we use the keyword `this`? Check zero or more.

- (a) To qualify instance variable names.
- (b) To access instance variables from within a `static` method.
- (c) To invoke one constructor from another.
- (d) To return an instance of an object from a constructor.

4. For what reasons do we use the keyword `private`? Check zero or more.

- (a) Because Java requires it.
- (b) To give an object's methods access to its instance variables.
- (c) To prevent outside code from violating the state of our objects.
- (d) To hide an object's implementation details.

5. What is the type of the following expression?

```
new Raffle()
```

6. Complete the following truthtable. Feel free to write intermediate steps in the blank space.

a	b		<code>a !(a b)</code>
F	F		(a) _____
F	T		(b) _____
T	F		(c) _____
T	T		(d) _____

7. Enumerate the contents of the array `letters` after the following code is executed.

```
char[] letters = {'z', 'm', 'k', 'd', 'p', 'y'};
int offset = letters.length / 2;
for (int i = 0; i < offset; i += 1) {
    char tmp = letters[i];
    letters[i] = letters[i + offset];
    letters[i + offset] = tmp;
}
```

8. When designing an object in Java, what must we consider? Check zero or more.

- (a) Its constructors.
- (b) Its destructors.
- (c) Its state.
- (d) Its behaviors.

9. What are the type and value of the following expression?

```
new ArrayList().size()
```

10. What do we call a constructor that takes no parameters?

11. Write an object named `StrikeList` with the following public interface:

- (a) A constructor that initializes the list to contain the numbers 0 through 100.
- (b) Method `strike` that accepts an `Integer` and removes it from the list.
- (c) Method `size` that reports how many of the numbers have not been struck.
- (d) Method `get` that accepts an `int` index and returns the unstruck number at the specified index.

Include any necessary private implementation.

12. Write an object named `Person` with the following public interface:

- (a) A constructor that accepts as parameters the person's name as a `String` and latitude-longitude as two `doubles`.
- (b) Getters for the three pieces of state.

Include any necessary private implementation.

13. Rewrite the following code, replacing the three parallel arrays with one array of `Person`:

```
public static void map(String[] names, double[] lats, double[] lons) {
    for (int i = 0; i < names.length; ++i) {
        System.out.printf("%s -> %.4f, %.4f%n", names[i], lats[i], lons[i]);
    }
}
```

14. Write an object named `Date` with the following public interface:

- (a) A constructor that accepts as parameters a year, month, and day, all of type `int`.
- (b) Method `toString` that returns the date as a `String` of the form `YYYY/MM/DD`, with day and month padded with leading zeroes as necessary.

Include any necessary private implementation.

15. Write a `main` method that retrieves from the user a year, month, and day using a `Scanner`. (No prompts are necessary.) It constructs a date and prints it to `System.out`.