

**CSCI 2341 Final Exam**

Thursday, 18 June 2015

Name: \_\_\_\_\_

Student #: \_\_\_\_\_

*General Instructions*

Read and follow all directions carefully.

When writing programs or program segments, use the course style for identifiers and indentation. Print clearly so that the grader can tell that the conventions are being followed.

**Note:** not all spaces need to be filled in, but you will not need more space than is provided. **You do not need to comment code unless the question says otherwise.** You may assume that all required libraries have been included, unless the question says otherwise.

There are 84 points available. You have 3 hours to complete it. Good luck.

| Question     | Grade | Out Of    |
|--------------|-------|-----------|
| 1            |       | 10        |
| 2            |       | 6         |
| 3            |       | 6         |
| 4            |       | 8         |
| 5            |       | 8         |
| 6            |       | 10        |
| 7            |       | 6         |
| 8            |       | 8         |
| 9            |       | 10        |
| 10           |       | 12        |
| <b>Total</b> |       | <b>84</b> |

1. [10] Suppose we are sorting the array shown below:

|     |     |     |     |    |     |     |     |     |     |
|-----|-----|-----|-----|----|-----|-----|-----|-----|-----|
| 884 | 909 | 527 | 620 | 32 | 927 | 276 | 411 | 322 | 445 |
|-----|-----|-----|-----|----|-----|-----|-----|-----|-----|

Show how the array would look after each of the following. Start from the original array each time. Leave unchanged cells blank.

a) after the **third** iteration of **insertion** sort.

|  |  |  |  |  |  |  |  |  |  |
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|  |  |  |  |  |  |  |  |  |  |
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b) after the **third** iteration of **selection** sort.

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|  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|

c) after the **third** merge in a **merge** sort.

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|  |  |  |  |  |  |  |  |  |  |
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d) after the **first** iteration of **radix** sort.

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e) after being **3-sorted** with **Shell** sort (*i.e.* gap = 3).

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|  |  |  |  |  |  |  |  |  |  |
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2. [6] Consider the following array that is to be sorted by quick sort.

|    |   |    |    |    |    |    |    |    |    |    |
|----|---|----|----|----|----|----|----|----|----|----|
| 0  | 1 | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| 76 | 1 | 83 | 43 | 13 | 80 | 43 | 54 | 21 | 88 | 37 |

a) **Circle** the values we would consider for the pivot, given the “median of three” pivot selection method discussed in class.

b) Which of those values would we end up choosing as the pivot?

c) What *position* would the pivot value end up after the list has been partitioned? (The answer will be a number from 0 to 10.)

d) Given the partition above, what are the bounds of the two sub-arrays to be sorted by the recursive calls to quick sort? (Your answers should be *numbers*, not *formulas*.)

Lower sub-array: from index \_\_\_\_ to index \_\_\_\_.

Upper sub-array: from index \_\_\_\_ to index \_\_\_\_.

3. [6] State the order of magnitude of each of the following functions. State a tight bound in each case.
- (a)  $n^3 + 6n + 5$   $O(\text{_____})$
- (b)  $5 \log(n^5) + n^2 + 9$   $O(\text{_____})$
- (c)  $(n^4 + 6n^3 + 5) / (5n + 4)$   $O(\text{_____})$
- (d)  $(n \log n) + n$   $O(\text{_____})$
- (e)  $3 + 6 + 8 + 10 + \dots + 2(N - 1) + 2N + 2(N + 1)$   $O(\text{_____})$
- (f)  $(3 + 4 + \dots + n)(1 + 2 + 3 + \dots + (n / 2))$   $O(\text{_____})$
4. [8] Write the method `getFrequency` for the `LinkedBag` class (see the partial definition on the extra code page). It counts how many times a given entry appears in the **LinkedBag** object. Do not use any undefined methods, nor any methods that need to be imported, and do not modify the contents of the bag in any way. **Note that this version of `LinkedBag` does not have a `numEntries` field.**

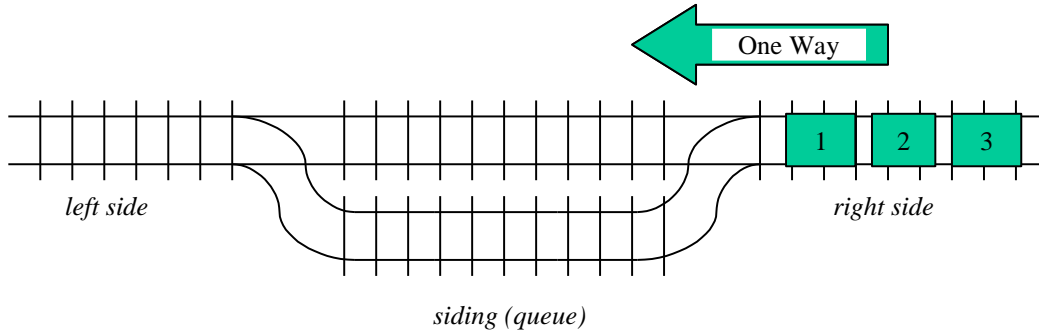
5. [8] Implement the function  $Q$  (a chaotic sequence generator) based on the following recursive definition:

$$Q(N) = \begin{cases} N & \text{if } N < 3 \\ Q(N - Q(N-1)) + Q(N - Q(N-2)) & \text{if } N \geq 3 \end{cases}$$

6. [10] The following method shows a typical use of an object of type **MyADT**. Write an interface for **MyADT**.

```
public static void doThis(MyADT obj) {
    obj.showValues();
    if (obj.hasZeroValue()) {
        int zero = obj.getZeroLocation();
        double val = obj.solve(zero);
        System.out.println("solution @" + zero + " = " + val);
    }
}
```

7. [6] Consider the following railway switching yard.



As the diagram suggests, a car can be moved directly across to the left side, or it may be shunted onto the siding. The siding operates the way a queue does: putting a car onto the siding is an enqueue operation, and removing one from the siding is a dequeue operation. *Once a car has been moved off the right-hand track, we do not allow it to return to the right-hand track.*

For each possible permutation of three cars (listed below), show a sequence of Enqueue, Dequeue and Move (going straight across) operations that will achieve that permutation on the left-hand side. If a permutation is not possible, simply write "Cannot be done" in the space provided.

- a) 1, 2, 3 \_\_\_\_\_
- b) 1, 3, 2 \_\_\_\_\_
- c) 2, 1, 3 \_\_\_\_\_
- d) 2, 3, 1 \_\_\_\_\_
- e) 3, 1, 2 \_\_\_\_\_
- f) 3, 2, 1 \_\_\_\_\_

8. **[8]** Write the definition of the generic method `maxElement`. The method is given an array and returns the largest element in that array. It should work with any type of array with elements that can be sorted. Do not use any methods that need to be imported, and do not modify the contents of the array in any way. Assume that the array has at least one element.

9. **[10]** Use the space provided to show how the stack evolves when we translate the following infix expression into a postfix expression. The first space is for the initial stack, the next for the stack after the 1 has been processed, the third for the stack after the + has been processed, and so on. **Also** show the expression that results in the space below the table. You do **not** need to evaluate the expression. **Fill in every cell where the stack is not empty.**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|

1 + 2 / 3 \* 4 - ( 5 + 6 ) + 7

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10. [12] Multiple Choice: select the *best available* answer from the options shown.

- If the method `method` may result in the exception `MyException` being thrown, then the method header should be
  - a) `public void method() catch MyException`
  - b) `public void method() throw MyException`
  - c) `public void method() throw new MyException()`
  - d) `public void method() throws MyException`
  - e) `public void method() throws new MyException()`
  
- If we have a `Measurable` variable `m`, and we want to check to see if it holds a `Circle` object, the way to do that is
  - a) `if (Circle extends Measurable)`
  - b) `if (Circle implements Measurable)`
  - c) `if (Circle instanceof Measurable)`
  - d) `if (m extends Circle)`
  - e) `if (m instanceof Circle)`
  
- The class `SpecialBox` has all the methods defined in the class `Box`. The declaration of `SpecialBox` will start with the line
  - a) `public class SpecialBox {`
  - b) `public class SpecialBox extends Box {`
  - c) `public class SpecialBox implements Box {`
  - d) `public class SpecialBox instanceof Box {`
  - e) `public class SpecialBox isa Box {`
  
- What is the output of the following code, assuming that `setColor` and `getColor` do as their names imply?

```
Car myCar = new Car("Blue");
Car disCar = myCar;
Car stevesCar = new Car("Green");
disCar.setColor("Red");
myCar.setColor("Yellow");
System.out.print(disCar.getColor());
```

  - a) Blue
  - b) Green
  - c) Red
  - d) Yellow
  - e) (it's impossible to tell from the given information)

- A binary search for 25 in the array

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 |
| 12 | 13 | 19 | 21 | 22 | 27 | 39 | 42 | 45 | 63 | 70 | 72 | 81 | 83 | 89 |

will visit which elements?

- a) 12, 13, 19, 21, 22, 27, 39, 42, 45, 63, 70, 72, 81, 83, 89.
  - b) 12, 13, 19, 21, 22, 27.
  - c) 12, 13, 19, 21, 22.
  - d) 42, 21, 22, 27.
  - e) 42, 21, 27, 22.
- We should use a linked implementation instead of an array implementation if
    - a) the list will generally be processed from back to front.
    - b) the list will generally be processed from front to back.
    - c) there will be many deletions/insertions in the middle of the list.
    - d) we need to access random elements of the list quickly.
    - e) (any of these is a good reason to prefer a linked implementation)
  - A variable that's declared static is
    - a) available to be changed by methods in other classes.
    - b) copied to each instance of the class it's declared in.
    - c) never going to have its value changed.
    - d) safe from being changed by methods in other classes.
    - e) shared by all objects of the class it's declared in.
  - The Comparable<T> interface requires the \_\_\_ method to be defined:
    - a) boolean compareTo(T one, int result)
    - b) boolean compareTo(T one, T other)
    - c) boolean compareTo(T other)
    - d) int compareTo(T one, T other)
    - e) int compareTo(T other)
  - An algorithm takes 20 seconds to solve a problem containing 100 data values, and about 30 seconds to solve a problem containing 1000 data values. The most likely "Big-Oh" running time for this algorithm is:
    - a)  $O(1)$
    - b)  $O(\log N)$
    - c)  $O(N)$
    - d)  $O(N \log N)$
    - e)  $O(N^2)$
    - f)  $O(2^N)$



- The ActionListener interface requires the \_\_\_ method to be defined:
  - a) Object getSource()
  - b) void actionPerformed(ActionEvent e)
  - c) void addActionListener(ActionListener l)
  - d) void adderDialog(String title)
  - e) void addTheNumbers()
- Among the reasonable options for dealing with a possible operational failure in an ADT operation is **NOT**:
  - a) have the method return a boolean value: true for success, false for failure.
  - b) print an error message.
  - c) return a special value (such as null).
  - d) throw an exception.
  - e) (all of the above are reasonable options for dealing with failure)
- The difference between  $O(N^2)$  and  $O(N \log N)$  for  $N = 1,000,000$  is about the same as the difference between
  - a) 1,000,000 and 20
  - b) 1,000,000 and 20,000
  - c) 1,000,000 and 20,000,000.
  - d) 1,000,000,000,000 and 20,000,000.
  - e) 1,000,000,000,000 and 20.

```
public class LinkedBag<T> implements BagInterface {  
    private Node first;  
  
    private class Node {  
        private T data;  
        private Node next;  
  
        public Node(T data) {  
            this(data, null);  
        }  
  
        public Node(T data, Node<T> next) {  
            this.data = data;  
            this.next = next;  
        }  
    }  
  
    public LinkedBag() {  
        first = null;  
    }  
  
    // more methods not shown  
}
```

*(You may tear this page off your test booklet.)*