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Anticipated CS220 semester schedule

See the course homepage for updates and full assignment details. This schedule will evolve as the semester unfolds; see the course homepage or the online course pack for updates. All deadlines are at 8:00am except where explicitly indicated on the course homepage/Autolab.

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0 Welcome to CS220

0.1 Orientation slides

The Software Design sequence

- Design algorithms
  - High-level problem-solving skills
- Implement algorithms as programs
  - Java - A modern programming language
  - Organize data and instructions
  - In both algorithms and programs, we must use low-level and precise logic
    - No ambiguity allowed
  - Debugging and testing
- Understand what programs will do
- Communicate technical information about your programs
- Learn how to operate as a technical professional

Software Design I

The six things a program can do

1. Get input
2. Give output
3. Do arithmetic
4. Update a stored value
5. Test a condition, and select an alternative
6. Repeat a group of actions

Ways Java helps you organize your work

- Defining sequences of operations as methods
- Group related data together in arrays and class fields
- Associate data with operations relevant to that data as object methods
Software Design II

• Starting to understand how Java manages your computer’s memory
  – Features of Java built on this understanding: exceptions and recursion
• Similarly, looking under the hood at Java arrays
  – How their place in memory explains the behavior we can observe
  – Multi-dimensional arrays, and how Java really implements them
• A deeper look at inheritance and object-oriented design
  – Abstract vs. concrete, and all of the ways Java allows us to use this distinction
  – When we can and cannot (and should and should not) use inheritance
• Combining classes into data structures
• Applying code to multiple situations via Java generics
• Interacting outside of Java’s world via the file system

Focus on the personal process of creating software

• What does "correct" mean for software?
• How can you tell if your work is correct?

It is not enough to write software — you must build quality in by

• Keeping steps simple
• Keeping your goals clear
  – Recording what your goals are
  – Measuring whether you meet them
  – And both from the beginning of your work

Our process

0. Outline the result

• Set up stubs of classes and methods with the correct signatures
• But empty bodies and dummy results
• "Step 0" means it is very basic, should not be very taxing, and should be an automatic "just do it"

1. Define success, and be ready to measure it

• Set up a main method (in an assigned class, or in a separate one)
• Fill it with uses of the required classes and methods
• You are writing experiments
  – Does your code have the right behavior?
  – Your main should announce desired behaviors, and actual results
  – Every behavior required in the specifications of work which I give you should be examined at least once
• Set up your program to tell you whether it works
2. **Make a plan**

- Write down how will implement your stub methods
- Major steps, goals along the way
- Break down complicated methods by describing different steps as their own methods
- Write the method steps down as comments in each method’s body
  - A checklist of what you must implement for each method

3. **Implement and debug the methods**

- Only with testable correctness criteria and a detailed plan in place should you start actually writing the Java implementations of your method bodies

Do not skip steps!

### 0.2 About this class (Syllabus elements)

#### 0.2.1 Key facts

**Class name**  Software Design II  
**Sections**  CS220-01/02 — 4 credit units  
**Regular meeting times**  M., Tu., W., Th.: Sec. 1, 8:50-9:45am; Sec. 2, 9:55-10:50am  
**Lecture room**  Centennial 2205  
**Lab days and room**  Some Mondays and some Wednesdays will be lab sessions, held in 16 Wing.  
  - See the course website for each week’s plan.  
**Course website**  [https://cs.uwlax.edu/~jmaraist/220-fall-19](https://cs.uwlax.edu/~jmaraist/220-fall-19)  
  Contains the up-to-date calendar for the next few weeks of deadlines and the lecture/lab schedule, plus other essential references  
  Other pages to bookmark for this class:  
  **Autolab — for Java assignment submission**  [https://euryale.cs.uwlax.edu/courses/cs220-fa19-jmaraist](https://euryale.cs.uwlax.edu/courses/cs220-fa19-jmaraist)  
  - You must be on campus, or using the UWL VPN, to access this site,  
  For assistance with the VPN, contact the Eagle Help Desk,  
  [https://www.uwlax.edu/its/client-services-and-support/eagle-help-desk](https://www.uwlax.edu/its/client-services-and-support/eagle-help-desk)  
  **Links to course documents (on Canvas)**  
  [https://uwlac.instructure.com/courses/217854/pages/cs220-class-resources](https://uwlac.instructure.com/courses/217854/pages/cs220-class-resources)  
  - Includes links to the full syllabus and course pack of lecture slides, exercises, etc.  
  **Available online quizzes (on Canvas)**  [https://uwlac.instructure.com/courses/217854/quizzes](https://uwlac.instructure.com/courses/217854/quizzes)  
**Prerequisites**  CS120  
**Corequisites**  CS225 recommended  
**Catalog description**  This is a second course in the design of programs. Emphasis is placed on data abstraction and its application in design. Definitions of abstract data types are examined. The following structures are examined as methods for implementing data abstractions: recursion, sets, stacks, queues, strings, and various linked lists. Students will be expected to write several programs using these techniques in a modern programming language.  

**Instructor’s name**  Dr. John Maraist  
- Vocative "Dr. Maraist" or "Prof. Maraist", pronouns he/him/his
Office location  209 Wing Technology Center
Email  jmaraist@uwlax.edu
About  http://cs.uwlax.edu/~jmaraist
Office hours and appointments  My office hours and appointment availability are listed on the course website. To make an appointment, ask by email at least one school day ahead of time.
References  ZyBook Java text; Java: A Beginner’s Guide, Herbert Schildt, Oracle Press; see the course website for other resources

0.2.2  Key dates

Tuesday, September 3  First class
Thursday, September 5  Midterm 0
Tuesday, September 24  Tentative date of Midterm 1
Monday, October 14  Tentative date of Midterm 2
Tuesday, October 29  Tentative date of Midterm 3
Tuesday, November 19  Tentative date of Midterm 4

I will confirm the actual midterm test dates at least two weeks beforehand.

November 21-22  Thanksgiving break

Saturday, December 14, 12:15-2:15pm  Final exam, Section 220-01
Tuesday, December 17, 2:30-4:30pm  Final exam, Section 220-02

• The final exam dates and times are set by the university; the schedule is available at www.uwlax.edu/records/faculty-staff-resources/final-exam-schedule. Per Note 1 on that page, our class is considered a MWF class for purposes of final exam scheduling. Do not plan to leave for holiday travel until after the exam date for your section of this class.

0.2.3  The objectives and outlook of this class

This class offers the opportunity to master the fundamentals of software development. We will use the Java programming language, but the skills we will convey are applicable to most programming and scripting languages in use today. Over the course of the semester, we will deepen your understanding of topics related to software development, including problem solving techniques, fundamental programming constructs, and their application to algorithm design and to the Java programming language.

In CS120 we learned about the design of simple algorithms and their implementation as Java programs executed as a single, sequential thread. We began with core elements of imperative programming: variable assignment, use and update; expressions, boolean logic, selection and iteration, subroutine use, arrays; and the language issues of syntax, declarations, scope, and subroutine creation and invocation. We introduced notions of object-oriented programming: classes and objects, constructors and methods, and inheritance. In CS220 we will build further on these foundations, including:

• Designing, implementing and understanding programs using object-orientation (including inheritance, overloading, overriding, and method polymorphism); recursion; generics; single- and multi-dimensional arrays; the separation of abstraction and implementation; exceptions; the local file system; and elementary data structures.

• Demonstrating understanding of Java’s use of your computer’s memory for method calls, variable and parameter storage, references, objects and arrays.

• Analyzing the asymptotic complexity of simple algorithms and presenting the result in big-\(O\) notation. We will focus in particular on a number of searching and sorting algorithms for arrays, and on operations on linked lists.
• Through the semester we will learn to debug programs, that is, to fix a range of problems, including infinite loops and various exceptions.

• Modern programming system make heavy use of standard pre-programmed libraries, so our work will use a number of external libraries, including for data structures and file I/O.

• Communication is as essential in computer science as in any other field. Although we will not have larger-scale writing exercises, I do require and will assess program comments, and examinations will include short-answer questions.

• Any local culture of programmers (such as a workplace or a community project) will adopt or be assigned stylistic conventions for programs and for comments. We will point out and follow a number of these guidelines, as well as general professional habits.

This class is focused tightly on mastering a specific set of skills, and on the knowledge associated with those skills. Mastering any new mental or physical skill requires practice and discipline. You should plan to spend an average of about ten to twelve hours a week (not counting our class meetings) preparing for class, working assignments, and otherwise studying or practicing class material. As with a sport or musical instrument, you will not develop programming skills without committing serious and regular effort to actually programming.

The focus on skills, and the elementary nature of the material we cover, means that this class is highly cumulative. Topics from later in the class rely very heavily on earlier topics. Everything in this class relies very heavily on the material of CS120. Even where assignments and exams focus on particular later topics, it is unavoidable that earlier topics will be essential components of later work.

The skills you will gain in this class will generally fall into one of these four categories:

1. Designing an algorithm
2. Writing programs or parts of programs
3. Constructing and debugging correct executable programs
4. Analyzing programs and code to accurate predict how it will behave

It is important to master all of these skills over the course of the semester, but we recognize that some people take longer to master some aspects of algorithmic thinking and programming. So when computing final grades, I will replace earlier grades from a particular skill category with the weighted average of later grades from the same category. The Assessment section of the syllabus details exactly how this calculation will work. (Miscellaneous and administrative assignments will have separate categories for grading purposes.)

0.2.4 Assessment

For assessment, we divide the assignments and examinations into the following phases: preparatory homework (which will include the quizzes), supplementary homework, labs, projects, mid-term exams and the final exam (in that order). Each marked item will be attributed to one category including: programming (which includes book work, labs, projects and most other independent work), algorithm design, describing how code will execute, conveying understanding of concepts. The latter three categories are for exams; the first category is for out-of-class homework and projects. The points of items for a particular category in each phase of the class will be adjusted to be no less than the weighted average of items of the same category in the next later phase of the class. So for example, your percentage score on a midterm exam asking you to predict the effect of some piece of code will not be less than the weighted average of your scores on the final exam questions asking you to predict the effect of code. This adjustment will be transitive from the final exam backwards.

Forms of assessment and their weight

Your grade for each class assignment and phase will be calculated as a weighted average. In turn your final grade will be the weighted average of the assessment of your work, adjusted as described above, and weighted as follows:

• Preparatory homework and quizzes: 5%
• **Supplementary homework**: 10%

Preparatory homework is designed to let you come to class ready to engage with the day’s material. Sometimes it will review earlier concepts (from CS120, or from previous topics in this class); sometimes it will ask you to experiment with aspects of Java which we will consider in more detail that day. Supplementary homework follows up on class topics to reinforce what we discuss. The supplementary problems help you identify aspect of the new material which you may not yet understand, and prepare you for labs and projects.

• **Labs**: 7%

• **Projects**: 25%

Labs and projects ask you to apply the material you learn in class and practice in homework. Lab assignments tend to be shorter, and in some labs I will guide you through parts of the solution. In labs we will also focus on adhering to the discipline of programming which we adopt for this class. Labs will be graded qualitatively on your progress in class, and demonstrated in the submitted work product, towards mastering the exercised skills. Projects, especially later projects, require you to write longer and more substantial programs, often with less structure provided than in the labs.

• **Midterm tests**: 25%

The midterm tests each cover a particular set of knowledge. They are not *explicitly* cumulative, in the sense that their questions will focus on the topics for that test, and not on past topics. However, the material of this course is highly cumulative in nature: so you may need to use the skills from past topics in order to answer questions correctly. For example, answering questions about arrays will require the ability to write loops, even though loops were a topic for CS120.

The topics tested on the midterms are as follows:

- Midterm 0: Topics from the prerequisite course CS120. Appendix [C](#) of the course pack contains a list of the department’s learning outcomes for CS120; all of these topics are in scope for this test except GUI programming.
- Midterm 1: The stack-and-heap model of program execution, recursion, asymptotic complexity, exceptions (Section[1](#) of the course pack).
- Midterm 2: Classes and objects (Section[2](#) of the course pack).
- Midterm 3: Arrays (Section[3](#) of the course pack).
- Midterm 4: Linked lists, stacks, queues (Section[4](#) of the course pack).

In calculating the share of each midterm towards your final grade, I will weigh the last four midterms evenly, and will weigh Midterm 0 at half the weight of each of the others.

• **Final examination**: 25%

The final examination will be cumulative over the topics we cover.

• **Participation and professionalism**: 3%

Partial credit for programs, whether on examinations or projects, may be awarded only for programs whose design is documented via comments in the manner expected under our program design discipline.

**Final grades**

I will convert a weighted average percentage $g$ to a letter grade no more strictly than as follows:

<table>
<thead>
<tr>
<th>$g$</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>$95.0 \leq g$</td>
<td>A</td>
</tr>
<tr>
<td>$90.0 \leq g &lt; 95.0$</td>
<td>AB</td>
</tr>
<tr>
<td>$84.0 \leq g &lt; 90.0$</td>
<td>B</td>
</tr>
<tr>
<td>$78.0 \leq g &lt; 84.0$</td>
<td>BC</td>
</tr>
<tr>
<td>$70.0 \leq g &lt; 78.0$</td>
<td>C</td>
</tr>
<tr>
<td>$60.0 \leq g &lt; 70.0$</td>
<td>D</td>
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Lower results do not earn a passing grade. In addition, to get a final grade above C, you must pass the final exam. The university uses annotated F grades for cases of failure with cessation of class activity and attendance; where such grades are appropriate I will draw them from both the assignment results and attendance records.
Feedback

Formative assessments are those whose purpose includes giving feedback to you, and shaping your learning. You will receive feedback on all formative assessments, and are expected to use that feedback to improve your future performance. Other work is considered summative, intended not for feedback or as learning tools but only as measurements of skill. You will not receive detailed feedback on summative assessments.

• Programming work due before Thanksgiving, as well as the first four midterm tests, are all considered formative. The last midterm will treated as formative if time allows.

Feedback on lab work will often be delivered in person in the lab session; it is your responsibility to ask questions during labs when you are unable to complete the assignments. Feedback on programming assignments will come not only from me directly, but also from the Autolab submission system: you are responsible for reading the output of that system when you submit work to see where it finds incorrect or unimplemented aspects of your code.

• Later work is considered summative. The final project and the final examination are summative assessments, as well as programming work due after Thanksgiving (although I will return as much of it as early as possible). The last midterm may be deemed summative if time requires.

0.3 Acknowledgments

Much of this document is from material shared among the various professors who have taught this class in recent years, including Kenny Hunt, Elliot Forbes, Allison Sauppé, and in particular Joshua Hurley and Jason Sauppe. Some of the exercises are derived from other sources, and individually attributed.
1 The stack and the heap (although for the moment, mostly just the stack)

1.1 How Java organizes your computer’s memory

You know that your program uses the computer’s memory

- It uses memory for local variables
- It uses memory to pass parameters to methods
- It uses memory to return values from methods
- It uses memory to keep track of where we are in one method when we call another
- It uses memory to create arrays
- It uses memory to create objects of a class, and for the objects’ fields

Our programs use memory constantly
But how does Java manage it all? How does it organize memory to it all possible?

The stack and heap

At the highest level, there are two main divisions of your computer’s memory: the stack and the heap

- The space in between the stack and heap is unused, or free memory
- Both the stack and the heap can grow and shrink
  - But they are each kept to their own end
  - They grow towards the middle, shrink towards their end
- When the stack and heap collide, it means that your program has run out of memory
  - So the system terminates it
  - Would look to you like any other program crash

Method calls on the stack

Every time your program calls a method, a stack frame is added to the stack

```java
public void f() {
    int a = 4;
    g(10);  // Line 3
    // ...
}
public void g(int x) {
    int b = 5;
    // ...
}
```
Some things each stack frame can contain:

- Storage for the parameters passed to the method
- Storage for the method’s local variables
- Temporary workspace for more complicated expressions and statements
- A note of what we should resume doing when this method ends
- The location of the previous stack frame

For efficiency, different systems may actually use other parts of the machine for some of these things — but this idea of stack frames is always useful for understanding our programs

**Returning from a method discards its frame**

When a method exits, Java does not keep its frame

- So the stack grows when we call a method, shrinks when we exit a method
- Methods are exited in the opposite order that we call them
  - This behavior is called *last in, first out*
  - Means that the stack is always a *contiguous* block of in-use memory

```java
public void f() {
  int a = 4;
  g(10);
  h(11, 4.5);
  // ...
}
public void g(int x) {
  int b = 5;
  // ...
  // ...
}
public void h(int y, double z) {
  // ...
}
```
Exercise 1.1.1. Draw pictures of the stack following a call to $f(3)$ immediately before $g$ is called, immediate before $g$ exits, and immediately after $g$ exits. What is printed, and when?

```java
public void f(int x) {
    int s=0;
    for(int i=1; i<=x; i=i+1) {
        s = s+i;
    }
    g(x,s);
    System.out.println(s);
}
```

```java
public void g(int y, int z) {
    int s = 100-y;
    System.out.println(s);
    z = z+s;
    System.out.println(z);
}
```

Exercise 1.1.2. Draw the stack configuration at each call to the print statement of $h_2$ following an initial call of $h_1(3)$. What is printed each time?

```java
public void h1(int m) {
```
for(int i=0; i<m; i=i+1) {
    h2(i);
}

public void h2(int m) {
    System.out.println(m);
}

Hidden declarations

The stack of frames can also help us understand the use of i in this Java:

public void f(int x) {
    int i = 10;
    if (x>0) {
        int i = x+3;
        System.out.println(i);
        System.out.println(x);
    }
    System.out.println(i);
}

public void g(int y) {
    f(y);
}

• When Java first begins a call to f(5) from g(5), we have a frame with storage for x and the first declaration of i

• When the if test succeeds, we enter a new scope for local names
  – The new scope has its own meaning for i, so the use of i in the enclosing scope becomes hidden
  – The new scope knows that for x, we should still look in the enclosing scope
  – But both of these frames know not to look in g’s frame for a binding for y

• After the affirmative if block, when the nested scope goes away, Java simply removes its frame from the stack
Exercise 1.1.3. Consider this method:

```java
public static int sumSquares(int a) {
    int result = 0;
    // Point [A]
    for(int i=0; i<a; i++) {
        result = result + (i*i);
        // Point [B]
    }
    // Point [C]
    return result;
}
```

Sketch the configuration of the stack and heap during the execution of a call to `sumSquares(2)):

- When point A is reached
- Each time point B is reached
- When point C is reached

Exercise 1.1.4. Consider this method:

```java
public static int sumSquaresAndCubes(int a) {
    int result = 0;
    for(int i=0; i<a; i++) {
        result = result + (i*i);
    }
    return result;
}
```
for(int j=0; j<a; j++) {
    result = result + (j*j*j);
    // Point [A]
}
return result;
}

Sketch the configuration of the stack and heap each time a call to `sumSquaresAndCubes(3)` reaches Point A.

Exercise 1.1.5. Consider these statements, where we assume that x and y are declared and set locally with type int:

```java
while (x>10) {
    int y = x*x;
    System.out.println(x + " " + y);
    x = x-y;
}
```

Run these statements in your Java environment if you are unsure what values they print. Sketch the configuration of the stack and heap each time the `println` statement is reached.

Exercise 1.1.6. Consider these statements, where we assume that x and y are declared and set locally with type int:

```java
while (x>10) {
    if (x % 2 == 0) {
        int y = x*x;
        System.out.println(x + " " + y);
        x = x-y;
    } else {
        x = x-1;
    }
}
```

Run these statements in your Java environment if you are unsure what values they print. Sketch the configuration of the stack and heap each time the `println` statement is reached.

Exercise 1.1.7. Consider these statements, where we assume that x, y and z are declared and set locally with type int:

```java
while (x>10) {
    while (y>5) {
        int z = x*x;
        System.out.println(x + " " + y + " " + z);
        y = y - z*z;
    }
    System.out.println(x + " " + z);
    x = x - z*z;
}
```

Run these statements in your Java environment if you are unsure what values they print. Sketch the configuration of the stack and heap each time a `println` statement is reached.

Where do objects live?

When a method exits, objects it creates may still be in use

```java
public void f1() {
```
Red c = new Red();
f2(m);
f3();
// ...
}

public void f2(Red m) {
    Green x = new Green();
    m.setG(x);
}

public class Red {
    private Green g;
    public void setG(Green g) {
        this.g = g;
    }
}

What happens if we store the Green object on the stack?

Stack storage is not appropriate for object instances

Objects live in the heap
We store objects on the other end of memory, away from the stack’s expansion and contraction
Heap management

- Consecutive objects may have variable and unpredictable lifespans
- So free spaces can open up inside the heap
- The heap must be more sophisticated than a simple stack, so that we can track and recapture these free fragments

Contents vs. locations
There is an important distinction between the contents of a heap-allocated object and its address

- The address is like a library book call number
- Local variables actually store the address
  - Initially null
- Java passes the address as a parameter

Exercise 1.1.8. Use println to see what is initially stored in uninitialized local variables with the following types: int, long, double, boolean, String, and Red (as defined on p. 16 above).

Exercise 1.1.9. For the definition of Red on p. 16 above, and this definition of Green,

```java
public class Green {
    private final int brightness;
    public Green(int brightness) {
        this.brightness = brightness;
    }

    public int getBrightness() { return brightness; }
}
```

sketch the state of the stack and heap after each statement in this sequence:

Red r1 = new Red();
Red r2 = new Red();
Green g1 = new Green(100);
r1.setG(g1);
Green g2 = new Green(7);
r1.setG(g2);
1.2 Recursion

What happens with this code?

What happens when we call start()?

```java
public static void start() {
    int x = selfCall(5);
    System.out.println("Fin: "+x);
}
public static int selfCall(int x) {
    System.out.println("Pre: "+x);
    return selfCall(x);
}
```

- Like printGreater, selfCall calls a method inside itself
- Unlike printGreater, selfCall calls itself

Recursion is when a thing is defined in terms of itself

- In programming, it occurs when a method calls itself

But there is a problem with this use of recursion

- What happens when main calls start()?

Components of recursion

For recursion to work properly, we need:

Recurrence condition  Cases where the code will call itself to generate repetition

Base case(s)  Some point that we are guaranteed to reach, where the recurrence will stop and the method will not call itself anymore

Just as for a loop!

- Loops need a continuation condition
- Which eventually becomes false, and makes us exit the loop

Exercise 1.2.1. Trace the following recursive method calls to determine the output of start:

```java
public static void start() {
    int x = selfCall(5);
    System.out.println("Fin: "+x);
}
public static int selfCall(int x) {
    System.out.println("X: "+x);
    if (x <= 0) {
        System.out.println("Base case!");
        return 0;
    }
    else {
        int r = x + selfCall(x - 1);
        System.out.println("R: "+r);
        return r;
    }
}
```
Exercise 1.2.2. Trace the following recursive method calls to determine the output of `start`:

```java
public static void start() {
    System.out.println("A = " + mystery(2,2));
    System.out.println("B = " + mystery(3,4));
    System.out.println("C = " + mystery(10,7));
}
public static int mystery(int a, int b) {
    if (b == 0) {
        return 0; // A
    } else if (b == 1) {
        return a; // B
    } else {
        return a + mystery(a, b-1); // C
    }
}
```

What happens with this version of `selfCall` (Exercise 1.2.1)?

```java
public static void start() {
    int x = selfCall(5);
    System.out.println("Fin: " + x);
}
public static int selfCall(int x) {
    System.out.println("X: " + x);
    if (x <= 0) {
        System.out.println("Base case!");
        return 0;
    } else {
        int r = x + selfCall(x - 1);
        System.out.println("R: " + r);
        return r;
    }
}
```

How do we use recursion?

The power of recursion evidently lies in the possibility of defining an infinite set of objects by a finite statement. In the same manner, an infinite number of computations can be described by a finite recursive program, even if this program contains no explicit repetitions.

— Niklaus Wirth, Algorithms + Data Structures = Programs

Many mathematical series are defined by recursive recurrence relations

- Factorial: \( n! = n \cdot (n-1) \cdot (n-2) \cdot \ldots \cdot 2 \cdot 1 \)
  - \( \text{fact}(0) = 1 \)
• $\text{fact}(n) = n \cdot \text{fact}(n-1)$

• Fibonacci sequence: $0, 1, 1, 2, 3, 5, 8, 13, \ldots$
  
  $\text{fib}(0) = 0$
  $\text{fib}(1) = 1$
  $\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$

Exercise 1.2.3. Using the formulas above, write a class RecursionFactorial with a single recursive static method \texttt{factorial} which, given a non-negative integer $n$, returns $n!$, the factorial of $n$. Give the argument the type \texttt{int}, but give the result the type \texttt{long}. Why are these the different types appropriate? □

Exercise 1.2.4. Using the formulas above, write a class RecursionFibonacci with a single recursive static method \texttt{fib} which, given a non-negative integer $n$, returns the $n^{th}$ Fibonacci number. As with factorial, give the argument the type \texttt{int}, but give the result the type \texttt{long}. What do you notice about the time it takes for your method to run as the value of $n$ increases? How does this change compare with RecursionFactory? □

Exercise 1.2.5. Write a class RecursionMersenne with a single recursive static method \texttt{mersenne} which calculates the $n^{th}$ Mersenne number, defined using the recurrence

$$f(n) = \begin{cases} 
1 & \text{if } n = 1 \\
2 \cdot f(n - 1) + 1 & \text{otherwise}
\end{cases}$$

Trace the state of the stack at each call to \texttt{mersenne}(4). □

Exercise 1.2.6. Write a class PalindromeCheck with an overloaded static method \texttt{isPalindrome}. You should overload \texttt{isPalindrome} with a one-argument version of the method, and a three-argument version of the method. The one-argument method should

• Take a single \texttt{String} argument, and

• Return \texttt{true} exactly when the argument string is a palindrome, that is, the same string forwards and backwards.

You should implement the one-argument method as a single call to a three-argument method which you implement using recursion. The three-argument version should:

• Take two integers and a string: the two integers mark the next two positions within the string to be checked to see if they are the same, and

• Also return \texttt{true} exactly when the argument string is a palindrome. □

Exercises [1.2.7] and [1.2.8] are about two different ways of finding the greatest common divisor of two positive integers $a$ and $b$: the largest number which divides both $a$ and $b$ with zero remainder. All pairs of positive integers have 1 as a common divisor, since every number can be easily divided by 1, but challenge of finding the greatest common divisor is to avoid a brute-force solution involving repeated trial divisions. The first solution dates to antiquity from the Elements, attributed to Euclid of Alexandria. The second solution is by Edsger Dijkstra from the 1960s, and favors subtraction over division in its calculations, since subtraction was sufficiently faster than division at that time to make Dijkstra’s approach preferable.
Exercise 1.2.7. Write a class `Gcd` with a single recursive method `gcd` which calculates the greatest common divisor of its two `int` arguments using Euclid’s classical method: to find GCD(a,b) where a ≥ b:

1. If a=0, then GCD(a,b)=b
2. If b=0, then GCD(a,b)=a
3. Find q,r such that a=bq+r
4. Find GCD(b,r)
   • Since GCD(a,b)=GCD(b,r)

Trace the state of the stack at each call to `gcd(192,78)`.

Exercise 1.2.8. Write a class `Gcd` with a single static recursive method `gcd` which calculates the greatest common divisor of its two `int` arguments using Dijkstra’s method: to find GCD(a,b)

1. If a=b, then GCD(a,b)=a
2. If a>b, then GCD(a,b)=GCD(a-b,b)
3. Else GCD(a,b)=GCD(a,b-a)

Your method’s result should also be an `int`. Trace the state of the stack at each call to `gcd(192,78)`.

Exercise 1.2.9. Sierpinski’s carpet is one kind of fractal image — an image which recurs in smaller form inside of itself. For this exercise you should use the `DrawingPad` class discussed in Section D.5

Drawing a Sierpinski fractal follows these steps:

1. Start with a square drawing region
2. Divide the square into 9 sub-squares
3. Color the center sub-square

4. Repeat the process for each of the remaining 8 sub-squares

and so, as far as desired.

Write a class `PartialSierpinski` which uses a recursive method to draw \( n \) levels of Sierpinski’s Carpet in a new graphics window. The `main` method of your class should:

- Query the user for the size of window to draw, and the number of iterations it should make.
- Create a square `DrawingPad` whose length and width are the size given by the user.
- Call your recursive method to draw Sierpinski’s carpet to the given depth.

Exercise 1.2.10. Write a class `FullSierpinski` which also uses a recursive method to draw \( n \) levels of Sierpinski’s Carpet. Instead of querying for the depth of recursion, `FullSierpinski` should cease making recursive calls when the width of a sub-square is below three pixels.

1.3 Discussing execution time

Measuring running time
How should we measure the running time of a program? And how precise do we need to be?

- Wall clock time, CPU time
- Instruction count: Java instructions or machine-level instructions
- Number of basic units of work executed
  - What’s relevant as a “unit of work” might vary from algorithm to algorithm
  - Must require (at most) some constant, small time
  - Must be able to express the work of the algorithm in terms of these units
Units of work

For factorial
For example, with factorial the quantum of work includes:
1. Test to see if we have a base case
2. Maybe set up a method call and result storage
3. Maybe perform a multiplication

For Fibonacci
What is in one quantum of work for Fibonacci?
1. Test to see if we have a base case
2. Maybe set up method calls and results storage
3. Maybe perform an addition

Exercise 1.3.1. Given an input value \(n\), how many times will \(\text{RecursiveFactorial.factorial}\) repeat its quantum of work?

Exercise 1.3.2. Given an input value \(n\), how many times will \(\text{RecursiveFibonacci.fib}\) repeat its quantum of work?

Exercise 1.3.3. There are many folk songs similar to "The Twelve Days of Christmas," where each successive verse increases in length by a certain amount. Let us assume that someone's crazy aunt insists that we all sing one of these songs where the first verse has \(F\) words, and that each verse increases in length by no more than \(W\) words. If the crazy aunt insists on \(n\) verses, what is the maximum number of words which we might be forced to sing? Adapted from [2, p. 69]

Exercise 1.3.4. Consider a class \(\text{Point}\) representing points on the plane, which has a method \(\text{dist}\) for finding the distance between this point and another,

\[
\text{public int dist(\text{Point that})}
\]

The following method finds the shortest distance between any two elements of an array of \(\text{Point}\) instances. What is the quantum of work for this method?

\[
\text{public static int shortestDist(\text{Point[]} points) }
\]

\[
\text{int result = Integer.MAX_VALUE;}
\]

\[
\text{for(int i=0; i<points.length; i=i+1) }
\]

\[
\text{for(int j=i+1; j<points.length; j=j+1) }
\]

\[
\text{int dist = points[i].dist(points[j]);}
\]

\[
\text{if (dist < result) }
\]

\[
\text{result = dist;}
\]

\[
\text{}
\]

\[
\text{return result;}
\]

Given an array of \(n\) points, how many times does the method execute the quantum of work? Adapted from [2, p. 51]
We do now have formulas
We do now have formulas for the quanta of work required for different algorithms, but these formulas are complicated. What if we are using these formulas to discuss the resource needs of much larger, more complicated programs using these methods?

- In this form, our assessment of runtimes are too complicated to be useful

Inessential details

- We generally do not need to worry about small cases
  - The special cases for small values are not part of any "big picture" of how the methods behave as the input gets large
- When we add terms of a formula together, polynomial terms of smaller degree become uninteresting at large values
  - Think about a formula $f(x) = x^4 + x$
  - At large values of $x$, the $x^4$ part is overwhelmingly bigger than the $x$ part
- We are also not very interested in constant coefficients
  - Although $f(x) = 2x$ is certainly a faster-growing function than $f(x) = x$
  - We are measuring the speed of computer programs, and a system which is twice as fast as our current one is not unrealistic

Big-$O$ notation

Intuitively, we could just drop the details in which we are not interested

But in science, engineering and math, informal intuition is not good enough — we need a clear and rigorous reasoning framework

- **Big $O$ notation** is a mathematical notation used to describe the limiting behavior of a function as its input grows
- For a function $f(n)$, we say that $f(n)$ is $O(g(n))$ for some function $g$ if and only if there exists a positive constant $M$ and value $n_0$ such that

$$|f(n)| \leq M|g(n)| \text{ for all } n \geq n_0.$$  

- This is written as $f(n) = O(g(n))$ or $f(n) \in O(g(n))$.

When $f(n)$ is $O(g(n))$, it means that $g$ gives an asymptotic upper bound for $f$

Applying big-$O$

When we discuss the running time of a program, we will describe the order of the running time via big-$O$ notation

- A program which runs in a constant amount of time for any input has order $O(1)$
- If a program with linear runtime, that means that its running time is in $O(n)$ for input of size $n$
  - Similarly quadratic runtime for $O(n^2)$, cubic runtime for $O(n^3)$, and so on
- **Logarithmic** programs have runtimes which are $O(\log n)$
  - In between constant and linear
  - The base does not matter
- **Exponential** programs have runtimes which are $O(a^n)$ for some $a > 1$
We can show that the quantum counter for our recursive implementation of `fibonacci` has $O(2^n)$.

- The base does matter here — $O(3^n)$ is much worse than $O(2^n)$.

- When we use big-O notation this way, we say that we are describing the asymptotic complexity of the program.

We will see examples of programs with most of these orders over the course of the semester.

**Exercise 1.3.5.** Using your result from Exercise 1.3.1, find the best big-O bound for the amount of work done by `factorial` for input value $n$?

**Exercise 1.3.6.** Using your result from Exercise 1.3.4, find the best big-O bound for the steps taken by method `shortestDist` for an array of size $n$.

**Problems vs. algorithms**

So far we have discussed the asymptotic complexity of one particular implementation of a problem.

We can also discuss the asymptotic complexity of a problem itself.

- When we discuss the complexity of a problem, we mean that any implementation will have a complexity which is at least that bad.

- Fibonacci is a great example here.
  - We started discussing complexity to understand why our recursive implementation was so slow.
  - That implementation is exponential — but the problem of finding Fibonacci numbers is not.

### 1.4 Improving recursion

**Fibonacci with a loop**

How can recursive Fibonacci match the performance of the loop-based version?

```java
public static long fib(final int num) {
    long fib=0;
    long next=1;

    for(int n=0; n<num; n++) {
        final long
            newNext=fib+next;
        fib = next;
        next = newNext;
    }

    return thisFib;
}
```

- The loop runs (about) $n$ times, so we *should* be able to find a way that recurs $n$ times.

- Note how we use `next` and `fib`.
  - Both calculated on each pass through the loop.
  - Both preserved from one pass through the loop to the next.

- How can we provide both from one recursive call to the next?
  - By passing both as parameters!
Recursion with accumulating parameters

• Instead of calculating the result in a method body after the return of a recursive call,
• Calculate the result in the arguments of the call

```java
static long fibHelper(int n, long fib, long next) {
    if (n<1) {
        return fib;
    } else {
        return fibHelper(n-1, next, fib+next);
    }
}
public static long fib(int n) {
    return fibHelper(n, 0, 1);
}
```

Exercise 1.4.1. An anagram is the rearrangement of the letters in a word or phrase. Sometimes anagrams can be funny, or at least coherent: for example, one anagram for admirer is married. Other anagrams make no particular sense: for example, one anagram for blender is deerlnb.

Write a class Anagrammer with:

• A static method printAnagrams which takes a single String argument, returns no result, and prints (one per line) all of the anagrams of its first argument.
• A second static helper method called by printAnagrams, which is recursive, and which accepts additional helper parameters as needed.

Towers of Hanoi

Given a set of six disks of varying sizes, stacked on poles:

• Move the disks from the left pole to the right pole, while ensuring that only one disk is moved at a time and a large disk is never placed on top of a smaller one.

Solving the Towers of Hanoi puzzle

The start of a strategy:

• Move the smallest five disks from the left pole to the center pole
• Move the largest disk from the left pole to the right pole
• Move the smallest five disks from the center pole to the right pole
Identifying subproblems

Until we move the smallest five disks to the center pole, we do not need to move the bottom one at all (nor can we).

- We can pretend the largest disk doesn’t exist, giving us a new smaller version of the same problem!
- Now we just have to figure out how to move the smallest five disks from the left pole to the center pole…

Solving the subproblem

To solve the subproblem, the same reasoning applies:

- Move the smallest four disks from the left pole to the right pole
- Move the second largest disk from the left pole to the center pole
- Move the smallest four disks from the right pole to the center pole

A simple recursive solution

```java
public static void moveDisks(final int numDisks,
                             final Pole source,
                             final Pole dest,
                             final Pole temp) {

    if (numDisks > 1) {
        moveDisks(numDisks-1, source, temp, dest);
    }
```
// Base case: move disk from source pole to dest pole
moveDisk(source, dest);

if (numDisks > 1) {
    moveDisks(numDisks-1, temp, dest, source);
}

Recursion and iteration
Every looping structure can be replaced with recursion and every recursive solution can be replaced with looping

• The basic while loop:

    while (condition) {
        loop body code;
        progress statement;
    }

• Recursive method:

    private void methodName() {
        if (condition) {
            loop body code;
            progress statement;
            methodName(); // recur (loop again)
        }
    }

Recursion or iteration?
Recursion and loops may be interchangeable, but sometimes a problem makes more sense with one or the other.

public static long
    factRec(final int n) {
        if (n <= 1) {
            return 1;
        } else {
            return n * factRec(n-1);
        }
    }

public static long
    factLoop(final int n) {
        long product = 1;
        for (int i=1; i<=n; ++i) {
            product *= i;
        }
        return product;
    }

Recursive implementations can incur an overhead at runtime

• Space for keeping track of method calls and local variables
• Time for executing each method
• Many compilers can optimize tail calls — when the argument of the return statement is just the recursive call — to be just as efficient as loops

```java
public static int fact(final int n) {
    return helper(n, 1);
}
public static int helper(final int n,
                          final long prod) {
    if (n<2) {
        return prod;
    } else {
        return helper(n-1, n*prod);
    }
}
```

• For very small problems with an easy iterative solution, favor the loop

### Mutual recursion

In some cases, recursion can be done indirectly and may not be immediately obvious.

• In mutual recursion, methods call each other

```java
public boolean isEven(int n) {
    if (n == 0) {
        return true;
    } else {
        return isOdd(n-1);
    }
}

public boolean isOdd(int n) {
    if (n == 0) {
        return false;
    } else {
        return isEven(n-1);
    }
}
```

• As usual, must make sure to move towards a base case!

• Understanding mutual recursion can be more subtle
  – But sometimes it’s the easiest solution

---

**Exercise 1.4.2.** Write a class `ParityChecker` with two static, mutually recursive methods `isOdd` and `isEven` (which it may assume to be non-negative), each taking one `int` argument, and not using the remainder operator `%`. Only one of these methods should distinguish base/recursive cases; the other should simply convert its present case to a call to the other with the same argument.
1.5 Exceptions

Errors in programming
There are two basic forms of programming error

Syntax errors
Due to a violation of the syntax of the programming language
- Incorrectly typed code, misspellings, wrong punctuation
- Results in a compile-time error: code cannot be run

Logic errors
Arise from syntactically correct code that can compile and run but does not work as expected
- JVM will notice some errors when the code executes
  - But not all errors will be caught!
- May result in a run-time error

Errors at runtime
When the JVM detects an error, it throws an exception

```java
public class Driver {
    public static void main(String[] args) {
        int j = 0;
        int k = 25/j;
    }
}
gives:
Exception in thread "main" java.lang.ArithmeticException
    at Driver.main(Driver.java:4)

• The exception is identified by type: ArithmeticException
• The message has a stack trace with the active code (method, class, line number)
  - Sometimes called a traceback

A longer stack trace
Exception in thread "main" java.lang.ArithmeticException
    at Thing.doSomething(Thing.java:9)
    at Thing.<init>(Thing.java:5)
    at Driver.main(Driver.java:3)

What does this stack trace tell us?
- The error itself happened at line 9 of method doSomething() of class Thing
- Java started running doSomething because the constructor for class Thing(<init>) called it from line 5 of file Thing.java
- And in turn the Thing() constructor had been called from line 5 of the main() method of class Driver, file Driver.java
So many ways to fail!
Java uses different types of exceptions to describe different error conditions

Example 1
String str = null;
str.toLowerCase();
Throws NullPointerException

Example 2
double[] arr = new double[3];
arr[3] = 29.4;
Throws ArrayIndexOutOfBoundsException

Example 3
Scanner s = new Scanner(System.in);
int i = s.nextInt(); // and the input is non-numbers
Throws InputMismatchException

Throw your own
You can throw exceptions explicitly with a throw statement
throw EXPRESSION;

• Exceptions are just a particular kind of Java object
  – They all have superclass java.lang.Exception
• For example:

    public class SimpleFraction {
        private int numerator, denominator;

        public SimpleFraction(int n, int d) {
            if (d != 0) {
                numerator = n;
                denominator = d;
            } else {
                final IllegalArgumentException error = new IllegalArgumentException("Denominator is 0");
                throw error;
            }
        }
    }

    – IllegalArgumentException is also part of package java.lang

Failure is not instantaneous
• When we run a program or look at a stack trace, we get the impression that a throw statement simply ends a program
• But this is not actually true
• In fact, the failure happens in small steps — one block of code at a time
  – Because — as we will see now! — some blocks can recover from an exception
When an exception is thrown, the current block of code terminates immediately.

If the current block does not have code to handle the exception, then the JVM moves to the enclosing block of code.

- And then the next one
- And so on
- When the top-level of a method terminates, we return to the calling point of that method

Each enclosing block or method terminates, one at a time, until either:

1. The top level of the program is reached (usually the main method)
   - At which point the program terminates and displays a run-time error message to the user
2. Or a block of code that can catch and handle the exception is reached

Handling exceptions
The try/catch/finally statement can catch an exception

Statement syntax
try {
    tryInstructionBody;
} catch (ExcClass1 parameterName) {
    exceptionHandlerBody1;
} catch (ExcClass2 parameterName) {
    exceptionHandlerBody2;
} finally {
    finallyBody;
}

- Exactly one try block
- Zero or more catch blocks
- The finally block is optional

Meaning
• Execution begins by running the body of `try`

• If an exception occurs, then:
  – Execution of the `try` block immediately stops
  – Java considers the `catch` clauses in order, looking for one whose declaration matches the actual exception type
  – "Matches" means that the exception is of the `same` class, or is a `subclass` (directly or indirectly), of the class declared in the `catch`

• If a `finally` clause is included, then it will always execute after the `try` and any `catch` clause

• If there was no exception, or if a `catch` clause handled the exception, then execution can continue after the `try` statement
  – Otherwise, the exception continues through the frames on the stack

**Exercise 1.5.1.** What is printed when this code runs?

```java
try {
    String str = null;
    System.out.print(str.trim());
} catch (ArithmeticException e) {
    System.out.println("Math Error");
} catch (NullPointerException e) {
    System.out.println("No String");
} finally {
    System.out.println("Finished");
}
System.out.println("More code here");
```

**Exercise 1.5.2.** What is printed when this code runs, and the user types in `bob`? When the user types in a valid number?

```java
final Scanner scanner;
final int x;
try {
    scanner = new Scanner(System.in);
    System.out.print("Enter an integer: ");
    x = scanner.nextInt();
    System.out.println("That was easy.");
} catch (InputMismatchException e) {
    x = 0;
} finally {
    System.out.println("Read " + x);
    scanner.close(); // Close scanner regardless
}
```

**Exceptions and methods**
The code that actually causes an exception *does not always* have to be directly inside a `try` block itself
• Exception-causing code may be within another method that is called by the current one

Exceptions in normal code (no try)

Exception?  
Yes  
Stop execution  
Are we in the outer-most code block?  
Yes  
Fail: throw exception from JVM, send error message with stack trace and other details  
No  
Pass exception to next nesting code block, or to the method that called current one if no nesting remains  
Continue program normally

Exceptions in a try block

Exception?  
Yes  
Stop  
try.  
Matching catch exists?  
Yes  
Execute  
try. finally exists?  
Yes  
Execute  
finally  
No  
Continue program normally  
No  
Execute  
catch. finally exists?  
Yes  
Execute  
finally  
No  
Pass exception up. Repeat at next level (try or not)

Re-throwing from a catch block

catch blocks do not have to completely resolve an exception

methodA() {
    try {
        methodB();
    } catch (...) {
        ...
    }
}

methodB() {
    try {
        methodC();
    } catch (...) {
        ...
    }
}

methodC() {
    ...
}

If methodA can catch the exception, it will, but otherwise the exception will be thrown back toward main, and may cause the program to fail.

If methodB can catch the exception, it will, but otherwise the exception will be thrown back to methodA.

Without a try/catch of its own, any exceptions in methodC get thrown back to methodB.
• Caught exceptions can be *re-thrown* by handlers
• **finally** clause will still execute after re-throwing

```java
try {
    String str = null;
    System.out.print(str.trim());
} catch (ArithmeticException e) {
    System.out.println("Math Error");
} catch (NullPointerException e) {
    System.out.println("No String");
    throw e;
} finally {
    System.out.println("Finished");
}
System.out.println("Never reached");
```

• `str` is declared but not initialized, so `trim` causes an exception
• Exception does not conform to `ArithmeticException`
  – So first `catch` block is skipped
• Exception does conform to `NullPointerException`
  – So message is printed
  – And then the exception is re-thrown
• Although we cancel execution of the handler(s) once the exception is re-thrown, still execute the `finally` block and print its message
• The last `println` never executes

**Types of exceptions**

When deciding what a `try/catch` block can and cannot catch, the JVM checks whether the actual exception *conforms* to the `catch` block’s named type

• *There are many more* kinds of exceptions than those shown below

```
Exception

RuntimeException

NullPointerException

IndexOutOfBoundsException

ArrayIndexOutOfBoundsException
```
Exercise 1.5.3. What does Java print as output when running method `topTry`?

```java
public void topTry() {
    try {
        System.out.println("try: Before methodA()");
        methodA();
        System.out.println("try: After methodA()"untoe);
    } catch (Exception e) {
        System.out.println("Handled by topTry!");
    }
    System.out.println("try: Finished");
}

public void methodA() {
    try {
        System.out.println("A: Before methodB()");
        methodB();
        System.out.println("A: After methodB()");
    } catch (NullPointerException e) {
        System.out.println("Handled by methodA!");
    } finally {
        System.out.println("A: Finally");
    }
    System.out.println("A: Finished");
}

public void methodB() {
    System.out.println("B: Throwing an exception");
    throw new ArithmeticException();
    System.out.println("B: Threw an exception");
}
```

Exercise 1.5.4. What does Java print as output when running method `tryMethods`? (This is not the same code as for Exercise 1.5.3, notice the different argument to the `throw` statement.)

```java
public void tryMethods() {
    try {
        System.out.println("try: Before methodA()");
        methodA();
        System.out.println("try: After methodA()");
    } catch (Exception e) {
        System.out.println("Handled by tryMethods!");
    }
    System.out.println("try: Finished");
}

public void methodA() {
    try {
        System.out.println("A: Before methodB()");
        methodB();
        System.out.println("A: After methodB()");
    } catch (NullPointerException e) {
        System.out.println("Handled by methodA!");
    }
}
```
finally {
    System.out.println("A: Finally");
}
System.out.println("A: Finished");

public void methodB() {
    System.out.println("B: Throwing");
    throw new NullPointerException();
    System.out.println("B: Threw an exception");
}

Exercise 1.5.5. What gets printed by the following code? What does this tell us about the order of exceptions and super/subclass relationships among the catch clauses?

try {
    String str = null;
    String lower = str.toLowerCase();
} catch (Exception e) {
    System.out.println("Generic exception");
} catch (RuntimeException e) {
    System.out.println("Runtime exception");
} catch (NullPointerException e) {
    System.out.println("Null pointer");
}

Type hierarchy of exceptions

- Error
  - OutOfMemoryError
  - StackOverflowError
- Exception
  - RuntimeException
    1. ArithmeticException
    2. ClassCastException
    3. IllegalArgumentException
    4. IndexOutOfBoundsException
    5. NullPointerException
    6. SecurityException
- IOException
- ...
Checked and unchecked exceptions

Some exceptions are checked, others are unchecked

- Checked exceptions must be caught and handled within the program
  - Enforced by the compiler
- Unchecked exceptions do not need to be explicitly handled in code
  - But will still cause runtime failure if they are not handled

Dealing with checked exceptions

Any code that might produce a checked exception must either:

- *Catch it*
  - Potential offending instructions placed inside a `try` block
  - Via a `catch` handler that matches the exception type
- *Propagate it*
  - Declare that this method can produce unhandled exceptions
Via a `throws` declaration

```java
public void writeToFile() throws IOException {
    // Code here that may produce an IOException
    // No try block is necessary
}
```

The `throws` declaration forces caller of the `writeToFile` to either catch the exception, or also propagate it.

**Catch or propagate**

**Catch**

```java
public void methodA() {
    try {
        writeToFile();
    } catch (IOException e) {
        // Code to handle
        // the exception
    }
}
```

**Propagate**

```java
public void methodB() throws IOException {
    writeToFile();
}
```

**Easy and wrong ways out**

- A poor way to catch exceptions:

  ```java
  public class MyClass {
      public static void main(String[] args) {
          try {
              // Exception-throwing code here
          } catch (Exception e) {
              // Do nothing
          }
      }
  }
  ```

- A poor way to propagate exceptions:

  ```java
  public class MyClass {
      public static void main(String[] args) throws Exception {
          // Exception-throwing code here
      }
  }
  ```
**Printing the stack trace**
Sometimes we need to catch an exception but there is no graceful solution.

- *Print* the stack trace
- *Stop* the program

```java
try {
    ...
} catch (NullPointerException e) {
    System.out.println("Invoking null pointer handler...");
} catch (IndexOutOfBoundsException e) {
    System.out.println("Invoking index handler...");
} catch (OutOfMemoryError e) {
    System.out.println("Invoking memory handler...");
} catch (Exception e) {
    // Unsure how to resolve...
    e.printStackTrace();
    System.exit(-1); // Stops the program
}
```

**Exercise 1.5.6.** What does the following code print?

```java
try {
    String str = null;
    System.out.print(str.trim());
} catch (NullPointerException e) {
    System.out.println("No String");
    throw e;
} catch (Exception e) {
    System.out.println("Generic exception");
} finally {
    System.out.println("Finished");
}
System.out.println("Reached?");
```

**Exercise 1.5.7.** What does the following code print?

```java
public void test() {
    try {
        try {
            try {
                System.out.print("If at first you ");
                trying();
            } catch (ArithmeticException e) {
                System.out.print("do ");
            } finally {
                System.out.println("succeed");
            }
        } catch (NullPointerException e) {
            System.out.print("try ");
            throw e;
        }
    }
    catch (NullPointerException e) {
        System.out.print("try ");
        throw e;
```
Creating custom exceptions

We can create our own exceptions in Java!

- Descendants of Exception are checked exceptions
- Descendants of RuntimeException are unchecked

```java
public class MyException extends Exception {
    public MyException() {
        super();
    }
    public MyException(String msg) {
        super(msg);
    }
}
```

- Recommended practice:
  - Do not extend Error
  - Use existing exceptions where appropriate
  - Create checked exceptions in other circumstances

Exercise 1.5.8. Create a class NoSuchFactorial with an object method `getValue()` returning an int. Update your factorial methods of both class FactorialFinder (Exercise [D.2.17] and class RecursiveFactorial (Exercise [1.2.3] to throw a NoSuchFactorial exception when there is no factorial of its argument. Your class should certainly extend RuntimeException, but are there subclasses of RuntimeException in the standard Java library which might be a more suitable superclass for NoSuchFactorial?

Exercise 1.5.9. Repeat Exercise [1.5.8] for Fibonacci and Mersenne numbers.
2 Classes and objects

2.1 Classes, objects and inheritance

Software objects
A software object is an entity in a program that possesses state, attributes, and behaviors (actions)

- May interact with other objects
- May be composed of other objects
- Can be treated as a black box

Object-oriented programming (OOP) uses the concept of objects to model entities.
- A program consists of interactions between some number of objects
- Good object-oriented design involves making wise choices about which classes we create, and what each one represents

Object instances & classes
For our programs:
- We want to be able to use many objects (which may be similar to each other, or very distinct)
- We do not want to rewrite lots of code

In Java, we can achieve this by:
- Providing blueprints for all objects of the same type (group or kind) in a class, which specify
  
  Attributes or data members  The properties of an object
  Behaviors or actions  What an object can do

- Creating separate instances or objects of that class to use in our programs

Diagrams and implementations
A UML class diagram describes a class and how it can be used properly

- Sketch of attributes and behaviors for objects of that type
- No details about how it works — that’s in the Java implementation
public class Car {
    private String makeModel;
    private int mileage;
    public Car(String s, int m) {
        makeModel = s;
        mileage = m;
    }
    public void setMakeModel(String s) {
        makeModel = s;
    }
    public void setMileage(int m) {
        mileage = m;
    }
    public String getMakeModel() {
        return makeModel;
    }
    public int getMileage() {
        return mileage;
    }
}

• **Single responsibility principle** — a method should have one single and straightforward purpose

Creating and using objects in a program

Creating an object

```java
final Car myCivic = new Car("Honda Civic", 214118);
```

Using an object

```java
myCivic.setMileage(1 + myCivic.getMileage());
```

• **Static** methods and fields are associated with the class as a whole
  – Do not need to create an object instance to use them
  – The main method of a class is the entry point for running that class as a program
  – These main methods should take a single `String` array argument, and declare a `void` return type

**Exercise 2.1.1.** Alongside the `Car` class, construct another class `CarLot` that tracks cars (such as for a used car dealership)

```java
public class CarLot {
    - Car car1
    - Car car2
    Constructor
    + CarLot()
    Update
    + void setCar1(Car)
    + void setCar2(Car)
    + void printCars()
    Queries
    + Car getCar1()
    + Car getCar2()
}
```
The CarLot is an aggregate class, made up of other objects. In UML diagrams, the diamond arrow shows such a "used by" relationship as between Car and CarLot.

**Exercise 2.1.2.** Extend Exercise [2.1.1](#) by adding a main method to class CarLot which create one CarLot and two Car instances, populates the lot with the cars, and calls the printCars method of the lot.

**Exercise 2.1.3.** Write a class Person which implements the following UML:

```
Person
- String name
- int ticketsReceived

Constructor
+ Person(String)

Update
+ void noteTicketReceived()

Queries
+ String getName()
+ int getTicketsReceived()
```

where initially every person is assumed to have received zero tickets.

**Exercise 2.1.4.** Add a method equals to Person which

- Takes a single argument that of type Person, and
- Requires only that the name fields of two Person instances are equal to return true.

---

**Where do objects live?**

We have already seen an example where objects can last longer than the stack frame of the method which created them

```java
public static Car buildMyCar() {
    final Car x = new Car("Honda Civic", 214118);
    return x;
}
```

and in some caller,

```java
final Car c = buildMyCar();
```

So to create an object, new allocates space in the heap

- The class name tells new how much space is needed, and how it will be used
  - Each String is also an object!
• The arguments are passed to the constructor to set up the new space
• The instance returned from `new` is assigned to `x`
• When `buildMyCar` exits, its result is assigned to `c`

**Static information is global**
Fields tagged `static` occur exactly *once* in memory

• Created at the beginning of program execution
• Remain until the end of program execution

```java
public class C {
    private static int x = 40;
    private int y = 50;
    // ...
}
```

And statements:

```java
C d1 = new C();
C d2 = new C();
```

---

**Adding more complexity**
Suppose the car dealership also sells commercial vehicles (trucks/vans) which have varying carrying capacities (e.g., 1/5/10 tons).

---

**One solution: Create a separate class**
- Large amount of duplication
- Harder to write general-purpose code
  - New features in one class must be adapted to the other
  - Will need duplicate code to use Car and Truck instances
  - Harder to build a CarAndTruckLot where either type of vehicle can park in a slot

Finding a better solution
Certain types of objects have things in common
- Cars/trucks/motorcycles
- Savings/checking/investment accounts

We should adjust our model to exploit these commonalities.
- Via inheritance in object-oriented software design

Inheritance
Inheritance is when one class (the subclass or child class) is based on another class, the super class or parent class, which the child class extends or modifies in some way.

- Superclass (or parent) contains similarities
- Subclass (or child) extends the parent
  - Inherits methods and variables from the parent
  - Can add more methods and variables or modify existing ones

Allows us to make our code simpler and more useful!

Exercise 2.1.5. Consider your class Person of Exercise 2.1.3 and the description of class Student in Exercise D.4.1. Rewrite this class Student so that it is a subclass of Person.
**Inheritance in UML and Java**

Inheritance can be represented in UML with arrows from children to parents

- Each child is a *more specific* kind of parent object
- Called an *is-a* relationship

```java
public class Vehicle {
    // data and methods
}
public class Car extends Vehicle {
    // more data and methods
}
public class Truck extends Vehicle {
    // more data and methods
}
```

**Everything is an **Object**

Objects can be part of an *inheritance hierarchy*, with multiple levels of ancestors and descendants.

- In Java, everything is descended from the **Object** class

```
Vehicle
    + Vehicle(String, int)
    + void setMakeModel(String)
    + void setMileage(int)
    + String getMakeModel()
    + int getMileage()

Car
    Constructor
    + Car(String, int)
    Update
    + void setMakeModel(String)
    + void setMileage(int)
    Queries
    + String getMakeModel()
    + int getMileage()

Truck
    Constructor
    + Truck(String, int, int)
    Update
    + void setCapacity(int)
    Queries
    + int getCapacity()
```

You will need to use the superclass constructor *super* as the first step of the constructors for **Car** and **Truck**. □
Exercise 2.1.7. Revise your `Vehicle` class from Exercise 2.1.6 to use the `protected` mode, indicated by the `#` tag in this revised UML design.

<table>
<thead>
<tr>
<th>Vehicle</th>
</tr>
</thead>
<tbody>
<tr>
<td># String makeModel</td>
</tr>
<tr>
<td># int mileage</td>
</tr>
<tr>
<td><strong>Constructor</strong></td>
</tr>
<tr>
<td>+ Vehicle(String, int)</td>
</tr>
<tr>
<td><strong>Update</strong></td>
</tr>
<tr>
<td>+ void setMakeModel(String)</td>
</tr>
<tr>
<td>+ void setMileage(int)</td>
</tr>
<tr>
<td><strong>Queries</strong></td>
</tr>
<tr>
<td>+ String getMakeModel()</td>
</tr>
<tr>
<td>+ int getMileage()</td>
</tr>
</tbody>
</table>

Type conformance

Every object conforms to the types of all its ancestors.

- In Java, everything conforms to the `Object` type

```
Object

Vehicle

Car
Truck
```

- That is, in any place where a `Vehicle` instance is required, we could also provide either a `Car` or a `Truck` instance.

  - Where an `Object` is required, we could provide an instance of `Vehicle`, or `Car`, or `Truck` — or any other class

Conforming to a variable’s declared type

One of the times when conformance comes up is when assigning to variables

- Whenever we declare a variable, we declare its type

- But we can assign values of other types into that storage location

  - So long as the type of the value conforms to the type of the variable

- In these cases, the variable’s declared type does not actually change

```
Vehicle myVehicle;
myVehicle = new Car("Honda Civic", 214118);
myVehicle = new Truck("Ford F-150", 0, 2);
```

  - For each assignment, the compiler makes sure that the type of the assigned object conforms to that of the variable

  - If not, it is an error

```
Truck myTruck;
myTruck = new Vehicle("home-built go-cart", 5); // Nope!
```
But here’s the tradeoff
Conformance gives us flexibility in what we assign, but there is a cost

- When we declare a variable to have a certain type, we can use that variable only in ways which are sure to be valid for that type
- So this is fine:

```
Vehicle myVehicle = new Car("Honda Civic", 214118);
System.out.println(myVehicle.getMakeModel());
```

- But this is not:

```
Vehicle z = new Truck("Ford F-150", 0, 2);
System.out.println(z.getCapacity());
```

– Even though class Truck does define the getCapacity method!
– We judge the valid methods for z based on z’s declared type

No matter where conformance occurs, respect the declared bound
This gap between the declared and actual types comes up in many places

With array entries
Allowed

```
Vehicle[]
    vehicles = new Vehicle[10];
    // ...
    vehicles[i] =
        new Car("Honda Civic", 214118);
System.out.println
    (vehicles[i].getMakeModel());
```

Forbidden

```
Vehicle[]
    vehicles = new Vehicle[10];
    // ...
    vehicles[i] =
        new Truck("Ford F-150", 0, 2);
System.out.println
    (vehicles[i].getCapacity());
```

With method parameters
Allowed

- Method definition

```
public static void m(Vehicle v) {
    System.out.println
        (v.getMakeModel());
}
```
- Call

```
m(new Car("Honda Civic", 214118));
```
Forbidden

• Method definition

```java
public static void m(Vehicle v) {
    System.out.println(v.getCapacity());
}
```

• Call

```java
m(new Truck("Ford F-150", 0, 2));
```

Checking and casting

So we cannot just assume that some Vehicle is a Truck

But we can

• First explicitly check whether, in fact, it is one

• Then explicitly refer to the instance as a Truck

```java
final Vehicle vehicle = lot[i];
if (vehicle instanceof Truck) {
    final Truck truck = (Truck)vehicle;
    // ...use truck as a Truck here...
}
```

• The instanceof predicate tells us whether the type of an instance conforms to a class

• When we write (Truck)vehicle, we are downcasting

Casting does not duplicate the object instance

• It creates another reference to the same instance

![Diagram showing object instances and casting]

Exercise 2.1.8. Write a static method announceVehicleType which

• Takes a Vehicle instance as an argument, and returns no value

• Prints exactly one of these three messages as appropriate:

1. It’s a car!
2. It’s a truck carrying ____ pounds, filling in the blank with the truck’s capacity
3. I don’t know what that is!
Dispatching methods

Consider these classes

```java
public class Parent {
    public void f() {
        System.out.println("A");
    }
}

public class Child extends Parent {
    @Override
    public void f() {
        System.out.println("B");
    }
}
```

What do these lines print?

```java
final Parent x = new Child();
x.f();
```

Another question of declared type vs. actual type!

- Does Java follow to the declared type of the variable `x`?
- Or does Java follow the actual type of the object instance in the heap?

The rule in Java:

- It is the actual type of an object which determines how it behaves

Some vocabulary:

- We say that `f` is polymorphic
- The act of deciding what method corresponds to a reference to `f` is called dispatch
- The use of the actual type of the object to determine dispatch is called dynamic dispatch
  - Or virtual method invocation, if you come from the C++ world

Accessing overridden methods

When a class B overrides some method f, it can still invoke the version of f from its parent A

- In B’s methods, writing `super.f(...)` invokes the version of f defined for A instead of B
- Useful for extending a method or modifying its results

```java
public class Hatchback extends Car {
    // Sensible constructor not shown

    @Override public String toString() {
        return super.toString() + " with hatchback";
    }
}
```
• But be wary of overuse
  – Can lead to brittle and confusing code
  – Use of `super` across different methods can be a sign of poor design
  – Good usage is when a method calls its own overridden version — "do that old work, plus this here work too"

In these exercises work out for yourself, on paper, what the answers are before running the given code as Java to verify your work.

**Exercise 2.1.9.** Consider these classes:

```java
public class Obverse {
    protected int m;
    public Obverse(int mIn) {
        m = mIn;
    }
    public int getValue() {
        return m;
    }
}

public class Reverse extends Obverse {
    private int b;
    public Reverse(int a, int bIn) {
        super(a);
        b = bIn;
    }
    public int getB() {
        return b;
    }
    @Override public int getValue() {
        return m + b;
    }
}
```

After running the next six lines, what values will be assigned to `x`, `y` and `z`?

```java
Obverse a = new Obverse(1);
Reverse b = new Reverse(2,3);
Obverse c = b;

int x = a.getValue();
int y = b.getValue();
int z = c.getValue();
```

**Exercise 2.1.10.** Consider these classes:

```java
public class Curly {
    private final int c;
    public Curly(int cIn) {
        c = cIn;
    }
```
public int getCurliness() {
    return c;
}

public class Larry extends Curly {
    private final int l;
    public Larry(int c, int l) {
        super(c);
        l = lIn;
    }
    public int getLarrility() {
        return l;
    }
    @Override public int getCurliness() {
        return super.getCurliness() + getLarrility()/3;
    }
}

public class Moe extends Larry {
    private int m;
    public Larry(int c, int l, int mIn) {
        super(c, l);
        m = mIn;
    }
    @Override public int getLarrility() {
        return 6*m + super.getLarrility();
    }
}

What values will each of the following sequences of statements print?

1. Curly who = new Larry(3, 60);
   System.out.println(who.getCurliness());

2. Larry who = new Larry(3, 60);
   System.out.println(who.getCurliness());

3. Curly who = new Moe(3, 60, 900);
   System.out.println(who.getCurliness());

4. Larry who = new Moe(3, 60, 900);
   System.out.println(who.getCurliness());

Identity equality
In Java, we have two forms of equality for reference types: identity equality and content equality

Two objects have the same identity if and only if they are both the same object, at the same address in memory

Object obj1 = new Object();
Object obj2 = obj1;
if (obj1 == obj2) {
    System.out.println
if (obj1.equals(obj2)) {
    System.out.println("Same content");
}

Output:
Same object
Same content

Content equality
Two objects have the same content if and only if they have the same state (as defined by the programmer’s implementation of equals)

Person p1 = new Person("Joe Smith");
Person p2 = new Person("Joe Smith");
if (p1 == p2) {
    System.out.println("Same object");
}
if (p1.equals(p2)) {
    System.out.println("Same content");
}

Program output:
Same content

Defining content equality
By default content equality is defined as identity equality:

To modify this behavior, we override the equals method
• But remember, equals is defined

```java
public boolean equals(Object other)
```

We can compare any two objects for equality

• Usually, we first check the type of the other object
  – If the types differ, we normally just return false right away
    ```java
    if (!(other instanceof Vehicle)) {
      return false;
    }
    ```
  – If the types match, we can cast the argument
    ```java
    final Vehicle v = (Vehicle)other;
    ```

Defining content equality — putting it all together

Once we cast the argument, we can access its fields, and reason about the objects’ equality

```java
public abstract class Vehicle {
  public boolean equals(final Object other) {
    if (!(other instanceof Vehicle)) {
      return false;
    }
    final Vehicle v = (Vehicle)other;
    return getMakeModel().equals(v.getMakeModel())
      && (getMileage() == v.getMileage());
  }
}
```

Expectations for an equals method

The equals method should implement an equivalence relation on non-null object references:

• It should be reflexive:
  ```java
  // Should always print true
  System.out.println(obj.equals(obj));
  ```

• It should be symmetric:
  ```java
  // Should always print true
  if (objA.equals(objB)) {
    System.out.println(objB.equals(objA));
  } else {
    System.out.println(!objB.equals(objA));
  }
  ```

• It should be transitive
  ```java
  // Should always print true, or nothing
  if (objA.equals(objB) && objB.equals(objC)) {
    System.out.println(objA.equals(objC));
  }
  ```

• There is no way for the compiler to enforce these expectations!
– But if we fail to meet these conditions, our programs can misbehave in mysterious (and very hard to debug!) ways
– More details on the Javadoc page for Object

See also Review Exercises D.4.31, D.4.33 and D.4.36

Exercise 2.1.11. A rational number is one which can be represented as a fraction of two integers. Define a class Rational for representing a rational number by storing the two integers of its fraction. Give it one construction of two int arguments, taking the numerator (the top number of the fraction) first. Write an equals method for your class which returns true when two instances represent the same rational number. For example, the instances

\[
\text{new Rational}(1,2) \\
\text{new Rational}(3,6)
\]

should be considered equal, but

\[
\text{new Rational}(1,2) \\
\text{new Rational}(3,7)
\]

should not.

Implementing the equals method

The implementation of equals provided in Vehicle compares Vehicle instances by make/model and mileage, and is an equivalence relation

• All subclasses (Car, Truck, Van) inherit this implementation.

• Given that, what is the output of the code below?

```
final Truck t1 = new Truck("Ford F-150", 0, 5), 
       t2 = new Truck("Ford F-150", 0, 5); 
System.out.println(t1.equals(t2)); 
t2.setCapacity(7); 
System.out.println(t1.equals(t2));
```

– Both statements print true!

• Capacity of Truck instances is ignored
  – We never told Java that it should be considered
  – But easy to fix

The equals method for Truck instances

Truck instances should be compared by make/model, mileage and capacity

```java
public class Truck extends Vehicle {
    //...

    // Overrides equals method from Vehicle
    public boolean equals(Object other) {
        if (!(other instanceof Truck)) {
            return false;
        }
        Truck t = (Truck)other;
        return (getMakeModel().equals(t.getMakeModel())) &&
```

57
getCapacity() == t.getCapacity() &&
getMileage() == t.getMileage();
}
}

Avoiding duplication

Some of the comparisons are already encoded in the Vehicle.equals method

• We can avoid repeating those comparisons using super

public class Truck extends Vehicle {
    //...

    public boolean equals(Object other) {
        final Truck t = (Truck) other;
        return (this.capacity == t.capacity)
            && super.equals(other);
    }
}

Checking the implementation

With the equals method for Truck instances, this code behaves as expected:

final Truck
    t1 = new Truck("Ford F-150", 0, 5),
t2 = new Truck("Ford F-150", 0, 5);
System.out.println(t1.equals(t2)); // true
    t2.setCapacity(7);
System.out.println(t1.equals(t2)); // false

But what about this case?

final Truck t = new Truck("Ford F-150", 0, 5);
final Car c = new Car("Ford F-150", 0);
System.out.println(t.equals(c)); // [A]
System.out.println(c.equals(t)); // [B]

• Line [A] prints true, as we would hope
• But line [B] prints false!
• We have broken the symmetric property of equals
  (Which means transitivity is also broken)

Implementing equals across subclasses

In general, it is very difficult to retain the symmetric and transitive properties for equals across subclasses.

• A solution: Have each subclass provide its own equals method

public class Car extends Vehicle {
    //...

    public boolean equals(Object other) {

if (!(other instanceof Car)) {
    return false;
}
Car c = (Car) other; // Cast Obj. ref to Car ref
return getMakeModel().equals(c.getMakeModel()) &&
getMileage() == c.getMileage();
}

• We run into the same issues if we have subclasses of Car, Truck, or Van.

2.1.1 Additional exercises for this section

Exercise 2.1.12. Recall the formula for compound interest from Exercise D.1.15:

$$A = P \left(1 + \frac{r}{n}\right)^{nt},$$

where:

• $A$ is the total value at the end of the investment period,
• $P$ is the original invested value,
• $r$ is the interest rate as a decimal (so, 0.05 for 5%),
• $n$ is the number of times per year that interest is compounded, and
• $t$ is the (whole) number of years of investment.

In this exercise you will break up this formula into two stages, writing a class `InterestCalc` with both static and object methods.

Class `InterestCalc` should have:

• A constructor which takes a `double` representing the interest rate, and an `int` representing the number of compounding periods per year.

• An object method `getFinalValue` which takes two arguments,
  1. A `double` value representing the original invested value, and
  2. An `int` value representing the number of years invested, and

returns the final value of such an investment under the interest rate and compounding period associated with this object.

• A static method `getInterestCalculator` which takes the same two arguments as the constructor, and returns a new `InterestCalc` specialized to that rate and compounding period.

2.2 Abstract classes and methods

Writing method bodies
So far, when we have written classes

• We have always provided the method bodies, the list of statements in curly braces
• Of course!
• Methods of objects might be called, and Java needs to know what steps to take

**Contrast with object fields**

The rules are different for object fields:

• We can declare them in one place in the class
• But set them only later, in the constructor or in a method

Is there any way to separate the declaration of a method *signature* from the definition of its body?

• And is there any sense to this?

**Interfaces and abstract classes**

In Java there are two ways to delay defining method bodies: *interfaces* and *abstract classes*

• We cannot instantiate either one of them with `new`
  – When an object is placed in the heap, its methods must *all* be defined
• To instantiate, we write *other* classes
  – Which implement the interface
  – Or extend the abstract class

Java can instantiate these other classes

  – So long as they are fully defined, and not themselves abstract

**Interfaces**

*Interfaces* specify methods without (normally) defining their bodies

• We provide only the signature
  – The names of the method
  – The number of parameters each method has
  – The type of each parameter
• Interfaces may *not* declare object fields, nor constructors
• May implement *other* interfaces
• May *not* extend classes

A class can *implement* one or more interfaces

• The class is then required to define a body for each interface method

Interfaces were designed to allow different implementations of the same method by different implementing classes
A vehicle interface

Every object conforms to both its ancestor classes and ancestor interfaces

```
public interface VInterf {
    public String getMakeModel();
    public String getMileage();
}
```

```
public class Vehicle
    implements VInterf {
    protected String makeModel;
    protected int mileage;

    // ...
```

Exercise 2.2.1. The following interface describes the signature of predicates over integers, that is, yes-or-no questions about integers.

```
\label{exer:intpred-for-three-classes}
public interface IntegerPredicate {
    public boolean check(int n);
}
```

Write these classes which implement IntegerPredicate:

1. Class IntegerEvenPredicate, whose check method returns true exactly when its argument is an even integer (where even means that the result when dividing by two has remainder 0).

2. Class IntegerSquarePredicate, whose check method returns true exactly when its argument is a perfect square.

3. Class IntegerPowerOfTwoPredicate, whose check method returns true exactly when its argument is an exact power of two (1, 2, 4, 8, 16, and so on).

Exercise 2.2.2. To apply Exercise 2.2.1 write a class IntPredUser with a static and void method process which

- Takes an argument of type IntegerPredicate
- Prints the result of passing 5 to the argument’s check method.

For example, the main method of IntPredUser might have the statements
process(new IntegerEvenPredicate());
process(new IntegerSquarePredicate());
process(new IntegerPowerOfTwoPredicate());

which would print true, false and false.

Exercise 2.2.3. The following interface describes the signature of single-argument functions over integers.

```java
public interface IntegerFunction {
    public int apply(int n);
}
```

Write these classes which implement `IntegerFunction`:

1. Class `IntegerIncrementFunction`, whose `apply` method returns a value one greater than its argument.

2. Class `IntegerSquareFunction`, whose `apply` method returns the square of its argument.

3. Class `IntegerDirakFunction`, where:
   - The constructor of the class takes an argument `base`
   - The `apply` method on an instance returns 1 if the argument is the same as that instance’s `base`, and 0 otherwise.

Exercise 2.2.4. To apply Exercise 2.2.3 write a class `IntFnUser` with a static and `void` method `process` which

- Takes an argument of type `IntegerFunction`
- Prints the result of passing 20 to the argument’s `apply` method.

For example, the `main` method of `IntFnUser` might have the statements

```java
process(new IntegerIncrementFunction());
process(new IntegerSquareFunction());
process(new IntegerDirakFunction(10));
process(new IntegerDirakFunction(20));
```

which would print 21, 400, 0 and 1.

Exercise 2.2.5. The following interface describes the signature of two-argument functions over integers.

```java
public interface IntegerBinaryFunction {
    public int apply(int m, int n);
}
```

Write these classes which implement `IntegerBinaryFunction`:

1. Class `IntegerAddition`, whose `apply` method returns the sum of its arguments.

2. Class `IntegerMultiplication`, whose `apply` method returns the product of its arguments.

3. Class `IntegerTenTwist`, whose `apply` method returns the sum of the second argument, and 10 times the first argument.
Exercise 2.2.6. To apply Exercise 2.2.5, write a class `IntBinFnUser` with a static and void method `process` which

- Takes an argument of type `IntegerBinaryFunction`
- Prints the result of passing 5 and 10 to the argument's `apply` method.

For example, the `main` method of `IntBinFnUser` might have the statements

```
process(new IntegerAddition());
process(new IntegerMultiplication());
process(new IntegerTenTwist());
```

which would print 15, 50 and 60.

Abstract classes

- Methods in an abstract class may be defined in full (as in normal classes)
- Methods may also be declared with a signature only (as in interfaces)
  - Tagged with the `abstract` keyword
- Abstract classes can have fields and/or constructors
- Abstract classes can extend other classes
  - Whether abstract or concrete
- Abstract classes can implement interfaces
  - Can give will definitions with bodies for none, some or all interface methods

Example: the car lot
Recall again our setup for `Vehicle`, `Car` and `Truck`

```java
Vehicle
- String makeModel
- int mileage

Constructor
+ Vehicle(String, int)

Update
+ void setMakeModel(String)
+ void setMileage(int)

Queries
+ String getMakeModel()
+ int getMileage()
```

```java
Car
Constructor
+ Car(String, int)

Truck
- int capacity

Constructor
+ Truck(String, int, int)

Update
+ void setCapacity(int)

Queries
+ int getCapacity()
```

- It would be odd to instantiate `Vehicle`
- We can make it abstract
Making Vehicle abstract

public abstract class Vehicle {
    protected String makeModel;
    protected int mileage;

    public Vehicle(String s, int m) {
        this.makeModel = s;
        this.mileage = m;
    }
    public void setMakeModel(String s) {
        makeModel = s;
    }
    public void setMileage(int m) {
        mileage = m;
    }
    public String getMakeModel() {
        return makeModel;
    }
    public int getMileage() {
        return mileage;
    }
}

<table>
<thead>
<tr>
<th>abstract Vehicle</th>
</tr>
</thead>
<tbody>
<tr>
<td># String makeModel</td>
</tr>
<tr>
<td># int mileage</td>
</tr>
</tbody>
</table>

Constructor
+ Vehicle(String, int)

Update
+ void setMakeModel(String)
+ void setMileage(int)

Queries
+ String getMakeModel()
+ int getMileage()

Adding an abstract method

public abstract class Vehicle {
    protected String makeModel;
    protected int mileage;

    public Vehicle(String s, int m) {
        this.makeModel = s;
        this.mileage = m;
    }

    public void setMakeModel(String s) {
        makeModel = s;
    }

    public void setMileage(int m) {
        mileage = m;
    }

    public String getMakeModel() {
        return makeModel;
    }
}
public int getMileage() {
    return mileage;
}

public abstract String getInfo();
• Each child class extends the same abstract parent class

• Each child class provides its own implementation of the parent’s abstract methods

Using abstract classes

```java
public void fillLot() {
    final Vehicle[] vehicles = new Vehicle[10];
    for (int i=0; i<vehicles.length; ++i) {
        if (i % 2 == 0) {
            vehicles[i] = new Car("Honda Civic", 0);
        } else {
            vehicles[i]
                = new Truck("Ford F-150", 0, 10);
        }
    }
    displayLot(vehicles);
}

private void displayLot(Vehicle[] vehicles) {
    for (int i = 0; i < vehicles.length; ++i) {
        System.out.println
            (i + ": " + vehicles[i].getInfo());
    }
}
```

• The base type of the array is the abstract type
  – Stores references to objects that conform to Vehicle

• Array is filled with references to objects whose actual type is concrete
  – Of course: only concrete types can be instantiated!

• Calling getInfo() works for all objects
  – Based on the actual object type, Java dispatches the version appropriate for each

Roundup
<table>
<thead>
<tr>
<th>Interfaces</th>
<th>Abstract classes</th>
<th>Classes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Can instantiate with <code>new</code></td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td>Can declare abstract methods</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Can fully declare methods</td>
<td></td>
<td>With default</td>
</tr>
<tr>
<td>Can declare fields and constructors</td>
<td>✗</td>
<td>✓</td>
</tr>
<tr>
<td>Can use with <code>extends</code></td>
<td>✗</td>
<td>One only</td>
</tr>
<tr>
<td>Can use with <code>implements</code></td>
<td>Zero or more</td>
<td>✗</td>
</tr>
</tbody>
</table>

**Exercise 2.2.7.** Consider these two classes:

```java
class Person {
    private String name;
    // ...
    public String getInfo() {
        return "Name: " + name;
    }
}
class Animal {
    private String type;
    // ...
    public String getInfo() {
        return "Type: " + type;
    }
}
```

Write an abstract class `Informative` which captures the signature of the `getInfo` methods, and rewrite the `Person` and `Animal` classes to extend this abstract class.

**Exercise 2.2.8.** Write a static method `showAllInfo` which

- Takes a single argument, an array of `Informative` instances,
- Returns no result,
- Prints the result of a call to `getInfo` to each element of the array, each on its own line

**Exercise 2.2.9.** Revise Exercise 2.2.7 so that `Informative` is an interface rather than an abstract class

**Exercise 2.2.10.** Consider the method `showAllInfo` from Exercise 2.2.8 using the definition of `Informative` from Exercise 2.2.9 instead. What, if anything, needs to change in `showAllInfo`?
Exercise 2.2.11. Consider the interface Speaker,

```java
public interface Speaker {
    public void speak();
}
```

Revise the classes `Person` and `Animal` of Exercise 2.2.9 so that both class implement both `Informative` and `Speaker`. The result of running this code:

```java
final Speaker[] speakers = {
    new Person("Joan"),
    new Person("Betty"),
    new Animal("monster")
};
for(Speaker sp : speakers) {
    sp.speak();
}
```

should be:

```
Hi! My name is Joan.
Hi! My name is Betty.
Woof! Woof!!
```

(We will simply pretend that all animals bark.)

So far you have learned new language features to solve new problems. But we are quickly approaching the point where we will have seen all of the major features of languages like Java. So our focus for solving harder problems will come to include

- More sophisticated algorithms
- Understanding and using libraries
- Describing ideas which encompass several language structures and how they interact

Software design patterns address the last of these keys, and the next exercises consider two examples of design patterns. They give us a vocabulary for general, reusable solutions to commonly occurring problems within a given context in software design.

Template Method is a pattern for classes with related behavior. We apply Template Method when we define an outline (skeleton) of an algorithm in a template class, and provide implementation details in subclasses.

For example, the top-level structure of a game could be defined as:

```java
public abstract class Game {
    public void play() {
        initialize();
        while (!gameIsOver()) {
            takeATurn();
        }
    }

    // The template methods
    protected abstract void initialize();
    protected abstract boolean gameIsOver();
    protected abstract void takeATurn();
}
```

Then particular game classes will provide the details for each step by defining versions of `initialize`, `gameIsOver` and `takeATurn` without overriding `play`. 
Exercise 2.2.12. The factorial method of Exercise \[\text{D.2.17}\] and this sumThrough method have similar structure:

```java
public long sumThrough(int n) {
    long result = 0;
    for(int i=1; i<=n; i=i+1) {
        result = result + i;
    }
    return result;
}
```

(Assume for this exercise that the factorial method is not static). Write a class `AbstractIntervalConsumingCalculation` which can serve as a Template Method pattern for these two methods, using these abstract methods:

```java
public abstract class AbstractIntervalConsumingCalculation {
    public long performCalculation(int n) {
        // You fill this in
    }

    public abstract int getIntervalStart(int n);
    public abstract int getIntervalEnd(int n);
    public abstract long getInitialResult();
    public abstract long getUpdatedResult(long oldResult, int newIntervalMember);
}
```

Then write concrete classes `DerivedFactorial` and `DerivedSumThrough` which extend `AbstractIntervalConsumingCalculation`, where the `performCalculation` method on instances of each returns the same results as the original factorial and sumThrough methods. Your `DerivedFactorial` and `DerivedSumThrough` classes must not override the `performCalculation` method! They should only override the abstract methods with full definitions of those methods.

Factory Method is a creational pattern where instead of using constructors directly within code, we define an interface for object creation. This interface has factory methods which returns a new instance. For example, this interface `VehicleFactory` expresses the general action of creating a `Vehicle` without committing to a particular form (concrete subclass) of `Vehicle`:

```java
public interface VehicleFactory {
    public Vehicle build(int mileage);
}
```

Then we can define different factory object for instantiable subclasses of `Vehicle`:

```java
public class VolvoFactory extends VehicleFactory {
    public Vehicle build(final int mileage) {
        return new Car("Volvo", mileage);
    }
}
public class FordTruckFactory extends VehicleFactory {
    public Vehicle build(final int mileage) {
        return new Truck("Ford F-650", mileage, 3);
    }
}
```

Note that factory methods may take arguments, in just the same way as constructors.
Exercise 2.2.13. Consider your class `Person` of Exercise [2.1.3][1] Write a class `PersonFactory` which implements the following interface to establish a Factory Method pattern:

```java
public interface PersonFactoryMethod {
    public Person getEmail(String firstName, String lastName);
}
```

Exercise 2.2.14. Write a class `StoogesForever` with a single static method with signature

```java
public static Person[] makeStoogesArray(PersonFactoryMethod factory)
```

Your `makeStoogesArray` method should create an array of size three, and populate with three `Person`-conforming objects derived from its `factory` argument, the three objects corresponding to Moe Howard, Larry Fine, and Shemp Howard. Test your class and method by providing it an instance of your `PersonFactory` from Exercise [2.2.13][2].

Exercise 2.2.15. Students are people too! (Allegedly) Use your class `Student` from Exercise [2.1.5][3] to write a second class `StudentFactory` which also implements the `PersonFactoryMethod` interface, but where the result of `getPerson` has a runtime type of `Student` instead of `Person`. Your `makeStoogesArray` method of Exercise [2.2.14][4] should be just as happy with an instance of `StudentFactory` as it is with an instance of `PersonFactory`.

The next two exercises use the `java.util.Random` class, which is part of the standard Java libraries and is documented on the API Javadoc pages, to generate random numbers.

Exercise 2.2.16. Write a class `RandomStringFactory` whose `build()` method produces a string whose length is between 0 and 255, containing randomly selected printable ASCII characters.

Exercise 2.2.17. Write a class `RandomNewVehicleFactory` whose `build()` method produces, at random, either a `Car`, `Truck` or `Hatchback` instance, with

- The make and model chosen from a small number of plausible strings, and
- Zero mileage.

Checking the actual class

Abstract classes can give us another technique for defining equal across subclasses

- The class of an object is available at runtime
- Sometimes, this can help us avoid problems when comparing across subclass
- `Object` also defines the method `getClass`
  - Returns the actual, runtime type of the object
  - Expressed as an object of type `java.lang.Class`
- So in `Vehicle` we can check the actual classes of `this` and `other`:

---

[1] Introductory information about design patterns is available at [en.wikipedia.org/wiki/Software_design_pattern](en.wikipedia.org/wiki/Software_design_pattern). Gamma et al.’s book [1] was a breakthrough publication which introduced design patterns to a much wider audience, and it remains a valuable reference.
public abstract class Vehicle {
    // ...

    public boolean equals(Object other) {
        if (getClass() != other.getClass()) {
            return false;
        }
        final Vehicle v = (Vehicle) other;
        return getMakeModel().equals(v.getMakeModel())
            && (getMileage() == v.getMileage());
    }
}

2.3 More class forms

Classes and files
In older versions of Java, each class lived in its own file

• This is still substantially the case

• So programs tend to have many files

• Too many files

So Java evolved to have ways to specify classes without creating new files

• Inner classes
  – Static
  – Object

• Anonymous inner classes

• Lambda expressions

And by the way, you can cram two classes into one file

Two in one!
In a file Grape.java:

public class Grape {
    private final JellyJar jar = new JellyJar();
    public void press() { jar.open(); }
}

class JellyJar {
    public void open() {
        System.out.println("Into the jar");
    }
}

Perfectly valid Java!

• But take a look at
  – What’s public
  – What’s private
  – What’s... weirdly neither??
• The JellyJar class has no public or private declaration!
  – It is package-private
  – Not the same as private — there is no keyword for package-private
  – Package-private classes can appear in the same file as another class without issue

Static inner classes
An inner class is a class defined inside the scope of another class
• Like the fields and methods of the enclosing class, inner classes can be referenced anywhere within the enclosing class
• If we declare the inner class to be static, then it cannot reference the outer class’s fields and methods

So the jar goes inside the grape

```java
public class Grape {
    private final JellyJar jar = new JellyJar();
    public void press() {
        jar.open();
    }
}

public static class JellyJar {
    public void open() {
        System.out.println("Into the jar");
    }
}
```

Public, static inner classes
• If the inner class is declared public, then it can be accessed from outside the enclosing class as well

```java
public class Enclosing {
    // ...fields and methods...

    public static class Inside {
        public Inside(int a) { // ...
    }
}
```

So we could instantiate an object `new Enclosing.Inside(10)`
  – There is a single (static!) definition of Inside

Inner classes with an enclosing object
When an inner class is non-static, it can refer to the fields of the object which encloses it

```java
public class Enclosing {
    private int i;
    private Inside hidden;
    public Enclosing (int i) {
```
this.i = i;
this.hidden = new Inside();
}

public void unhide() {
    hidden.peek();
}

public class Inside {
    public void peek() {
        System.out.println(i);
    }
}

• Note that i is used within Inside, but is not defined within the class

• The Enclosing constructor creates an Inside instance specific to its own value of i

• If Enclosing has this main routine

public static void main(String[] args) {
    Enclosing e1 = new Enclosing(1);
    Enclosing e2 = new Enclosing(2);
    e1.unhide();
    e2.unhide();
}

it would print 1 and 2.

Understanding the inner classes

One way to understand inner classes is to imagine a separate class with an additional argument for the parent

With an inner class

public class Enclosing {
    private int i;
    private Inside hidden;
    public Enclosing (int i) {
        this.i = i;
        this.hidden = new Inside();
    }

    public void unhide() {
        hidden.peek();
    }

    public class Inside {
        public void peek() {
            System.out.println(i);
        }
    }
}

But inner classes are more powerful than just this "trick"

• This code works even though i is declared private!
With separate classes

```java
public class Enclosing {
    public int i;
    private Inside hidden;
    public Enclosing (int i) {
        this.i = i;
        this.hidden = new Inside(this);
    }

    public void unhide() {
        hidden.peek();
    }
}

public class Inside {
    private Enclosing parent;
    Inside(Enclosing parent) {
        this.parent = parent;
        public void peek() {
            System.out.println(parent.i);
        }
    }
}
```

- In this code that i cannot be declared private!
- This direct field access is not a preferred Java style

Exercise 2.3.1. Consider this interface

```java
public interface SteeringWheel {
    public Vehicle controlsVehicle();
    public boolean hasRadioControls();
    public boolean hasClimateControls();
}
```

First, extend the Vehicle class with a method

```java
public SteeringWheel getSteeringWheelInfo();
```

Then extend each subclass of Vehicle to include an inner class definition which is instantiated by the Vehicle subclass’s constructor in order to return a result from getSteeringWheelInfo.

Anonymity
- With inner classes, we always give the class a name
  - Of course!
  - It’s part of a class declaration
  - It’s how we use the class

But names are not always convenient, especially if we must name everything
- This assignment is easy to understand:
\[ \text{int } y = (x + 4) \times (z - 4) \times (x + z); \]

- If we \textit{must} name every intermediate result, it obfuscates the point of the code:

\[ \text{int } \text{xp4} = x + 4; \]
\[ \text{int } \text{zm4} = z - 4; \]
\[ \text{int } \text{xpz} = x + z; \]
\[ \text{int } \text{prod1} = \text{xp4} \times \text{zm4}; \]
\[ \text{int } y = \text{prod1} \times \text{xpz}; \]

- It can become a burden to think of so many consistent, distinct, mnemonic names

Java lets us write \textit{anonymous} inner classes

- For situations where we will instantiate the class in one place only
- We will not even refer to the class elsewhere, so it does not actually need a name

\textbf{How to write an anonymous class}

- An anonymous class must have exactly one base type
  - Could be just \texttt{Object}
  - Could be an interface, an abstract class, or a concrete class

- Since we are immediately instantiating the anonymous class, if its base is a class there may also be constructor arguments

- Since the base could be abstract, an anonymous class has a body of method definitions
  - Can override other methods as usual

Vehicle \texttt{v} = new Car("Bentley Mulsanne", 10) {
    @Override public String toString() {
        return "A discrete and bespoke sedan";
    }
};

\textbf{Exercise 2.3.2.} In the sample \texttt{main} method of Exercise 2.2.2 replace the three given object instantiations with anonymous inner class instantiations based on \texttt{IntegerPredicate}.

\textbf{Exercise 2.3.3.} In the sample \texttt{main} method of Exercise 2.2.4 replace the three given object instantiations with anonymous inner class instantiations based on \texttt{IntegerFunction}.

\textbf{Exercise 2.3.4.} In the sample \texttt{main} method of Exercise 2.2.6 replace the three given object instantiations with anonymous inner class instantiations based on \texttt{IntegerBinaryFunction}.
3 Arrays

3.1 Arrays under the hood

What happens when we create an array?

```java
final ElementType[] array = new ElementType[arraySize];
```

An array can last longer than the method which creates it

```java
public static ElementType[] makeArray(int arraySize) {
    final ElementType[] a = new ElementType[arraySize];
    return a;
}
```

So arrays are allocated in the heap

What about the contents?

The location of the array’s contents depends on whether the array holds elements of primitive type or of reference type

Values of primitive types (like `int`, `boolean` or `double`) are stored in the array itself

Values of reference type (like `String`, or our classes) have their own space, and the array contains a reference to that space

Arrays are always initialized

Java’s security model requires that all array slots be given initial values

For primitive types, this is zero or `false`

```java
public static int[] makeArray(int arraySize) {
    final int[] a = new int[arraySize];
    return a;
}
```
For reference types, this is the null pointer, literally pointing to nothing:

```java
public static MyClass makeArray(int arraySize) {
    final MyClass[] a = new MyClass[arraySize];
    return a;
}
```

Arrays as parameters
Since an array is a heap object, the local value associated with it is the reference to that heap location:

- This means that when we pass an array as a parameter, we pass the reference, not the contents!

```java
public static void main(String[] args) {
    int[] a = { 1, 2, 3 };    
    squareArray(myArr);
}
```

```java
public static void squareArray(int[] arr) {
    // ...
}
```

When an array is passed to a method, only its reference is passed (just like objects):

- Any modifications that the method does to the array contents persist after the method ends.

Array arguments and mutation
Since the reference is shared, any changes made to the array will be shared, and will persist:

```java
public static void main(String[] args) {
    int[] a = { 1, 2, 3 };    
    squareArray(myArr);
}
```

```java
public static void squareArray(int[] arr) {
    // ...
}
```
Exercise 3.1.1. Trace the stack and heap through the execution of this program:

```java
public static void main(String[] args) {
    int[] myArr = {1, 2, 3};
    modifyArray(myArr);
    System.out.println(myArr[2]);
}

public static void modifyArray(int[] arr) {
    arr[0] = 7;
    arr = new int[3];
    arr[2] = 9;
}
```

Exercise 3.1.2. Java’s arrays, once allocated, cannot be resized. So the memory set aside in an assignment like

```java
myArray = new int[10];
```

will always contain ten slots, no more, no less.

Of course we can create a new array of a different size, and store a reference to it in the same local variable. But this does not change the size of the old array, nor transfer the contents of the old array to the new one.

We can build a resizable array for ourselves by designing a class which holds the array as a field. Create a class `ResizableDoubleArray` with:

- A private field `array` of type `double[]`
- A constructor which takes an `int` value giving the initial size of the array, and which sets up the `array` field appropriately.
  - A negative value should cause a `NegativeArraySizeException` (which is part of the standard Java libraries) to be thrown from your constructor.
- A method `size` which takes no arguments, and returns the current size of the internal array.
- A method `get` which takes an integer, and returns the `double` value stored in the array at that location.
- A method `set` which takes
  1. An `int` index into the array and
  2. A `double` value,
and stores the double at the given location in the array. Method set should not return a value.

• In both get and set, an index value which does not correspond to an array slot should cause an IndexOutOfBoundsException to be thrown from the method.

• The key method of your ResizableDoubleArray class is the addSlots method, which takes an int argument and returns no result. The effect of addSlots should be to store a reference to a larger array in the field by allocating a new array, and copying over the old contents. New slots which do not correspond to a valid index in the old array should have the default Java value for double array slots.

  – Although 0 is a valid argument to addSlots which should simply have no impact, a negative value should cause an IllegalArgumentException to be thrown from the method.

3.2 Search and its cost

Searching for information
Many applications involve finding pieces of information
• Finding a book in a library or name in an address book
• Finding movie show times & nearby locations
• Finding a path through a maze
• Finding the shortest drive from La Crosse to Las Vegas
• Finding a flight from La Crosse to London costing less than $1,200

Simple searching
Some of these types of searches are challenging, some are easier.
• Depends on the constraints of the search and the structure of the search space

An often critical factor in search is how our data is organized:
• Which data structures are we using?
• How can we access individual pieces of data?

A data structure is a particular way of organizing data in a computer (program) so that it can be used efficiently.

Example: How can we find a single piece of data in an array?
Linear search

Consider how to explain the search process step-by-step in English:

1. Start at the beginning of the array
2. Check if the cell contains what you are looking for
   - If it does, then report success and stop
   - Otherwise, move on to the next cell and repeat, assuming you aren’t at the end of the array
3. If you get to the end of the array and haven’t found the item, report failure

Implementing linear search

Take the English description and isolate the basic parts

1. Start at the beginning of the array
2. Check if the cell contains what you are looking for
3. If it does, then report success and stop
   - Otherwise, move on to the next cell and repeat, assuming you aren’t at the end of the array
4. If you get to the end of the array and haven’t found the item, report failure

Linear search in Java

After identifying the basic parts, translate into code:

```java
private static int linearSearch(int[] arr, int target) {
    for (int i = 0; i < arr.length; ++i) {
        if (arr[i] == target) {
            return i;
        }
    }
    return -1; // This could be used to report failure
}
```
Why return -1?

- If the search succeeds, the method returns the position of the target item within the array
- If the search fails, the method returns a signal value of -1 to indicate to the caller that the target has not been found.
  - -1 is definitely not an index of the array!

Exploiting the structure of the data

Can we do better than linear search?

- If the input array is a random list of numbers, then probably not
  - The target number could be anywhere!
  - Example: Finding a particular word in a book: It was a bright cold day in April, and the clocks were striking thirteen. Winston Smith, his chin nuzzled . . .
- If the input array is organized in some way, then maybe!
  - Example: Finding a particular word in a dictionary

Binary search

We can take advantage of sorted data to improve the search process.

```
[0]  [1]  [2]  ...  [mid]  ...  [l-3]  [l-2]  [l-1]
2     4     5     ...   51     ...   78     81     83
```

1. Start at the middle of the array
2. If the cell contains what you are looking for, report success and stop; otherwise either:
   3a. If cell value is too big, then look in the bottom half of the array
   3b. If cell value is too small, then look in the top half of the array
4. Repeat as needed

Binary search in Java

How might we implement binary search in Java?

```java
private static int binarySearch(int[] arr, int target) {
    int begin = 0;
    int end = arr.length - 1;

    while (begin <= end) {
        int mid = (begin + end) / 2;  // Find the midpoint

        if (arr[mid] == target) {
            // Found it!
            return mid;
        }
        if (arr[mid] > target) end = mid - 1;
        else begin = mid + 1;
    }

    return -1;  //Target not found
}
```

Example: Finding a particular word in a book

It was a bright cold day in April, and the clocks were striking thirteen. Winston Smith, his chin nuzzled . . .
return mid;
} else if (arr[mid] < target) { // mid value too small
    begin = mid + 1;
} else {/* arr[mid] > target */ // mid value too large
    end = mid - 1;
}
} else
    return -1;  // Failed search

Binary search: a recursive implementation

private static int binarySearch(int[] arr, int target) {
    return binSearchHelper(arr, target, 0, arr.length - 1);
}

private static int binSearchHelper(int[] arr, int target,
        int begin, int end) {
    if (begin > end) { // Base case #1
        return -1; // Failed search
    }
    int mid = (begin + end) / 2; // Find the midpoint
    if (arr[mid] == target) { // Found it! (base case #2)
        return mid;
    } else if (arr[mid] < target) { // mid value too small
        return binSearchHelper(arr, target, mid + 1, end);
    } else {/* arr[mid] > target */ // mid value too large
        return binSearchHelper(arr, target, begin, mid - 1);
    }
}

Comparing linear and binary search

Binary search is more complicated than linear search — is this complexity worth it? How would we assess this?

• For both search algorithms, the worst case we could have for running time is when the item being searched for is not in the array.

• For linear search, the running time is \( O(n) \).  
  — Looking at an element requires a constant amount of work
  — Need to look at each element in the array

• For binary search, the running time is \( O(\log n) \).  
  — Finding the midpoint and inspecting the element requires a constant amount of work
  — Need to halve the array about \( \log_2 n \) times

Is the difference meaningful?

Consider searching through an array of \( 2^{48} \) integers

• Each integer is 4 bytes, so total space is \( 2^{50} \) bytes, or one petabyte

• Around 2009, Google was processing 24 petabytes per day
Suppose it takes a nanosecond ($10^{-9}$ seconds) to process each entry

- **Linear search:**
  $$2^{48} \text{ entries} \times \frac{10^{-9} \text{ seconds}}{\text{entry}} \approx 2.81 \times 10^5 \text{ seconds} \approx 3.25 \text{ days}$$

- **Binary search:**
  $$\log_2(2^{48}) \text{ entries} \times \frac{1 \text{ ns}}{\text{entry}} = 48 \text{ ns} = 48 \text{ billionths of a second}$$

The difference between $O(n)$ and $O(\log n)$ can be dramatic!

### 3.3 Sorting

**Sorting an array**

To use binary search, the array *must* be sorted

There are many ways to do this.

But first, how can we tell if an array is sorted?

**Identifying an unsorted array**

```java
public static boolean isSorted(int[] array) {
    // TODO: Implement this!
}
```

**Bubble sort: overview**

- Apply the scan-and-swap strategy to the array below:

- Compare the first pair of elements:

- Because the second element is smaller than the first, swap them.
Bubble sort: overview

- Repeat this process for subsequent pairs of elements:

\[
\begin{array}{cccccc}
1 & 2 & 3 & 6 & 0 \\
1 & 2 & 3 & 6 & 0 \\
1 & 2 & 3 & 6 & 0 \\
1 & 2 & 3 & 0 & 6 \\
\end{array}
\]

- One scan through the array is *not* sufficient!
- We *have* moved the largest element to the rightmost slot
  - But after one pass, that’s *all* we can be sure of

Bubble sort: logical structure

1. Start at the beginning of the array
2. Check if first two elements are ordered correctly; if not, swap them
3. Repeat the process for subsequent pairs of elements
4. If no swaps were made, stop: the array is sorted
   - Otherwise, return to step 1 and repeat

Bubble sort: Java implementation

```java
public static void bubbleSort(int[] array) {
    boolean swapped;
    int numPasses = 0;
    do {
        swapped = false;
        for (int i=0; i<array.length-1-numPasses; ++i) {
            if (array[i] > array[i+1]) {
                int temp = array[i];
                array[i] = array[i+1];
                array[i+1] = temp;
                swapped = true;
            }
        }
        ++numPasses;
    } while (swapped);
}
```

After each scan, the largest remaining element gets moved to the correct position, allowing us to stop the inner loop earlier each time
**Bubble sort: complexity**

The work done by `bubbleSort` is determined by how many times each loop executes

- Each pass through places the largest remaining item into its correct position, so at most \( n - 1 \) passes are required
- On the \( i^{th} \) pass, we have to look at \( n - i \) pairs of elements
- Looking at a pair of elements and swapping them if needed requires a constant amount of work

\[
\text{Total Work} = \sum_{i=1}^{n-1} (n - i) = (n - 1) + (n - 2) + \ldots + (n - (n - 1))
\]

\[
= \sum_{i=1}^{n-1} i = O(n^2)
\]

**Bubble sort: the best and worst cases**

In the *best case*, the array is already sorted

```
1 2 3 4 5
```

- `bubbleSort` requires one pass through the array to verify that no swaps are necessary: \( O(n) \)

In the *worst case*, the array is sorted in the reverse order

```
5 4 3 2 1
```

- First pass moves the largest element to the end but leaves the remaining elements in the same relative ordering — \( O(n^2) \) work in total

```
4 3 2 1 5
```

**Selection sort: overview**

Instead of scanning and swapping when we find an incorrect ordering, we could scan to find the smallest element, then move it to the beginning.

- Scan to find the smallest entry:

```
0 2 6 3 1 0
```

- Swap it into place:

```
0 6 3 1 2
```

- Repeat scan to find the next smallest entry and swap it into place:

```
0 1 3 6 2
```
Selection sort: logical structure

1. Start with the entire array marked "unsorted"
2. Scan through the unsorted portion to find the smallest element
3. Swap the smallest element with the element at the start of the unsorted portion; shrink the unsorted portion by one position
4. Repeat the process until there is no more unsorted portion

Selection sort: Java implementation

```java
public static void selectionSort(int[] array) {
    for (int i = 0; i < array.length; ++i) {
        int indexOfMin = i;
        for (int j = i + 1; j < array.length; ++j) {
            if (array[j] < array[indexOfMin]) {
                indexOfMin = j;
            }
        }
        if (i != indexOfMin) {
            int temp = array[i];
            array[i] = array[indexOfMin];
            array[indexOfMin] = temp;
        }
    }
}
```

Selection sort: complexity

The work done by `selectionSort` is determined by how many times each of the loops executes.

- We have $n$ iterations of the outer loop
- On the $i^{th}$ iteration, the inner loop executes $n-i$ times
- Comparing two elements requires a constant amount of work
- Swapping a pair of elements requires a constant amount of work

Worst-case running time is then $O(n^2)$

- Run time is the same regardless of whether or not the input is already sorted
- Same worst-case performance as Bubble Sort, but fewer swaps

Can we do better?

Merge sort: overview

Let’s try to apply the same idea we used for binary search to get better performance:

- A *divide and conquer* algorithm works by repeatedly breaking down a problem into smaller and smaller sub-problems, until those subproblems become easy enough to be solved directly. The solutions to the subproblems then get pieced back together to provide a solution to the original problem.
• A sorting problem can be decomposed into smaller sorting problems
• Sorting a single element is an easy problem (base case)
• Subproblems can be recombined by merging their solutions together

Merge sort: overview

Merge sort: merging two lists
• To merge two lists, start at the beginning of each one:

• Take the smaller element and place it in the new list:

Merge sort: merging two lists
• Advance the position counters:

• Take the smaller element and place it in the new list:
Merge sort: merging two lists

- Repeat this process:

- Until we get to the end:

### Merge sort: Java implementation

The most intuitive way to implement merge sort is with recursion!

```java
class MergeSort {
    public static int[] mergeSort(int[] array) {
        if (array.length > 1) { // Check stopping condition
            int mid = array.length / 2 - 1;

            // Split array contents into two smaller arrays
            int[] left = Arrays.copyOfRange(array, 0, mid);
            int[] right = Arrays.copyOfRange(array, mid+1, array.length-1);

            // Recursively sort the smaller arrays
            mergeSort(left);
            mergeSort(right);

            // Merge the sorted halves back together
            return merge(left, right);
        }
    }
}
```

- Why is it OK to have two recursive calls in the method body here, when it was such a disaster for recursive Fibonacci?
Merge sort: complexity

Given an array with \( n \) elements:
merge does not need just time...

Merge sort: space complexity

Merge sort does \( O(n \log n) \) total work
- But it also allocates \( O(n \log n) \) total space
- The other algorithms sorted in place
- We can simplify pretty easily to \( O(n) \) space — one spare buffer, and merge back-and-forth with the original space
- \textit{But can we do better?}

Quicksort
- Also called partition-exchange sort
- Invented by Tony Hoare in 1959
- Refined over the years
- Quicksort is the default sorting algorithm in Java’s standard libraries
- But it was revised as recently as 2009 in Java 7

Quicksort: basic idea

1. Choose one element of the sequence, the \textit{pivot}
2. Rearrange elements of the list so that:
   - Everything less than the pivot is to the left of the pivot
   - Everything greater than the pivot is to the right of the pivot
   - (Does not really matter what we do with equal values)
3. Recur on the values to the left and right of the pivot

- Sorts the array in place
- Choose?
  - The performance of quicksort depends crucially on the choice of the pivot
  - We’ll come back to this point later
Quicksort structure

```java
public static void quicksort(int[] array, int lo, int hi) {
    if (lo<hi) {
        final int p = partition(array,lo,hi);
        quicksort(array, lo, p-1);
        quicksort(array, p+1, hi);
    }
}
```

Delegate to `partition`

- Choosing the pivot
- Rearranging the array elements about the pivot
- Returning the index of the pivot

Quicksort partitioning

- For the pivot, choose element `hi`
- Loop maintains indices `i` and `j`:
  - The pivot is bigger than entries from `lo` to `i` (inclusive)
    1. Initially we have found no such entries
    2. `i` starts off as `lo-1`
  - Entries from `i+1` to `j-1` are bigger than the pivot
    1. Initially we have found no such entries
    2. `j` starts off as `lo`
  - Entries from `j` to `hi-1` are to be arranged
    1. The loop places entry `j`
- After the loop, we swap the pivot to between these regions
  - Check to see if needed

```java
public static int partition(int[] array, int lo, int hi) {
    final int pivot = array[hi];
    int i = lo-1;
    for(int j=lo; j<hi; j++) {
        if (array[j]<pivot) {
            i += 1;
            final int tmp = array[j];
            array[j] = array[i];
            array[i] = tmp;
        }
    }
    final int pivotPoint = i+1;
    if (pivot < array[pivotPoint]) {
        array[hi] = array[pivotPoint];
        array[pivotPoint] = pivot;
    }
    return pivotPoint;
}
```
3.3.1 Quicksort

How does Quicksort perform?

The loop of partition visits every element of the sublist
• As with merge sort, the important question is how many times we do that

Some days, we are lucky
• If the pivot is near the middle of the range of values, we divide what we’re sorting about in half
• Then the analysis is as for merge sort: \(O(n \log n)\)

Some days, we are unlucky
• If the pivot is the highest or lowest value, we decrease the size of the unsorted area by one
• Then the analysis is as for selection sort: \(O(n^2)\)

Will we be lucky?

Quicksort: the average case

The worst case of QuickSort is that we are unlucky
• But in practice, this case is quite rare

QuickSort can be shown to have an average performance which really is \(O(n \log n)\)
• We can also push QuickSort towards \(O(n \log n)\) performance by working harder on choosing the pivot
• Idea: take a constant amount of time to choose the pivot
• Or sometimes: take a non-constant time to choose the pivot for a greater average performance increase
• The current Java implementation
  – Uses an \(O(n^2)\) for small arrays (below about 20)
  – Otherwise use a version of QuickSort with two pivots
  – Consistently runs faster in the average case than traditional QuickSorts — and Sun tested heavily before switching their implementation!

3.4 Two-dimensional arrays

Multi-Dimensional Arrays

In Java, arrays can be extended to more than one dimension.
• A one-dimensional array:

```
int[] arr1d = new int[6];
arr1d[3] = 7;
```

• A two-dimensional array:

```
int[][] arr2d = new int[3][5];
arr2d[1][2] = 4;
```
• Accessing dimensions:
int[][] matrix = new int[7][10];
int numRows = matrix.length; // Returns 7
int numCols = matrix[0].length; // Returns 10

Using multi-dimensional arrays
Multi-dimensional arrays are useful for storing data that has multiple indices

• That is, "keys" to look it up

For example, storing movie reviews across users

final int numPeople = 3;
final int numMovies = 5;
final int[][] ratings =
    new int[numPeople][numMovies];

// ...
ratings[0][3] = 5;

Multi-dimensional arrays
…and on to higher dimensions

• A one-dimensional array

    int[] arr1d = new int[6];
    arr1d[3] = 7;

• A two-dimensional array

    int[][] arr2d = new int[3][5];
    arr2d[1][2] = 4;

• A three-dimensional array
Using multi-dimensional arrays

Another example: hourly temperatures for a weather station over 3 years

```
int years = 3;
int days = 365;
int hours = 24;
double[][][] temps =
  new double[years][days][hours];
```

Storing temperature of -1.2 for Year 2 of 3, January 01, at 12 noon:
```
temps[1][0][12] = -1.2;
```

Using multi-dimensional arrays

Just as a single for loop is useful for manipulating a one-dimensional array, nested for loops are useful for manipulating an n-dimensional array

- One loop per dimension

```
int[][] arr2d = new int[20][15];

for(int row=0; row<20; ++row) {
    for(int col=0; col<15; ++col) {
        final int n = arr2d[row][col];
        System.out.print(n + " ");
    }
    System.out.println();
}
```

- row loops over the first dimension
- col loops over the second dimension
- This code does work, but what is wrong with it?
Avoid "magic numbers" in code
Hard-coding values leads to fragile code — difficult to maintain, hard to debug

Fragile!

```java
int[][] arr2d = new int[20][15];
for (int row=0; row<20; ++row) {
    for (int col=0; col<15; ++col) {
        int n = arr2d[row][col];
        System.out.print(n + " ");
    }
    System.out.println();
}
```

Solid

```java
int[][] arr2d = new int[20][15];
for (int row = 0;
    row < arr2d.length;
    ++row) {
    for (int col = 0;
        col < arr2d[row].length;
        ++col) {
        int n = arr2d[row][col];
        System.out.print(n + " ");
    }
    System.out.println();
}
```

Use length to find both
- The number of rows, and
- The number of columns in each row

Arrays of arrays
A two-dimensional array is actually an array of arrays!

```java
// Allocate space for 10 references to int[]
final int[][] arr2d = new int[10][];

// Allocate space for each "row"
for(int i=0; i<arr2d.length; ++i) {
    arr2d[i] = new int[5];
}
```

- arr2d is a variable that contains a reference to an array
  - arr2d.length gives size of this array
  - arr2d[i] gives element at position i
- arr2d[i] stores a reference to another array
  - arr2d[i].length gives size of this other array
  - arr2d[i][j] gives element at position j in this other array
Ragged arrays

What happens if we make this change to the array builder?

```java
// Allocate space for 10 references to int[]
final int[][] arr2d = new int[10][];

for(int i=0; i<arr2d.length; ++i) {
    // Allocate space for each "row"
    arr2d[i] = new int[i+1];
}
```

Creates a ragged array (as opposed to a rectangular array)

Exercise 3.4.1.  Draw the memory allocated for this array:

```java
// Allocate all space for array at once
int[][] matrix = new int[5][4];  // 5 rows and 4 columns

// Shortcut initialization: 2d array with 2 rows and
// 3 columns
int[] matrix = { { 3, 5, 6}, {2, 4, 7} };
```

Exercise 3.4.2.  Draw the memory allocated for these arrays:

```java
// Allocate memory for each row separately
int[][] matrix = new int[3][];  // 3 rows
matrix[0] = new int[5];  // 5 columns in row 0
matrix[1] = new int[3];  // 3 columns in row 1
matrix[2] = new int[7];  // 7 columns in row 2

// Shortcut init.: 2 rows with 2 and 4 cols, respectively
int[][] matrix = { { 2, 4}, {7, 3, 5, 6} };
```

Exercise 3.4.3.  Assuming that the matrix in the skeleton below is initialized, write the code necessary to multiply every entry by scalar.

```java
double[][] matrix;
// Assume matrix initialized here
double scalar = ...;

// Your code here...
```
Exercise 3.4.4. Write a static method `matrixContains` that takes a 2-dimensional array of integers and an integer and returns `true` if the matrix contains that value, `false` otherwise.

3.5 More array problems

Exercise 3.5.1. Trace through the execution of the `binarySearch` method with arguments

```java
new int[] { 1, 10, 100, 200, 201, 202, 203, 204, 300, 301, 303, 1000 }
```

and 100. List the sequence of array indices which this call will check. What about for the same array and 10?

Exercise 3.5.2. Consider the following method:

```java
public static void f(double[][] m) {
    for(int i=0; i<m.length; i++) {
        if (i%2 == 0) {
            if (m[i].length > 2) {
                m[i][2] *= 2;
            }
        } else {
            m[i] = new double[5];
        }
    }
    m = new double[10][10]
    for(int i=0; i<m.length; i++) {
        for(int j=0; j<m[i].length; j++) {
            m[i][j] = i+j;
        }
    }
}
```

Method `f` makes many changes to its argument, but which ones will be observable from a method calling `f`? Consider the statements:

```java
double[][] a = {
    { 1.0, 2.0, 3.0, 4.0 },
    { 10.0, 20.0, 30.0, 40.0 },
    { 100.0, 200.0, 300.0, 400.0 },
    { 1000.0, 2000.0, 3000.0, 4000.0 }
};
f(a);
```

What are the structure and contents of `a` after `f` returns?

Exercise 3.5.3. Consider the following array:

```java
new int[] { 10, 100, 90, 30, 80, 40, 70, 50, 60, 20 }
```

How many `comparisons` will each of the sorting algorithms we considered perform when sorting this array?
4 Data structures

Self-referencing classes
We have used classes that are composed of primitives plus other, simpler types of data objects

```java
public class Car {
    private int mileage;
    private String makeModel;
    // ...and so on...
}
```

Can a class contain fields of the same class?

```java
public class MyClass {
    private int num;
    private MyClass c;
    // ...}
```

Self-referencing classes
When we write a class, we are defining a sort of template

- Referencing other instances of the same class within the template is perfectly fine
- No object instances are created when the template is specified.
- The template specification simply declares variables that can be used to reference such objects — there is no immediate (and thus "infinite") recursion

A self-referencing class

```java
public class NumberNode {
    private int num;
    private NumberNode next;
    // ...}
```

A self-referencing chart

![Percentage of Chart Which Resembles Pac-man](image)
4.1 Linked lists

Linked data
Self-referencing classes allow us to link multiple instances of a class together

• The resulting linked allocations of memory are called data structures

There are many, many interesting data structures, but the simplest interesting structure is the linked list

![Linked list diagram]

A linear collection of nodes, each with a data value and a pointer to the next node in the list

Exercise 4.1.1. Define a Java class NumberNode for housing the fields num and next illustrated above.

• It should have three constructors, one taking values for both num and next: one taking only an initial value for num, and setting next to null; and the other taking no arguments and using 0 and null.

• The fields should be private, with setters and getter getNum etc. for both fields.

Exercise 4.1.2. Using your class NumberNode from Exercise 4.1.1 write Java statements which create this list:

![Linked list diagram]

Diagram the state of the stack and heap after each step of your code.

Linked lists are flexible
A linked list can be made arbitrarily long, simply by adding on more objects

• At the end of the list, using setNext

• At the start of the list, creating a new node with the old list as its next

• In the middle of the list, by rearranging links

• Bounded only by available memory

A basic operation with these lists is traversal

• Visiting each node in the list, one at a time

• Can be with a loop, checking for null as the continuation condition

• Can be with recursion, checking for null to signal the base case

Traversal with a loop
A list can be traversed by starting at the head node and following the next links to the end, accessing data along the way.

We can set up this traversal with the usual Java iteration constructs:

With a while loop
NumberNode pos = head;
while (pos != null) {

    // The work for each
    // node goes here

    pos = pos.getNext();
}

With a for loop
for (NumberNode pos = head;
     pos != null;
     pos = pos.getNext()) {

    // The work for each
    // node goes here

}

Traversals with recursion

- Base case is reaching the null at the end of the list
  - Sometimes the base case will be the non-null node whose next field is null
- Recursive case is each non-null node earlier in the list

Exercise 4.1.3. Add a static method printList to your NumberNode class of Exercise 4.1.1. It should take one NumberNode argument, and print a list of numbers, with nice punctuation before, after and between each number. So for example, the output for the list you built in Exercise 4.1.2 should be

{1,2,3}

Exercise 4.1.4. Reimplement method printList as an object method using recursion. You will probably need to write a private recursive helper method, with printList making one call to the helper.

Exercise 4.1.5. Extend Exercise 4.1.4 with a method insertAfter which

- Takes a single int argument
- Returns no result
- Changes the list to insert the given number into the list after the current node

So for example, if l is a local reference to the first node of the list described in Exercise 4.1.2 then the result of running this code:

l.getNext().insertAfter(4);
l.printList();

should be

[1,2,4,3]
Exercise 4.1.6.  Extend Exercise 4.1.4 or 4.1.5 with a method `removesAfter` which

- Takes no argument and returns no result
- Changes the list to remove the one node following the current node from the list

So for example, if `l` is a local reference to the first node of the list described in Exercise 4.1.2, then the result of running this code:

```java
l.removeAfter();
l.printList();
```

should be
`[1,3]`

Exercise 4.1.7.  Extend the `NumberNode` class with a method `get` which

- Takes a single `int` argument `n`, and
- Returns the `n`th element of the list, numbered from 0

Write both a recursive and a loop-based version of your method.

Exercise 4.1.8.  Extend the `NumberNode` class with a method `length` which

- Takes no arguments, and
- Returns the number of nodes in the list, counting this node as 1.

Write both a recursive and a loop-based version of your method.

Exercise 4.1.9.  Extend the `NumberNode` class with a method `indexOf` which

- Takes a single `int` argument, and
- Returns either
  - The index of that number in the list, or
  - -1, if the number does not occur in the list.

Again, write both a recursive and a loop-based version of your method.

Exercise 4.1.10. Extend the `NumberNode` class with a method `newReversed`, which

- Takes no arguments, and
- Returns a list which contains the same elements as this, but in the reverse order. Your method must not alter this or any of the nodes to which it points, but should instead create new `NumberNode` instances.

Write both a recursive and a loop-based version of your method.

Exercise 4.1.11. Extend the `NumberNode` class with a method `reverse`, which

- Takes no arguments,
- Updates the `next` fields of this and the nodes to which it points so that the list is reversed, and
- Returns a reference to the first node of the new list.

Write both a recursive and a loop-based version of your method.

The following exercise uses the `IntegerPredicate` interface and `IntegerEvenPredicate` class of Exercise 2.2.1.
Exercise 4.1.12. Extend the NumberNode class with a method filter, which

• Takes one argument, an instance of IntegerPredicate, and
• Returns the first node of a linked list of new NumberNode instances which contain exactly the elements of this for which the predicate’s check method returns true.

Your filter method must not change either field of this, nor of any node to which this points. So for example, if l is a local reference to the first node of the list described in Exercise 4.1.2, then the result of running this code:

\[
l.\text{filter}(\text{new IntegerEvenPredicate()}).\text{printList}();
\]

should be

\[
[2]
\]

The following two exercises use the IntegerFunction interface and IntegerSquareFunction class of Exercise 2.2.3.

Exercise 4.1.13. Extend the NumberNode class with a method map, which

• Takes one argument, an instance of IntegerFunction, and
• Returns the first node of a linked list of new NumberNode instances which contain exactly the result of applying the argument’s apply method to the respective element of this.

Your map method must not change either field of this, nor of any node to which this points. So for example, if l is a local reference to the first node of the list described in Exercise 4.1.2, then the result of running this code:

\[
l.\text{map}(\text{new IntegerSquareFunction()}).\text{printList}();
\]

should be

\[
[1, 4, 9]
\]

The next exercise also uses the IntegerBinaryFunction interface and various classes of Exercise 2.2.5.

Exercise 4.1.14. Extend the NumberNode class with a method reduce, which

• Takes two arguments,
  1. An instance of IntegerBinaryFunction (which we will call f), and
  2. An integer (which we will call z).
• Returns the integer arising from using f’s apply method to combine the integers of this into a single integer, one element at a time, as follows:
  - reduce takes the numbers in order.
  - When reduce acts on an element of the list, it uses that number as the second argument to apply, and the result for the previous elements of the list for the first argument to apply.
  - To act on the first element of the list, it uses z as the first argument to apply.

Your reduce method must not change either field of this, nor of any node to which this points. So for example, if l is a local reference to the first node of the list described in Exercise 4.1.2, then
• The result of running

   System.out.println(l.reduce(new IntegerAddition(), 0));

   should be 6.

• The result of running

   System.out.println(l.reduce(new IntegerAddition(), 1000));

   should be 1006.

• the result of running

   System.out.println(l.reduce(new IntegerMultiplication(), 1));

   should be 6.

• the result of running

   System.out.println(l.reduce(new IntegerTenTwist()), 0);

   should be 123.

4.2 Wrapping up the list

Hiding implementation details

The user of a linked list should not have to worry about how the list is implemented

• They should only need to deal with the actual data in the list

• Can we hide the chain of linked NumberNode instances from the user of a list?

<table>
<thead>
<tr>
<th>NumberList</th>
<th>NumberNode</th>
</tr>
</thead>
<tbody>
<tr>
<td>- int size - NumberNode head</td>
<td>- int num - NumberNode next</td>
</tr>
<tr>
<td>«constructor» + NumberList(int)[0.5em]</td>
<td>«constructor» + NumberNode(int)[0.5em]</td>
</tr>
<tr>
<td>«query» + int size() + int get(int) + String toString() [0.5em] «update» + void set(int, int)</td>
<td>«query» + int getNum() + NumberNode getNext() [0.5em] «update» + void setNum(int) + void setNext(NumberNode)</td>
</tr>
</tbody>
</table>

Node as an inner class

public class NumberList {
    private NumberNode head;
    //...
    private class NumberNode {
        private int num;
        private NumberNode next;
        //...
    }
}

Where do the methods of (the old version of) NumberNode go now?
• The getters and setters for the fields of NumberNode must obviously stay with that class
• Methods like get, length, newReverse, reverse and so on should be available on NumberList
  – But many will need helper methods on NumberNode as well

Exercise 4.2.1. Complete the implementation sketched above, providing get, length, newReversed, reverse and so on as methods on NumberList, with helper methods on NumberNode as needed.

Exercise 4.2.2. Add a method toString to NumberList and the hidden NumberNode. Your toString method should build a String representation of the list in the same format as the printList method of Exercises 4.1.3 and 4.1.4 — curly braces before and after the list elements, commas between the elements, and no spaces. Your toString method should be a zero-argument method which returns a String, and should be an instance method instead of a static method.

Exercise 4.2.3. Add a method add to NumberList and the hidden NumberNode. Method add should take two int arguments,
  1. The first of which is a number to be added to the list
  2. The second of which is the index where that number should be inserted
and adds the number to the list.

Exercise 4.2.4. Add a method remove to NumberList and the hidden NumberNode. Method remove should take the index of an element of the list, and removes that element from the list.

Exercise 4.2.5. If we have a way to compare the elements inside our lists, we can ensure that the lists are sorted by changing how objects get added. One strategy is to simply keep the list sorted at all times, and place the burden of sorting on the add method. Create a new class SortedNumberList with a method add:
  • Taking the value to be added, and
  • Adding so that the list is maintained in increasing numeric order.

Exercise 4.2.6. Create a new class UniqueNumberList based on SortedNumberList, but which does not add duplicate elements to the list. In essence, it should model a set using a sorted linked list.

Exercise 4.2.7. Improve the implementation of length from Exercise 4.1.8 by storing the length as a field in the NumberList wrapper class, changing it as needed from the methods which alter the list.

4.3 Sentinels

Starting off the NumberList
When we introduced the NumberList wrapper, we glossed over how we would initialize it

```java
public class NumberList {
    private NumberNode head;

    public NumberList() {
        // How do we set up the field?
    }

    // More methods...
}
```
The initial value of head must be null

- No elements in the list
- So sometimes head will be null, other times it will point to an actual node

Managing linked lists: sentinel nodes

There is an irritating inconsistency in the structure of these lists

- When we have an empty list with no NumberNode objects, the head field of NumberList is null
- We have already seen the odd case of adding a node to the head of an existing list

The solution is to add an extra NumberNode at the beginning of the chain

- Called a sentinel node
- The sentinel holds no data, just points to the first actual node of the list
  - Or more specifically: we do not care what number it holds

Exercise 4.3.1. Re-implement the NumberList class using both the ideas of an inner class from Section 4.2 and the idea of a head sentinel from this section. Be sure to include all of these methods and constructors:

- A constructor with no arguments, setting up a new, empty list.
- Method toString, as described in Exercise 4.2.2
- Method add, as described in Exercise 4.2.3
- Method remove, as described in Exercise 4.2.4
- Method get, as described in Exercise 4.1.7
- Method indexOf, which takes an int value as its single argument, and returns either
  - The index in the list where that value occurs in the list, or
  - -1, if
- Method set, which takes
  1. A value to be stored, and
  2. A valid index to an element of the list
    and updates the list so that the given value is stored at the index. Method set should not return any result.

Which methods does the combination of inner class nodes and a sentinel head node simplify? Which does it complicate?
Exercise 4.3.2. Modify the NumberList so that it can store String objects instead.

- NumberList becomes StringList
- NumberNode becomes StringNode
- Field num becomes str, and its type becomes String
- == becomes .equals

Which other methods need to change?

Exercise 4.3.3. Modify the NumberList so that it can store Vehicle objects instead.

- NumberList becomes VehicleList
- NumberNode becomes VNode
- Field num becomes vehicle, and its type becomes Vehicle
- == becomes .equals

Which other methods need to change?

4.4 Doubly-linked lists

Types of linked list

We have been discussing singly linked lists

- Linked lists where each node contains a single link to another node in the list

There are also doubly linked lists

- Linked lists where each node contains two links, one to the subsequent node and one to the preceding node

Sentinel nodes in doubly linked lists

Many implementations of doubly linked lists will use two sentinel nodes: one at the head, and one at the tail
Creating a doubly linked list

<table>
<thead>
<tr>
<th>NumberList</th>
</tr>
</thead>
<tbody>
<tr>
<td>- int size - NumberNode head - NumberNode tail</td>
</tr>
<tr>
<td>+ NumberList() + void clear() + int size() + boolean isEmpty() + void add(int) + void add(int, int) - void addBefore(NumberNode, int) + int get(int) + int set(int, int) - NumberNode getNode(int) + int remove(int) - int remove(NumberNode) + int indexOf(int) + boolean contains(int) + String toString()</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NumberNode</th>
</tr>
</thead>
<tbody>
<tr>
<td>- int num - NumberNode next - NumberNode prev</td>
</tr>
<tr>
<td>+ NumberNode(int, NumberNode, NumberNode)</td>
</tr>
</tbody>
</table>

Initializing a doubly linked list

```java
public class NumberList {
    private int size;
    private NumberNode head;
    private NumberNode tail;

    public NumberList() {
        clear();
    }

    public void clear() {
        // TODO: Write me
    }

    //...
}
```

<table>
<thead>
<tr>
<th>NumberNode</th>
</tr>
</thead>
<tbody>
<tr>
<td>- int num - NumberNode next - NumberNode prev</td>
</tr>
<tr>
<td>+ NumberNode(int, NumberNode, NumberNode)</td>
</tr>
</tbody>
</table>
public NumberList() {
    clear();
}

public void clear() {
    head = new NumberNode(0, null, null);
    tail = new NumberNode(0, head, null);
    head.next = tail;
    tail.prev = prev;
    size = 0;
}

//...

<table>
<thead>
<tr>
<th>NumberNode</th>
</tr>
</thead>
<tbody>
<tr>
<td>- int num - NumberNode next - NumberNode prev</td>
</tr>
<tr>
<td>+ NumberNode(int, NumberNode, NumberNode)</td>
</tr>
</tbody>
</table>

Exercise 4.4.1. Improve the implementation of `get` by starting traversal from the `tail` pointer if the desired value is more than halfway through the list.

Exercise 4.4.2. Reimplement the `StringList` class of Exercise 4.3.2 so that it is a double-linked list.

4.5 Stacks and queues

Ordered data structures

Basic linked lists allow us to:

- Collect a number of objects
- Access them via `get`
- Add and remove items

For an unsorted list, there are *no constraints* on these operations

But sometimes, constraints on data insertion and access are *desirable*

- Netflix queue
- Amazon wishlist
- Email inbox
- Browser history
- Edit history in a word processor
Stacks in the real world

- Pez dispensers
- A stack of textbooks
- A stack of dishes

Stacks
And we’ve talked about stacks in the context of how Java organizes memory

More generally, a stack is a collection of elements with two principal operations:
- Push adds an item to the top of the stack
- Pop removes an item from the top of the stack
- Elements inserted into a stack come out in the reverse order
- A stack is a last-in-first-out (LIFO) structure

We are describing a stack an abstract data type
- An abstract data type is a model that defines data types in terms of their behavior (what can be done with them)

Basic stack operations
The stack ADT provides methods to
- Check if stack is empty
- Access the top object
- Push onto the top of the stack
- Pop off the top of the stack

Consider a stack of strings

<table>
<thead>
<tr>
<th>StringStack</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ StringStack()</td>
</tr>
<tr>
<td>+ boolean isEmpty()</td>
</tr>
<tr>
<td>+ String top()</td>
</tr>
<tr>
<td>+ void push(String)</td>
</tr>
<tr>
<td>+ String pop()</td>
</tr>
</tbody>
</table>
Exercise 4.5.1. Use class `StringList` of Exercise 4.3.2 to implement class `StringStack` with:

- A zero-argument constructor
- Method `isEmpty` returning `false` when the stack contains any elements
- Method `top` returning the `String` at the top of the stack (but not changing the stack)
- Method `pop`, which removes the topmost `String` from the stack, and returns that string
- Method `push`, which adds its `String` argument to the top of the stack, and returns nothing

Illegal operations such as removing an element from an empty stack should throw a sensible exception.

Implementing the stack

The `push` and `pop` methods will be the only way to modify the internal list

```java
public class StringStack {
    // Hidden from the stack user
    private final StringList list = new StringList();
    public StringStack() {
    }

    public boolean isEmpty() {
        return list.isEmpty();
    }

    public String top() {
        return list.get(0); // Always constant time
    }

    public void push(String s) {
        list.add(0, s);
    }

    public String pop() {
        final String result = top();
        list.remove(0);
        return result;
    }
}
```

Queues

A `queue` is an abstract data type that serves as a collection of elements with two principal operations:

- **Enqueue** adds an item to the back of the queue
- **Dequeue** removes an item from front of the queue
- Elements inserted into a queue come out in the same order
- A queue is a first-in-first-out (FIFO) structure

Basic queue operations

The `Queue` ADT provides methods to:

- Check if queue is empty
- Access the front object
• **Enqueue** to add to the back
• **Dequeue** to remove from the front

Consider a queue of strings

• For *StringStack*, accessing only element 0 directly, a singly-linked list would be sufficient
• But for *StringQueue*, accessing both end of the list, we want a double-linked list

```
StringQueue
```

```
«constructor» +
StringQueue() [0.5em]
«query» + boolean
isEmpty() + String
front() [0.5em] «update»
+ void enqueue (String) +
String dequeue ()
```

**Exercise 4.5.2.** Implement the class *StringQueue* using a double-linked *StringList* (with an inner *StringNode* instance, as from Exercise **4.4.2**) and with:

• A zero-argument constructor
• Method *isEmpty* returning *false* when the stack contains any elements
• Method *front* returning the *String* at the front of the queue (but not changing the queue)
• Method *dequeue*, taking no arguments, which removes the *String* at the front of the queue, and returns that string
• Method *enqueue*, which adds its *String* argument to the back of the queue, and returns nothing

Illegal operations such as removing an element from an empty queue should throw a sensible exception. You may assume that your *StringList* class has a methods *size*, *add*, *get* and *remove*. □

**Exercise 4.5.3.** Sometimes, especially when used at lower levels of system programming, queues are **bounded** to a maximum size. In this case, we can implement them as a private array field, with two *int* indices indicating where the array starts and ends. Implement the class *BoundedStringQueue* in this way:

• Its constructor should take a single *int* argument, indicating the maximum number of *String* values which the queue should be able to hold.
• Method *isFull* returning *true* when the queue is full
• Other methods behaving as in Exercise **4.5.2**

Illegal operations such as removing an element from an empty queue, or adding an element to a full queue, should throw a sensible exception. □
5 Generics

5.1 Generic classes

Generic data structures
It would be inconvenient to rewrite NumberList anew every time we want to use a new type of data

• Goal: Write our list code in such a way so that it works with any data type

An old solution
Use Object for the list element type

• Simple and it works for any reference type
• Used in early versions of Java (1.0-1.4)
• Requires casting

    public class MyList {
        private Object[] items;
        public void add(final String item) {
            // ...
        }
    }

    // Use like this
    final String fifth = (String)(lst.get(4));

    – Tedious
    – Can introduce errors in code
      • The kind of errors we do not discover until runtime
      • The kind of error reported with the location of the cast, but actually caused by an earlier bug

Searching for a better solution
Consider how we write and use a method:

• We specify formal parameters that represent inputs to the method
• We write the method so that it works regardless of what those inputs actually are
• When we call (invoke, use) the method, we pass in actual values (arguments) for it to process.

We would like to be able to do something similar for a class:

• Specify parameters that represent type "inputs" to the class
• Write the class so that it works regardless of what those type inputs actually are
• Provide actual types (arguments) for the type "inputs" when we use the class (at variable declarations and object instantiations)
A simple example — a container to hold another object

```java
public class Box {
    private Object data;
    public Box(Object d) {
        data = d;
    }
    public void set(Object d) {
        data = d;
    }
    public Object get() {
        return data;
    }
}
```

To make a generic class, we need to

- Define the type variables over which the class will be parameterized
- Use that variable (or those variables) in the class body
- Create instances of the class which supply actual parameter types for particular instances

A type argument for the Box

A **generic class** is a class that is defined with one or more **type parameters** or **type variables**

- As if these types are “inputs” to a full class definition

```java
public class MyGenericClass<T1, T2, ..., Tn> { /* .. */ }
```

For `Box`, we need a single parameter, for the type of the contents

```java
public class Box<ContentType> {
    // ...
}
```

or

```java
public class Box<C> {
    // ...
}
```

- Java style favors short type variable names
- But use Javadoc to make their purpose clear

```java
/** ...
 * @param <C> Type of the contents of the container
 */
public class Box<C> {
    // ...
}
```

Use type variables in key spots of the class definition

Inside the scope of its class, a type variable can be used just as any other type

- As the declared type of a field or local variable
- As the argument of a constructor or method
- As the result type of a method

Anywhere a type is needed
public class Box<C> {
    private C data;
    public Box(C d) {
        data = d;
    }
    public void set(C d) {
        data = d;
    }
    public C get() {
        return data;
    }
}

Provide an actual type argument
The generic Box is not a type by itself

• It needs its argument
• So Box<String> and Box<Complex> are complete types

• Must give the type arguments whenever we use Box

    final Box<String> sb = new Box<String>("Hi");
    sb.set("Hello");
    final Box<String> sb2 = new Box<String>("Bye");
    sb.set(sb2.get());

A convenient abbreviation
• In Java 5 and 6, instantiating a parameterized class requires that the type argument appear twice

    final Box<Car>
        shippingContainer = new Box<Car>(new Car("DeLorean", 1980));

• From Java 7 this was simplified
  – Only the first use of the type argument is necessary
    final Box<Car>
        shippingContainer = new Box<Car>(new Car("DeLorean", 1980));
  – The empty angle brackets <> are sometimes referred to as the diamond operator
  – Both styles work in recent versions of Java
  – The second style is preferred
  – Must use the first if dealing with legacy code
  – When in doubt — or when facing errors from Java — put the full declaration in

Some history and limits
Generic types were added to Java 5 in 2004

• Allowing non-primitive types to be type parameters when defining classes, interfaces, and methods

• Non-primitive means reference types
  – So String, Object, or any class we define like Complex, Car, or Person

• But int, float, etc. are primitive
This does not work:

```java
final Box<int> b = new Box<int>(5); // INCORRECT!
```

Java’s solution is to provide boxed versions of the primitive types

- `Integer` class provides a wrapper for `int`
- `Double` class provides a wrapper for `double`
- And so on
- All standard in `java.lang`

```java
GenericList<Integer> list = new GenericList<Integer>();
list.add(new Integer(42));
Integer first = list.get(0);
```

**Autoboxing and unboxing**

Having to create objects for each `int` we add to the list is cumbersome. We’d like to be able to do the following:

```java
GenericList<Integer> list = new GenericList<Integer>();
list.add(42);
int first = list.get(0);
Integer second = list.get(1);
```

In fact, we can do just that!

- **Autoboxing** is the process by which a primitive type is automatically converted to its corresponding wrapper object.
- **Unboxing** is the process by which a wrapper object is automatically converted back to its primitive type.

See also [docs.oracle.com/javase/tutorial/java/data/autoboxing.html](http://docs.oracle.com/javase/tutorial/java/data/autoboxing.html)

**Exercise 5.1.1.** Write single- and double-linked versions of `GenericList`, based on our linked-list classes of Section 4, but taking a single type argument for the type of the elements of the list.

**Exercise 5.1.2.** We can use our `GenericList` class to make a generic `Stack` class in the manner of the monomorphic stacks from Section 4.5. Write such a class `GenericStack` with methods reflecting the methods of Exercise 4.5.1. For example, if we execute this code:

```java
GenericStack<String> stack = new GenericStack<String>();
for (int i = 0; i < 5; ++i) {
    stack.push("Word " + i);
    System.out.println("Top: " + stack.top());
}
while (!stack.isEmpty()) {
    System.out.println("Pop: " + stack.pop());
}
```

then we should get the output:

```
Top: Word 0
Top: Word 1
Top: Word 2
Top: Word 3
```
Exercise 5.1.3.  In a similar manner to Exercise 5.1.2, use a generic double-linked list class to write a generic version `GenericQueue` of the queues of Exercise 4.5.2.

5.2 Generic methods

We've seen classes parametrized over types

```java
class Box<T> {
    private T data;
    public Box(T d) {
        data = d;
    }
    public void set(T d) {
        data = d;
    }
    public T get() {
        return data;
    }
}
```

• Our analogy was to compare methods taking value arguments with classes taking type arguments
• But if a method can take a value argument, why could it not take a type argument as well?

Type parameters

In fact, methods can take both type and value arguments

```java
public <T1, ..., Tn> ResultType method(ArgType1 arg1, ... ArgTypeN argN) {
    ...
}
```

```java
public static <T1, ..., Tn> ResultType method(ArgType1 arg1, ... ArgTypeN argN) {
    ...
}
```

• The method must work when substituting any types for the T1, ..., Tn
• The type variables T1, ..., Tn can appear in the ResultType as well as the ArgType’s
• The T1, ..., Tn are separate from any type variables associated with the class
  – In fact the class may be monomorphic
Removing one list element

public <A> void shorten(GenericList<A> orig) {
    if (orig.size() > 0) {
        orig.remove(0);
    }
}

- Works for any type A
- Checking the length and removing the first element apply to any element type

Type parameter in the result type

public <A> GenericList<A> pull(GenericList<A> orig) {
    final GenericList<A> result = new GenericList<>();
    if (orig.size()>0) {
        result.add(orig.get(0), 0);
        orig.remove(0);
    }
    return result;
}

- We do not need to know the actual value of A to create a list to hold A values

Two type variables

public abstract class PolyClass<P> {
    public abstract boolean tester(P p);
    public <Q> boolean check(Q item1, P item2) {
        if (tester(item2)) {
            return false;
        } else {
            return item1.toString().length() % 2 == 1;
        }
    }
}

- P and Q are not necessarily the same type
  - But they are also not necessarily different
  - Since we can make no assumptions about the type of Q, only methods defined for all objects are valid for arguments of declared type Q

The standard Java library contains a number of interesting interfaces; the next few interfaces introduce you to several of them. Remember that when your program uses classes which are not in package java.lang, you will need to explicitly import them.

Exercise 5.2.1. Exercise 2.2.1 introduced the interface IntegerPredicate, which describes classes providing a method which answers a yes-or-no question about an integer. In the java.util.function class there is a generic interface Predicate which described predicates over a type given as the argument to Predicate. Write these classes which implement Predicate given a suitable argument.
1. Class `IntegerEvenPredicate`, whose `check` method takes an `Integer` and returns `true` exactly when its argument is an even integer (where even means that the result when dividing by two has remainder `0`). So in this case `IntegerEvenPredicate` will implement `Predicate<Integer>`.

2. Class `IntegerSquarePredicate`, whose `check` method takes an `Integer` and returns `true` exactly when its argument is a perfect square.

3. Class `IntegerPowerOfTwoPredicate`, whose `check` method takes an `Integer` and returns `true` exactly when its argument is an exact power of two (1, 2, 4, 8, 16, and so on).

4. Class `StringEmptyPredicate`, whose `check` method takes a `String` and returns `true` when its argument is the empty string.

5. Class `StringEvenLengthPredicate`, whose `check` method takes a `String` and returns `true` when its argument has even length.

6. Class `StringCapitalizedPredicate`, whose `check` method takes a `String` and returns `true` when its first character is an upper-case letter.

Exercise 5.2.2. Exercise 2.2.3 introduced the interface `IntegerFunction`, which describes classes providing a method which answers a yes-or-no question about an integer. In the `java.util.function` class there is a generic interface `Function` which described functions whose domain and range types are given as arguments to `Function`. Write these classes which implement `Function` given suitable arguments:

1. Class `StringLengthFunction`, whose `apply` method takes a `String`, and returns the length of that string. In this case, the class will implement `Function<String,Integer>`.

2. Class `IntegerIncrementFunction`, whose `apply` method takes an `Integer` and returns a value one greater than its argument.

3. Class `IntegerSquareFunction`, whose `apply` method takes an `Integer` and returns the square of its argument.

4. Class `IntegerDirakFunction`, where:
   - The constructor of the class takes an argument `base`
   - The `apply` method on an instance takes an `Integer` and returns `1` if that argument is the same as that instance’s `base`, and `0` otherwise.

5. Class `StringLengthFunction`, whose `apply` method takes a `String` and returns the length of that string

6. Class `StringReverseFunction`, whose `apply` method takes a `String` and returns a string with the same characters but in reverse order

7. Class `SSSSSFunction`, whose `apply` method takes an `Integer` and returns a `String` consisting of that number of repetitions of the character `S`.

Exercise 5.2.3. Write a class `StringListLinesPrinter` which implements interface `Consumer<GenericList<String>>`, where `accept` prints the strings in its argument list over different lines, starting a new string for each line.
Exercise 5.2.4. Write a generic interface `ListConsumer<A>` which extends interface `Consumer`. `ListConsumer<A>` should not introduce any new methods, but should simply provide the right type argument to its superclass so that its `accept` method takes an argument of type `GenericList<A>`.

Exercise 5.2.5. In Exercise 2.2.12 we used abstract methods to deploy the Template Method pattern. We can achieve the same structure by passing instances of `java.util.function` types to the constructor of a Template Method base class.

Write a `concrete` class `IntervalConsumingCalculation` with

- A single constructor which takes four arguments:
  1. An instance of `Function<Integer, Integer>` named `intervalStartMaker`
  2. An instance of `Function<Integer, Integer>` named `intervalEndMaker`
  3. An instance of `Supplier<Long>` named `initialResultSupplier`
  4. An instance of `BiFunction<Long, Int, Long>` named `nextResultCalculator`

- A single method `performCalculation`, which makes the same steps as in Exercise 2.2.12 but using calls on the objects passed to the constructor instead of calls to the abstract methods.

Then write new versions of the two classes `DerivedFactorial` and `DerivedSumThrough` which extend `IntervalConsumingCalculation` instead of `AbstractIntervalConsumingCalculation`. Just as before, your revised `DerivedFactorial` and `DerivedSumThrough` classes must not override the `performCalculation` method! Moreover, they should not introduce and new methods. Their constructors should take no arguments, and they should simply pass appropriate `java.util.function` instances in their constructors’ calls to `super`.

5.3 The `Iterable` interface

The `iterator` interface

You may have noticed the method `iterator`

- Gives an object which lets us see the elements of an array or list one at a time

```java
final String[] myStrings;
// Setup for myStrings omitted

final Iterator<String> iter = myStrings.iterator();
while (iter.hasNext()) {
    System.out.println(iter.next());
}
```

Two generic interfaces

Under the hood, there are two generic interfaces behind this mechanism

The `Iterable` interface

```java
public interface Iterable<T> {
    public Iterator<T> iterator();
}
```

The `Iterator` interface

```java
public interface Iterator<T> {
    public T next();
    public boolean hasNext();
}
```

So any class we create could be iterable, not just a list or array
Making `GenericList` iterable

We need a class for the object returned by `iterator`

class `GenericListIterator<A>`
    implements `Iterator<A>` {
    private int index=0;
    private final `GenericList<A>` items;
    public `GenericListIterator`(`GenericList<A>` items) {
        this.items = items;
    }
    @Override
    public `A` next() {
        final `A` result = items.get(index);
        index = index + 1;
        return result;
    }
    @Override
    public boolean hasNext() {
        return index<items.length();
    }
    }

public class `GenericList<A>`
    implements `Iterable<A>` {

    // ...

    @Override
    public `Iterator<A>` iterator() {
        return new `GenericListIterator<A>`(this);
    }

}

Making `GenericListIterator` inner

If we make `GenericListIterator` an inner class of `GenericList`, then we can use the nodes directly, and save repeated traversals of the node chain

- Let’s assume a single-linked list with a head sentinel

public class `GenericList<A>` {

    // ...

    @Override
    public `Iterator<A>` iterator() {
        return new `GenericListIterator<A>`();
    }

}

private class `GenericListIterator`
    implements `Iterator<A>` {
    private final `Node` nextNode;
    public `GenericListIterator`() {

nextNode = head.getNext();
} }

@Override
public String next() {
    final A result = nextNode.getValue();
    nextNode = nextNode.getNext();
    return result;
}

@Override
public boolean hasNext() {
    return nextNode != null;
}
}

Short-form for loop

• The Iterable class is behind the short-form for loop

• Any object of a class implementing Iterable can be used in these loops:

public interface Comparable<T> {
    public int compareTo(T o);
}

• So we can compare an Integer to an Integer, but not to a String

Sorted lists

Suppose we want to keep our list of Vehicle instances sorted in some way.

• Need a way to compare two Vehicle instances and identify which comes first

We can implement the Comparable interface

public interface Comparable<T> {
    public int compareTo(T obj);
}

The compareTo() method should:

• Return 0 if the invoking object and obj are "equal"

• Return a negative number if invoking object is "less than" obj

• Return a positive number if invoking object is "greater than" obj
Implementing the Comparable interface
As with equals, the programmer defines what equal-to, greater-than, and less-than mean

For example, we will:

• Sort Car instances first by make/model, then by mileage
• Sort Truck instances by make and model, then capacity, then mileage
• Sort Van instances by make and model, then number of passengers, then mileage

We can ensure that all subclasses provide an implementation of compareTo by having the Vehicle class implement the interface

```
public abstract class Vehicle implements Comparable<Vehicle> {
    // So Vehicle agrees to provide a method int compareTo(Vehicle v)
    // But we do not define any such method in Vehicle!
    // It’s OK because Vehicle is abstract
    // We are placing an obligation on the concrete children of Vehicle

    A first try at a compareTo method for Car

    public class Car extends Vehicle {
        public int compareTo(Vehicle other) {
            if (!(other instanceof Car)) {
                // Not a car, so unclear how to order
                return 0;
            }
            final Car c = (Car)other;

            // Compare makeModel first
            if (!makeModel.equals(c.makeModel)) {
                return makeModel.compareTo(c.makeModel);
            }

            // If same makeModel, compare by mileage
            return getMileage() - c.getMileage();
        }
    }
```

Requirements for the compareTo method
The compareTo method should provide a total ordering on the objects of each class that implements it

• Sign should flip when reversing caller and argument
  - If (x.compareTo(y) < 0) then (y.compareTo(x) > 0)
  - If (x.compareTo(y) > 0) then (y.compareTo(x) < 0)

• It should be transitive
  - If (x.compareTo(y) < 0 && y.compareTo(z) < 0) then (x.compareTo(z) < 0)
• Sign should be consistent for equal objects

    If x.compareTo(y) returns 0 then either:
    
    - (x.compareTo(z) > 0 && y.compareTo(z) > 0), or
    - (x.compareTo(z) < 0 && y.compareTo(z) < 0)

See also the Comparable Javadoc page

Consistency between compareTo and equals
It is also strongly recommended that that compareTo and equals be consistent

    (x.compareTo(y) == 0) == (x.equals(y))

That is: compareTo should say two objects are equal if and only if equals says that they are equal

So we should always have one of the scenarios below

• But it is not enforced by the compiler

• Up to the programmer to stay consistent

Both equal

    obj1.equals(obj2) == true
    obj1.compareTo(obj2) == 0

Both not equal

    obj1.equals(obj2) == false
    obj1.compareTo(obj2) != 0

An inconsistent compareTo and equals

    public class Car extends Vehicle {
        public boolean equals(Object other) {
            if (!(other instanceof Car)) {
                return false;
            }
            Car c = (Car) other;
            return (this.makeModel.equals(c.makeModel) &&
                    getMileage() == c.getMileage());
        }
        public int compareTo(Vehicle other) {
            if (!(other instanceof Car)) {
                return 0;
            }
            Car c = (Car) other;
            if (!this.makeModel.equals(c.makeModel)) {
                return this.makeModel.compareTo(c.makeModel);
            }
            return getMileage() - c.getMileage();
        }
    }

• So is a Car instance equal to instances of other classes, or not?
Are these `compareTo` and `equals` consistent?

```java
public class Car extends Vehicle {
    public boolean equals(Object other) {
        if (!(other instanceof Car)) {
            return false;
        }
        final Car c = (Car)other;
        return (this.makeModel.equals(c.makeModel) &&
        getMileage() == c.getMileage());
    }
    public int compareTo(Vehicle other) {
        if (!(other instanceof Car)) {
            return -1;
        }
        final Car c = (Car)other;
        if (!this.makeModel.equals(c.makeModel)) {
            return this.makeModel.compareTo(c.makeModel);
        }
        return getMileage() - c.getMileage();
    }
}
```

- We have ordered `Car` instances before non-cars
- Is this viable?

More trouble with related classes

The fix on the previous slide

```java
if (!(other instanceof Car)) {
    return -1;
}
```

works to ensure consistency when comparing `Car` instances, but also introduces some odd behavior if adopted as is for `Truck`

```java
public class Truck extends Vehicle { //...
    public int compareTo(Object other) {
        if (!(other instanceof Truck)) {
            return -1;
        }
        // ...
    }
}
```

// And executing statements
Car c = new Car("Honda Civic", 214118);
Truck t = new Truck("Ford F-150", 0, 5);
if (c.compareTo(t) < 0) { System.out.println("c less than t"); } 
if (t.compareTo(c) < 0) { System.out.println("t less than c"); } 

This will print:
c less than t
t less than c
Comparison across related classes
We need to also enforce an ordering across classes

```java
public class Car extends Vehicle { //...
    public int compareTo(Object other) {
        if (!(other instanceof Car)) {
            return -1; // Cars always come first
        }
        // .../
    }
}
```

```java
public class Van extends Vehicle { //...
    public int compareTo(Object other) {
        if (!(other instanceof Van)) {
            return 1; // Vans always come last
        }
        // .../
    }
}
```

Comparison across related classes
We need to also enforce an ordering across classes

```java
public class Truck extends Vehicle { //...
    public int compareTo(Object other) {
        if (!(other instanceof Truck)) {
            if (other instanceof Car) {
                return 1; // Trucks come after Cars
            } else if (other instanceof Van) {
                return -1; // Trucks come before Vans
            } else {
                return -1; // Trucks before anything else
            }
        }
        // .../
    }
}
```

- Requires subclasses to know about each other
- Not particularly sustainable for a larger number of classes
- Burdensome when adding new subclasses of Vehicle

5.5 Type parameter bounds
Sorted lists
Once we can compare our objects, we can ensure that our own lists are sorted by changing how objects get added.

Implementation of sorted insert

Sorted insertion is relatively simple, as long as the list is kept sorted

```java
public void add(final Vehicle v) {
    VNode pos = head.next;
    while (pos != tail && v.compareTo(pos.data) >= 0) {
        pos = pos.next;
    }
    addBefore(pos, v);
}
```

Prevent users from messing up the ordering

```java
public void add(final int idx, final Vehicle v) {
    // Ignore index specified by user
    add(v);
}
```

Maintaining unique items

Sorted lists can be used to maintain a unique set of items

- The list will hold no duplicates

```java
public void add(Vehicle v) {
    VNode pos = head.next;
    while (pos != tail && v.compareTo(pos.data) > 0) {
        pos = pos.next;
    }
    // v.compareTo(pos.data) <= 0, so check equality
    if (pos != tail && v.equals(pos.data)) {
        return false; // Don’t add if already stored
    }
    addBefore(pos, v);
}
```

Generic sorted lists

Recall our sorted list class:

```java
public class SortedVehicleList {
    // ...
    public void add(final Vehicle v) {
```

125
VNode pos = head.next;
while (pos != tail
    && v.compareTo(pos.data) >= 0) {
    pos = pos.next;
}  
addBefore(pos, v);

Can we make it generic in the same way?

public class SortedList<T> {
    // ...
    public void add(final T item) {
        Node pos = head.next;
        while (pos != tail
            && item.compareTo(pos.data) >= 0) {
            pos = pos.next;
        }
        addBefore(pos, item);
    }

    • No! We cannot just assume that any class T implements Comparable

Type variable bounds
We can impose bounds on type variables

• A simple example first:

    public interface Plastic {
        public String color();
    }

• Then we can make a version of Box which holds only objects which conform to Plastic

    public class PlasticBox<T extends Plastic> {
        // ...just like Box...
    }

• Java will enforce this bound when we describe a particular PlasticBox

    public class FoodWrap implements Plastic {
        // ...
    }
    public class AluminumFoil {
        // *Not* Plastic
        // ...
    }

    – This declaration compiles:
        PlasticBox<FoodWrap> p;
    – This declaration is erroneous:
        PlasticBox<AluminumFoil> p;
Bounds and type arguments

Comparable is more complicated than Plastic

- Comparable requires a type argument
- What argument should it take?
  - In other words: what type of values do we want to compare to?

- When we think of comparison and total orders, we think about comparing similar things
  - We’d compare an Integer to an Integer
  - We’d compare a String to a String
  - We would not compare a String to an Integer
  - Remember the laws for these things!
- So the elements of a SortedList must be comparable to themselves
  - We could use the type variable again in the bound
    ```
    public class SortedList<T extends Comparable<T>> {
    ```
  - Is this good enough?

With Vehicle

We could now define a sorted list of Vehicle using the generic type

- We’ve already made Vehicle implement Comparable<Vehicle>
- So Vehicle satisfies the bound
- Progress!

With Car

What if we wanted a SortedList<Car>?

- We can certainly use compareTo on two Car instances
- So we should be able to make a sorted list of them
- But Car not satisfy the bound!
  - Doesn’t Car implement Comparable<Car>?
  - No — Car implements Comparable<Vehicle>!
- So Car does not fit the pattern T implements Comparable<T>
  - And a declaration
    ```
    SortedList<Car> cars;
    ```
  - will raise an error
Why would Car be reasonable?
Car's compareTo method can be applied to more than just Car instances

- SortedList would be fine with Car implementing Comparable<Car>
- But when Car implements Comparable<Vehicle>, we want SortedList to understand that the method is still OK for any Car
  - This is true because Car is a subclass of Vehicle
  - This would be true for any class for which Car is a subclass
  - Or in other words, for any superclass of Car
- We want to declare SortedList so that its type argument T
  - Can be compared to any superclass of T
  - We don’t care exactly what it’s comparable to, so long as it is a superclass of T
- Java lets us make such a declaration:

  ```java
  public class SortedList<T extends Comparable<? super T>> {
  ...
  ```

  - So now, when we declare
    ```java
    SortedList<Car> cars;
    ```
  
  Java will notice
  1. That the type argument Car implements Comparable<Vehicle>, and
  2. That Vehicle is in fact some superclass of the argument Car

  So we’ve satisfied the constraint!

From the Java standard library
At first these type bounds seem like a strange and exotic idea
But we find them in a number of places in the Java libraries

- In enumerated types

  ```java
  EnumMap<K extends Enum<K>,V>
  EnumSet<E extends Enum<E>>
  ```

- In classes for event handling

  ```java
  EventListenerProxy<T extends EventListener> An abstract wrapper clas
  ```

- In methods for collections classes like SortedSet

  ```java
  Comparator<? super E> comparator()
  Returns the comparator used to order
  ```

(Screenshots from SDK Javadoc pages)

5.6 Java Collections classes
Collections
So far, we have created our own generic data structures:

• GenericList<T>
• GenericStack<T>
• GenericQueue<T>

These are all examples of collections

• A collection is an object that groups multiple elements into a single unit. It is used to store, retrieve, manipulate, and communicate aggregate data.

Java provides this same functionality (and much more) within the java.util package, which include numerous data collection classes that share a common interface.

The Collection interface
In Java, the java.util.Collection<E> interface specifies common operations that any collection should be able to do:

• Add elements
• Remove elements
• Provide an iterator
• Check for membership

```
+ int size() +
+ boolean isEmpty() + boolean contains(Object) + Object[] toArray() + Iterator<E> iterator()
+ void clear() + boolean add(E) + boolean remove(Object) ...
```

The Java collections framework
In addition to Collection, the java.util package provides interfaces for several common abstract data types (ADTs)

```
+ interface java.util.Set<E>
+ interface java.util.List<E>
+ interface java.util.Queue<E>
```

A collections framework is a unified architecture for representing and manipulating collections.
Implementations in the collections framework

In order to make use of these interfaces, we need concrete classes that implement them. The `java.util` package provides several options.

```
interface Collection<E> extends Iterable<E> {
    int size();
    boolean isEmpty();

    boolean contains(Object element);
    boolean add(E element); // optional
    boolean remove(Object element); // optional

    Iterator<E> iterator();

    boolean containsAll(Collection<?> c);
    boolean addAll(Collection<? extends E> c); // optional
    boolean removeAll(Collection<?> c); // optional
    boolean retainAll(Collection<?> c); // optional

    void clear(); // optional

    Object[] toArray();
    <T> T[] toArray(T[] a);
}
```

The Collection interface

```
public interface Collection<E> extends Iterable<E> {
    // ...
    boolean contains(Object element);
    boolean add(E element);
    boolean remove(Object element);

    Iterator<E> iterator();

    Object[] toArray();
    <T> T[] toArray(T[] a);
}
```

Generics in the Collection interface

Many of the methods in the Collection interface are generic.
• E is the type parameter for the collection

• T is the type parameter for this method

• The second toArray method checks at run-time that the elements of this collection conform to T

• Many of these methods are for backwards-compatibility with old versions of Java which did not have generics
  – Sun wanted as much old code as possible to continue to be valid
  – So the only method type changes were those necessary to ensure type integrity

• Generics and primitive arrays do not always fit well together

Wildcards and bounds the Collection interface
Other methods in the Collection interface are specified in terms of wildcards

public interface Collection<E> extends Iterable<E> {
    // ...
    boolean containsAll(Collection<?> c);
    boolean addAll(Collection<? extends E> c);
    boolean removeAll(Collection<?> c);
    boolean retainAll(Collection<?> c);
    // ...
}

• ? represents any type
  – But sometimes this would cause runtime exceptions if it does not properly conform
  – So some uses must be bound

• The bound ? extends E guarantees that objects in the given collection conform to the element type E
  – And this can be checked at compile-time

"Optional" methods
Several of the methods in the Collection interface are marked optional

public interface Collection<E> extends Iterable<E> {
    // ...
    boolean add(E element); // optional
    boolean remove(Object element); // optional
    boolean addAll(Collection<? extends E> c); // optional
    boolean removeAll(Collection<?> c); // optional
    boolean retainAll(Collection<?> c); // optional
    void clear(); // optional
    // ...
}

• The "contract" for using java.util collections classes does not require an implementations to support these methods
  – Compare with the "contracts" for equals, compareTo, etc.

• However, they must still be implemented
  – For example by throwing an UnsupportedOperationException

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Lists in Java

One kind of Collection is a List

- Collection does not imply a notion of order, or indices
- Provided by the List interface
- Concrete implementations of the list interface are provided by several classes:
  - ArrayList
  - LinkedList
- Both interface and implementations are generic

```java
ArrayList<TYPE> myList = new ArrayList<TYPE>(); // Fill in TYPE
List<TYPE> myList = new ArrayList<TYPE>(); // Fill in TYPE
ArrayList<String> myList1 = new ArrayList<String>();
List<String> myList2 = new ArrayList<String>();
```

The List interface

```java
public interface List<E> extends Collection<E> {

    // Access by index position
    E get(int index);
    E set(int index, E element); // optional
    void add(int index, E element); // optional
    E remove(int index); // optional
    boolean addAll(int index, Collection<? extends E> c); // optional

    // Search
    int indexOf(Object o);
    int lastIndexOf(Object o);
    ListIterator<E> listIterator();
    ListIterator<E> listIterator(int index);

    // Range-view
    List<E> subList(int from, int to);
}
```

Implementations of the List interface

To use the List interface, we need an actual concrete class that implements it

```java
interface java.util.List<E>

java.util.ArrayList<E> java.util.LinkedList<E>
```

Two basic approaches (with many variations):

- **Direct access** (ArrayList): Stores elements in an underlying array (a contiguous chunk of memory)
- **Linked access** (LinkedList): Stores elements in a chain of nodes (not necessarily contiguous)
The `java.util.ArrayList<E>` class

The built-in `ArrayList<E>` class uses an array "under the hood".

![Diagram of `java.util.ArrayList<E>` class]

The `java.util.LinkedList<E>` class

The built-in `LinkedList<E>` class implements the `List<E>` and `Collection<E>` interfaces, and providing additional functionality as well.

![Diagram of `java.util.LinkedList<E>` class]

Using Java’s lists

```java
ArrayList<String> list = new ArrayList<String>();

list.add("Hello"); // contents: {"Hello"}
list.add("World!"); // contents: {"Hello", "World!"
list.add(1, "Blue"); // contents: {"Hello", "Blue", "World!"

list.contains("Blue"); // returns true
list.set(1, "Green"); // contents: {"Hello", "Green", "World!"

String temp = list.get(1); // returns "Green"
int curSize = list.size(); // returns 3

list.clear(); // contents: {}
curSize = list.size(); // returns 0
```

**Iterator and ListIterator**

We have seen the `Iterator` interface already:

```java
public interface Iterator<T> {
    public boolean hasNext();
    public T next();
    public void remove();
}
```
The `ListIterator` interface is a subinterface of `Iterator` that also provides abilities to add/change objects and to move backwards.

```java
public interface ListIterator<T> extends Iterator<T> {
    public boolean hasPrevious();
    public T previous();
    public void add(T x);
    public void set(T newVal);
}
```

### 5.7 Hash codes

#### Finding elements in a collection

We have seen some basic patterns for searching for data in a linear collection (e.g., array, linked list):

- Linear search
  - Straightforward
  - Worst-case $O(n)$
- Binary search
  - Worst-case $O(\log_2 n)$
  - Requires sorted data and random access

- Can we do better?

#### A little bit of magic in our collections

Suppose we had access to a magic method:

- Given an element as input, it immediately returns the location (index) where the element should be located
- We could then go to that location and then determine whether or not the element is actually present
- This would transform search into a constant-time lookup!

What sorcery is this!?

*Hash functions!*

- Same idea used in library indexing

#### Computing a hash code

In addition to methods like `toString` and `equals`, every `Object` in Java has its own method for hashing:

```java
public int hashCode()
```

- Converts the data fields of an object (its state) to a single integer value

```java
final Integer obj1 = new Integer(2011);
System.out.println(obj1.hashCode());

final String obj2 = new String("2011");
System.out.println(obj2.hashCode());
```

```
2011
1537246
```
**Overriding the `hashCode` method**

Every class we write inherits a default implementation of `hashCode`

- Like the default implementation of `equals`, it is only guaranteed to return the same hash code for two objects if they are identical (same physical object in memory)

```java
class Person {
    private String name;
    // ...
    public int hashCode() {
        return 1000 + name.hashCode();
    }
}
```

But we can override this standard behavior

```java
public class Person {
    private String name;
    // ...
    public int hashCode() {
        return 1000 + name.hashCode();
    }
}
```

**Laws for `hashCode` values**

An implementation of `hashCode` should adhere to these requirements:

- `hashCode` returns a consistent value every time it is invoked within a single application run (in particular, it must not be random)
- If two objects are equal according to `equals`, then they must return the same hash code
- If two objects are unequal according to `equals`, they are not required to return different hash codes

For you as a programmer, this means

- If you override `equals`, you really should override `hashCode`
  - But the compiler will not force you to do so
- If you override `hashCode`, you do not need to override `equals`

More info on the [Javadoc page for Object](https://docs.oracle.com/en/java/javase/11/docs/api/java.base/java/lang/Object.html)

**Using the magic hash function**

With `hashCode`, every object has its own integer code. This leads to the following idea:

- Store all data in a large array called a hash table
- To store an object, place it at the index matching its hash code
- To look up an object, search the index matching its hash code

```
[0] [1] [2]  [50]  [98] [99] [100]
y  w  ...  x  ...  z
```

```
w.hashCode() == 2
x.hashCode() == 50
z.hashCode() == 100
```
Some issues with `hashCode`

Two objects with the same content should produce the same hash code:

```java
Integer obj1 = new Integer(2011);
Integer obj2 = new Integer(2011);
System.out.println(obj1.hashCode() + " : " + obj2.hashCode());
```

For example:

```
2011 : 2011
```

Two objects with different content could still produce the same hash code:

```java
String aStr = "Aa";
String bStr = "BB";
System.out.println(aStr.hashCode() + " : " + bStr.hashCode());
```

Conforming output could be:

```
2112 : 2112
```

Some issues with `hashCode`

So we cannot assume that every object has a unique hash code.

- Only so many integers to choose from (in machine representation)
- Two distinct objects collide if they possess the same hash code.
- Hash codes may also be negative

```java
String s = "1999999999999999999999";
System.out.println(s.hashCode());
```

gives:

```
-657850008
```

- We can still make the idea of hash table lookup work, but it requires a bit thought

Resolving collisions in a hash table

Given that collisions are possible, an effective hash table needs to be able to resolve them

- For each “bucket” (cell) in the array, store a list of objects that reside there
  - This is called separate chaining
- So our hash table can be implemented as an array of lists
- Another option for resolving collisions is to store a new entry at the first available cell after its hash index; this idea is known as probing
Finalizing the details of the hash table

For each object that needs to be stored in our hash table, we would:

- Compute the hash code
- Convert to an array index
- Go to that array index, and store object in the list at that location

The process for look-up is similar

- Overall running time is bounded by the size of the largest list in the array

Implementing a hash table

```java
final LinkedList<Vehicle>[]
    table = new LinkedList[100]; // Compiler warning!
for (int i=0; i<table.length; ++i) {
    table[i] = new LinkedList<>();
}

// Store an element
Vehicle v = new Car("Honda Civic", 214118);
int code = v.hashCode();
int idx = Math.abs(code) % table.length;
table[idx].add(v);

// Look up
Vehicle t = new Truck("Ford F-150", 1234, 2);
int idx2 = Math.abs(t.hashCode()) % table.length;
if (table[idx2].contains(t)) {
    System.out.println("Truck is in table!");
}
```

The java.util.HashSet Class

Rather than reinventing the wheel, we can take advantage of built-in collections for hashing, for example HashSet

- Implements the Collection interface
- Implements the Set interface, so no duplicates allowed
  - add returns false if we try to store a duplicate
- The contains method is very fast
Using a `HashSet`

```java
final String s = "If I knew the answer I would tell you that I knew",
// Split on whitespace
final String[] words = s.split(" ");

HashSet<String> hs = new HashSet<String>();
for (String word : words) {
    hs.add(word);
}

System.out.println("Total words: " + words.length);
System.out.println("Unique words: " + hs.size());
System.out.println(hs);
```

Prints:

```
Total words: 12
Unique words: 9
[that, would, answer, knew, you, tell, the, If, I]
```

Objects get stored in whatever order their hash codes give

Using a `HashSet`

```java
// Continued from previous
String s1 = "answer";
String s2 = "question";

System.out.println(hs.contains(s1));
System.out.println(hs.contains(s2));
```

true
false

- Programmer can *quickly check* if an object is present or not
- Does not need to know how the hash function works
- Saves a lot of time for larger sets (no loops)
The `java.util.HashMap` class

The `java.util.HashMap<K,V>` class implements the `Map<K,V>` interface

- But *not* the `Collection<E>` interface
- Similar to other collections, we can check size and if it is empty
- Need to use `put` to add a `(key, value)` pair
  - Returns the old value if updated
- Fast look-up via hashing
- *No* iterator access to the map directly; must ask for keys and/or values as a separate collection and iterate

```java
java.util.HashMap<E>

... <query> + int size() + boolean isEmpty() + boolean containsKey(Object key) + boolean containsValue(Object value) + V get(Object key) + Set<K> keySet() + Collection<V> values() + Set<Map.Entry<K,V> entrySet() +
<update> + V put(K key, V value) + V remove(K key)
```

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6 Interaction

6.1 Files

6.1.1 Java’s model of files and directories

Files and directories

- A file is a persistent record of data on a computer system.
- On modern operating systems, files live in directories
  - Also called folders

The full “address” of a file is its filepath.

The readme.txt file has the absolute address: /home/user1/readme.txt

The file system structure:

```
/ (root)
  home ...
  user1 ...
    Hello.java ...
    readme.txt ...
  bin ...
    java ...
    javac ...
  lib ...
```

Files in Java

File manipulation in Java is done via the java.io.File class

- Deals with names of files and directories (folders)
- Creating a new File(...) object creates something that holds a path name for a file/directory
- Calling createNewFile() or mkdir() will attempt to create an actual empty file/directory

```
java.io.File

- String fileName
  + constructors: File(String) ...
  + query: boolean canRead() + boolean canWrite() + boolean isFile() + boolean isDirectory() + boolean exists() + String getName() + int length() ...
  + update: boolean createNewFile() + boolean delete() + boolean mkdir() ...
```

Creating files

```
public static void makeFile(String filename) {

    final File f = new File(filename);
    if (f.exists()) {
        System.out.println("Exists!");
    } else {
        boolean itWorked = f.createNewFile();
        if (itWorked) {
```
System.out.println("Created");
}
}

• Does not compile!

java.lang.Error: Unresolved compilation problem:
    Unhandled exception type IOException

• createNewFile throws an IOException, which is checked

1. Creates File object to store name of file
2. Check if file with that name already exists
3. If not, create new file
   • The boolean return value indicates success or failure

I/O (input/output) exceptions
The createNewFile method has signature

public boolean createNewFile() throws IOException {...}

Since IOException is a checked exceptions, it must be handled in any code that could possibly generate one.

• The throws keyword tells the compiler that the exception might happen, and the compiler then requires the programmer to handle this possibility beforehand

• Options for resolving:
  – Surround with try/catch
  – Propagate exception by adding throws clause

Creating files (the right way)

public static void makeFile(String filename) {
    final File f = new File(filename);
    if (f.exists()) {
        System.out.println("Exists!"ัญ];
    } else {
        try {
            final boolean itWorked = f.createNewFile();
            if (itWorked) {
                System.out.println("Created.");
            }
        } catch (final IOException e) {
            System.out.println("Failed!");
        }
    }
}

• Now if file creation fails, the exception is caught and handled
Creating files (another right way)

public static void makeFile(String filename) throws IOException {
    final File f = new File(filename);
    if (f.exists()) {
        System.out.println("Exists! ");
    } else {
        final boolean itWorked = f.createNewFile();
        if (itWorked) {
            System.out.println("Created.");
        }
    }
}

• Now, any code that calls the makeFile method must deal with the possible exception

Files in directories
Sometimes we want to create/read/write a file that is in a specific directory

try {
    final File dir = new File("output");
    dir.mkdir();
    final String filename = dir.getCanonicalPath()
        + File.separator
        + "data.txt";
    final File f = new File(filename);
    f.createNewFile();
} catch (final IOException e) {
    e.printStackTrace();
}

• With mkdir, make directory instead of basic file
• Method getCanonicalPath and static variable File.separator can be used to produce a filename that has all the information needed to place the file in the right place on any file system

Reading and writing to files
File objects can create files and directories
• But they are not used for actually reading and writing files
• Streams allow data to move between a program and a file
They handle things like the differences between how fast programs can run and how slow data can be written to or read from a disk.

6.1.2 Files and streams

Input and output streams: some complications
Input and output generally require two (or more) stages

- One for dealing with the file directly
- Other(s) for getting the data to/from the executing program

Input and output streams: some additional complications

- The use of BufferedReader and BufferedWriter can sometimes be avoided, but doing so can cause slow-down and other problems, particularly for large files
  
  - Disk access is very slow compared to the CPU!
- For writing text output to files, it is easier to add a third layer

Writing to a text file

```java
public void writeSampleOutput(String filename) {
    try {
        final FileWriter fout = new FileWriter(filename);
        final BufferedWriter buffout = new BufferedWriter(fout);
        final PrintWriter pout = new PrintWriter(buffout);
```
pout.println("This is line 1.");
pout.flush();
pout.close();

} catch (IOException e) {
  System.out.println("Error: " + e);
}

Six steps

1. Create output stream for file
2. Create buffered output stream for program
3. Create convenient write stream for user
4. Write to file
5. Flush the stream
6. Close the stream

The FileWriter class

The FileWriter has a several constructors

• The basic constructor:
  
  public FileWriter(String name)
  throws FileNotFoundException
  
  – Creates a new file stream each time (also a new file if needed)
  – Will overwrite any pre-existing file of the same name

• The append constructor:
  
  public FileWriter(String name, boolean append)
  throws FileNotFoundException
  
  append = false  Same as basic constructor
  append = true  Opens any existing file in append mode
  
  – Any new output is added onto the end of the file
  – Original file contents are preserved

Appending to a text file

Creating the FileWriter in append mode, so existing contents of the file are preserved

public void
writeSampleOutput(String filename) {
try {
  final FileWriter
    fout = new FileWriter(filename, true);
  final BufferedWriter
    buffout = new BufferedWriter(fout);
final PrintWriter
    pout = new PrintWriter(buffout);
    
pout.println("This is line 1.");
pout.flush();
pout.close();

} catch (IOException e) {
    System.out.println("Error: " + e);
}
}

Reading from a text file

public void
    readSampleInput(String filename) {
    try {
        final FileReader
            fin = new FileReader(filename);
        final BufferedReader
            reader = new BufferedReader(fin);
        String line = reader.readLine();
        while (line != null) {
            System.out.println("Line: " + line);
            line = reader.readLine();
        }
        reader.close();
    } catch (IOException e) {
        System.out.println("Error: " + e);
    }
}

Steps
1. Create input stream for file
2. Create buffered input stream for program
3. Read from file
4. Close the stream

Why a loop?
• We rarely know how long a file will be
  – And the length can change
• A loop to read until the end of the file is useful
**Reading from a file using BufferedReader**

There are different ways to read data using the BufferedReader:

- **One line at a time**

  ```java
  public String readLine() throws IOException
  {
    // Each line read separately (up to but not including line break)
    // Returns String result, or null if the end of the file is reached
  }
  ```

- **One character at a time**

  ```java
  public int read() throws IOException
  {
    // Returns a single character as an int
    // Can cast to char if needed
    // Returns -1 upon reaching end of file
  }
  ```

**Reading one character at a time**

```java
public void readSampleInput(String filename) {
  try {
    final FileReader fin = new FileReader(filename);
    final BufferedReader reader = new BufferedReader(fin);

    int letter = reader.read();
    while (letter != -1) {
      System.out.print((char) letter);
      letter = reader.read();
    }

    reader.close();
  } catch (IOException e) {
    System.out.println("Error: " + e);
  }
}
```

- **Note casting int to char**
  - So print will show that character, not a number
  - (Try it without the cast)

**Parsing input with Scanner**

The Scanner class (java.util.Scanner) can read input from a variety of sources:

- You’ve probably seen this class since the beginning of CS120!

```java
final Scanner
  scanner = new Scanner(System.in);
```
• Used primarily for parsing tokens from a stream
• Can check for additional tokens to ensure safe reading
• Can also read from files — more on this shortly

Reading files with Scanner

```java
final File inFile = new File("input.txt");
try {
    final Scanner scan = new Scanner(inFile);
    while (scan.hasNextLine()) {
        final String line = scan.nextLine();
        System.out.println("Line: " + line);
    }
    scan.close();
} catch (FileNotFoundException e) {
    System.out.println("File not found: " + e);
}
```

If this is so simple, why don’t we always use Scanner?

• BufferedReader has a larger buffer
  – But pay attention to changes in Java versions
  – Generally a better choice for reading line by line
• Scanner is better if you need to parse the input in some way

Exercise 6.1.1. Write a class SpellCheck which checks the spelling of words in a text file. The class should have

• A constructor which takes a single argument, an array of String values. This array is the dictionary of correctly-spelled words for a SpellCheck instance.
• A method check which takes a single String argument, expected to name a local file. Your check method should return a List of Misspelling instances (that is, its return type must be List<Misspelling>). Misspelling is defined as follows:

```java
public interface Misspelling {
    /** Returns the misspelled word being reported. */
    public String getWord();

    /** Returns the number of times this misspelled... */
}```
The `check` method should examine the contents of the file against the dictionary, and return a report of the misspellings it finds.

**Exercise 6.1.2.** Modify your `SpellCheck` method so that its constructor takes the `String` name of a file instead of a `String` array. The file should store the dictionary as a list of correctly-spelled words, one word per line, no spaces otherwise before or after each word.

Files: the big picture

A file is a persistent record of data on a computer system

- All data on a computer is ultimately stored as a series of bits, or binary digits (1s and 0s)

File viewed as text

This is a test.
Hello, World!
Good afternoon, class.

File viewed as bits

Raw bits, grouped into bytes (8-bit blocks):

```
01010100 01100101 01100101 00100000 01101110 01100100 00100000 01101111 01100101 01110010 00100000 01101100 01100101 01101111
01100001 01110100 01101100 01100100 00100001 00001010 01000111 01101111 01101111 01100100 00100000 01100011 01101100 01100001 01110011 01110011 00101110 00001010
```

The interpretation of these bits is what gives them meaning

Text files

A text file is a computer file that is structured as a sequence of lines of electronic text.

- The bytes in the file are interpreted as human-readable characters (typically with ASCII encoding)
- Lines are delineated by special newline characters

Pros

- Easy to interpret and manipulate for humans
- Fairly robust to data corruption
Cons

- May take up more space than necessary
- Requires conversion to properly deal with numeric quantities

Binary files

A binary file is a computer file whose contents should be interpreted as something other than text.

- Bytes in the file can represent anything
- The interpretation is up to the reader

Some bits

(01101010 01100000 01101001 01110100 01101001 01101100 01101110 01100101 00100000 01110100 01101100 01100100 01000101)

(Same ones as last time)

Interpretations

- We could interpret them as text

This is a test.
Hello, World!
Good afternoon, class.

- We could also interpret them as integers

1416128883
543781664
...

6.1.3 Text and binary files

Comparing text files and binary files

Suppose we want to encode the numbers 123, 1337, and 220 in a file

Write numbers as text

123
1337
220

Convert text to bits:

00110001 00110010 00110011
00001010 00110001 00110011
00110011 00110111 00001010
00110010 00110010 00110000
00001010

Encode integers in binary
What if we interpret these bits as text?

...{...9....

Where the . are unprintable characters

**Text or binary?**

**Recap: numbers 123, 1337, 220**

Written as text:

```
00110001 00110010 00110011 00001010
00110001 00110011 00110011 00110111
00001010 00110010 00110010 00110000
00001010
```

Directly as integers:

```
00000000 00000000 00000000 01111011
00000000 00000000 00000101 00111001
00000000 00000000 00000000 11011100
```

- Not a huge difference in sizes here
- Text is easier for humans to process, while binary is easier for machines

**Comparing text files and binary files**

How about the number 1234567890?

Write numbers as text:

```
1234567890
```

Convert text to bits:

```
00110001 00110010 00110011 00110100
00110101 00110110 00110111 00111000
00111001 00110000 00001010
```

Encoding in binary:

```
01001001 10010110 00000010 11010010
```

- The binary encoding here is much more compact
- Also much easier for a machine to use for arithmetic operations

**Reading and writing binary files in Java**

The two-step process used for text file I/O also works with binary files

- Just use some different classes for completing the process
Writing to a binary file

```java
public void writeSampleOutput(String filename) {
    try {
        final FileOutputStream fs = new FileOutputStream(filename);
        final DataOutputStream dout = new DataOutputStream(fs);
        dout.writeDouble(3.14159);
        dout.writeChar('Z');
        dout.writeInt(101);
        dout.flush();
        dout.close();
    } catch (IOException e) {
        System.out.println("Error: " + e);
    }
}
```

1. Create output streams for file and program
2. Write to the file using a variety of methods (specific to the type of data to write)
3. Flush the stream
4. Close the stream

Reading from a binary file

```java
public void readSampleInput(String filename) {
    try {
        final FileInputStream fs = new FileInputStream(filename);
        final DataInputStream din = new DataInputStream(fs);
        final double a = din.readDouble();
        final char b = din.readChar();
```
final int c = din.readInt();
din.close();
)
     catch (IOException e) {
         System.out.println("Error: " + e);
     }
}

1. Create input streams for file and program
2. Read from the file using a variety of methods (specific to the type of data to read)
3. Close the stream

We must read data by type in the exact order that it was written

- The read... methods will read in an exact number of raw bytes
  - Interpret the raw bytes as the given type
- If reading or interpreting fails, the method throws an exception

Complications with binary files

When reading from a file, we either:

- Need to know exactly how much to read from it, or
- Need to use a looping mechanism until we reach the end

With text files, the read... methods can return an end of file (EOF) marker if no contents remain in the file:

- With read, -1 represents EOF
- With readLine, null indicates EOF

But this scheme will not work with binary data

- What value would readInt return to indicate the end of the file?
- How would we determine if the resulting int
  - Was a valid number from the file?
  - The end of the file?

Reading binary files

For DataInputStream, the readInt method looks like:

public int readInt() throws IOException, EOFException

- An IOException is thrown on read failure (e.g., when the file is corrupted)
- An EOFException is thrown when a read reaches the end of the file

Because methods for reading binary data have no special value that they can return to indicate the end of the file, they instead throw an EOFException. We can use this to detect the end of the file, but it is generally better to find some way to determine exactly how much we should read.
The ugly way to detect end of file

```java
private int readAllInts(DataInputStream din)
    throws IOException {
    int count = 0;
    while (true) {
        try {
            din.readInt();
            ++count;
        } catch (EOFException e) {
            return count;
        }
    }
}
```

- Won’t actually loop indefinitely
- Upon end of file, will return count of number of integers in file
- Any read failures resulting in an IOException must be dealt with by method caller

A better solution

Encode additional information at the start of the file (the header) that tells us exactly how much we should read.

- Writing header information plus contents

```java
int size = 10000;
dout.writeInt(size); // Write the header data
for (int i = 0; i < size; ++i) {
    dout.writeInt(i); // Write the file contents
}
```

- Reading header information plus contents

```java
int size = din.readInt(); // Read the header data
int[] numbers = new int[size];
for (int i = 0; i < numbers.length; ++i) {
    numbers[i] = din.readInt(); // Read the file contents
}
```

Reading others’ binary files

Why would we read binary files?

- Because other people write them
- Technical standards/specifications describe how the file is arranged
  - First four bytes are a file time, then a forty-byte string identifier, etc
- Or, if we are less lucky, we reverse-engineer the specification from examples
### 6.2 GUIs

#### Events in Java

Events are things like button clicks, mouse moves, and keyboard inputs

- Classes respond to these events by *listening for* them and *handling* them

```java
public class DriverWithButtons implements ActionListener {

    private JFrame window;
    private JButton left, right;

    public void actionPerformed(ActionEvent e) {
        // Do the appropriate thing when an action occurs!
    }
}
```

- JButton objects are *sources* of events
- DriverWithButtons can *respond* to them when they occur — but won’t necessarily — it needs to be told when they occur

#### Handling Java events

The basic Java event model involves three parts:

- Some class of object to *create* events
  - Like a JButton
- Some class of object to *listen* for the events
  - Like a DriverWithButtons
- Methods to *handle* the different events
  - Like actionPerformed(ActionEvent e)

#### The JButton class

JButton objects create an ActionEvent when clicked

- A JButton can be told about each ActionListener interested in the button via the method addActionListener
- When clicked, the JButton will create an ActionEvent and inform the interested listeners by calling their actionPerformed methods
- ActionListener is an interface, so any class we write can implement it!

```java
javax.swing.JButton
```

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>JButton(String)</td>
<td>Create a JButton with a string label</td>
</tr>
<tr>
<td>int getX()</td>
<td>Get the x-coordinate of the button</td>
</tr>
<tr>
<td>int getY()</td>
<td>Get the y-coordinate of the button</td>
</tr>
<tr>
<td>int getWidth()</td>
<td>Get the width of the button</td>
</tr>
<tr>
<td>int getHeight()</td>
<td>Get the height of the button</td>
</tr>
<tr>
<td>String getLabel()</td>
<td>Get the label of the button</td>
</tr>
<tr>
<td>void addActionListener(ActionListener)</td>
<td>Add an ActionListener to the button</td>
</tr>
<tr>
<td>void repaint()</td>
<td>Redraw the button</td>
</tr>
<tr>
<td>void setBounds(int, int, int, int)</td>
<td>Set the bounds of the button</td>
</tr>
<tr>
<td>void setSize(int, int)</td>
<td>Set the size of the button</td>
</tr>
<tr>
<td>void setLocation(int, int)</td>
<td>Set the location of the button</td>
</tr>
<tr>
<td>void setLabel(String)</td>
<td>Set the label of the button</td>
</tr>
</tbody>
</table>
The **ActionEvent** class

Given an **ActionEvent** object in our **actionPerformed** method, we can ask the **ActionEvent** for its source.

```java
public class DriverWithButtons implements ActionListener {
    private JFrame window;
    private JButton left, right;
    //...

    public void actionPerformed(ActionEvent e) {
        if (e.getSource() == left) {
            // do left action
        } else if (e.getSource() == right) {
            // do right action
        }
    }
}
```

- **java.awt.event.ActionEvent**
  - ... «query» + Object
  - getSource() + String
  - toString()

Listening for events

An **event listener** must *tell* an **event originator** that it wants to know about events.

```java
public class DriverWithButtons implements ActionListener {
    //...
    public DriverWithButtons(Window window) {
        // initialize window here
        left = new JButton("Left");
        left.setBounds(5, 5, 100, 20);
        window.add(left);

        right = new JButton("Right");
        right.setBounds(150, 5, 100, 20);
        window.add(right);

        left.addActionListener(this);
        right.addActionListener(this);
    }
    //...
}
```

Another source of **ActionEvent** objects: **Timer**

**JButton** isn’t the only originator of **ActionEvent** objects

- The **Timer** class also creates them

The **Timer** constructor:

- Takes input **int** for the *delay* (milliseconds)
- Takes an **ActionListener** to respond to events
When running, Timer will create a new event every delay milliseconds, over and over.

**Using a Timer for animation**

The Timer's repetitive event generation can be used to perform basic animations, one "frame" at a time.

```java
public class DriverWithTimer implements ActionListener {
    private JFrame window;
    private Timer timer;
    //...
    public DriverWithTimer() {
        // create window
        timer = new Timer(200, this);
        timer.start();
    }

    public void actionPerformed(ActionEvent e) {
        if (e.getSource() == timer) {
            doAnimation();
        }
    }
    //...
}
```

**Listening for other events**

There are more interfaces besides ActionListener for handling other sorts of events.

<table>
<thead>
<tr>
<th>implements</th>
<th>Methods</th>
<th>Listener</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActionListener</td>
<td>actionPerformed(ActionEvent e)</td>
<td>addActionListener(...)</td>
</tr>
<tr>
<td>MouseListener</td>
<td>mouseClicked(MouseEvent e)</td>
<td>addMouseListener(...)</td>
</tr>
<tr>
<td></td>
<td>mouseEntered(MouseEvent e)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>mouseExited(MouseEvent e)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>mousePressed(MouseEvent e)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>mouseReleased(MouseEvent e)</td>
<td></td>
</tr>
<tr>
<td>KeyListener</td>
<td>keyPressed(KeyEvent e)</td>
<td>addKeyListener(...)</td>
</tr>
<tr>
<td></td>
<td>keyReleased(KeyEvent e)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>keyTyped(KeyEvent e)</td>
<td></td>
</tr>
</tbody>
</table>

**The KeyListener interface**

```java
public interface KeyListener {
    public void keyPressed(KeyEvent e);
    public void keyReleased(KeyEvent e);
    public void keyTyped(KeyEvent e);
}
```

- keyPressed() runs as soon as the user pressed a key
- keyReleased() runs as soon as the user lets go of a key
- keyTyped() runs in between the two others, but only if doing so would generate a valid Unicode printable character.
– Pressing A would cause all three methods to run
– Pressing the up-arrow would cause only the first two methods to run

**The KeyEvent class**

The two get...() methods allow us to find out what key(s) were pressed/typed/released during an event.

```java
public void keyTyped(KeyEvent e) {
    if (e.getKeyChar() == 'a') {
        // do 'a' action
    } else if (e.getKeyChar() == 'A') {
        // do 'A' action
    }
}
```

- For keyTyped, we get the char that would be printed when typing
- Allows us to differentiate between events caused by multiple keys (e.g., Shift+A), as getKeyChar returns at most one char

**KeyEvent class (continued)**

- The getKeyChar() method returns a meaningful value only if the key that was used is associated with a printable Unicode character.
- The keyCode() method works for many other keys on a standard keyboard (e.g., arrow keys, shift, control)

Large number of pre-defined static int values for "virtual" key-codes in the KeyEvent class

```java
public void keyPressed(KeyEvent e) {
    if (e.getKeyCode() == KeyEvent.VK_SPACE) {
        // do 'space' action
    } else if (e.getKeyCode() == KeyEvent.VK_UP) {
        // do 'up' action
    } // ...
}
```

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A  Closing lecture: The road ahead

Roadmap

On the roadmap: programming skills, from basic to solid

On the roadmap: software engineering
On the roadmap: hardware and systems

On the roadmap: theory and numerical techniques

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On the roadmap: large applications

On the roadmap: web technologies
B Course policies (Syllabus elements)

B.1 Textbooks and references

There is no required textbook for this class. However, students often benefit from having a reference at hand, and from having a source of extra study problems. Some texts which you should consider:

- There is a version of the online Programming in Java text from zyBooks for this class section. You can subscribe to this book, which will give you electronic access through the end of the semester, and the ability to make a print copy as well if you like. You may be eligible for a discount this semester if you subscribed to this book in a previous semester.

  To subscribe to this textbook:
  1. Sign up at [zyBooks.com](https://zyBooks.com)
  2. Enter zyBook code UWLAXCS220MaraistFall2019
  3. Click Subscribe


- O’Reilly books are often good quality references, although they tend not to have exercises.

B.2 Email and web page

The course website on the cs.uwlax.edu domain will be the primary means of communicating reference information across the whole class; electronic mail will be our primary means of personal communication and certain announcements.

**Course web site.** The main web page for this class is listed at the beginning of this document. All class announcements will be posted to that page, and you are responsible for checking it regularly. That page also includes an RSS feed for updates. There are several services which will provide email updates from RSS feeds which you can find by a web search; if you choose to use one, pay attention to how often they check the feed and send email.

**Email.** I will expect you to check your email regularly, and to read and understand messages relevant to this class. In particular, my feedback on your work will be delivered by email. By default I will use your school email address which I receive as part of the information about you that the university gives me, but I am happy to also use a different email address if you email it to me from your school email address. It is your responsibility to make sure that I have an email address which you can and will access regularly, and which you check at least once per business day. Note that we will not use electronic mail for submitting assignments; see the Submission and assessment of assignments section below. My university email account is the only forum which I regularly check; you should not attempt to communicate with me for class business via other email addresses, in-Canvas messaging, or other forms of social media.

For assistance with email or other matters relating to university computer and network services, contact ITS by phone at 608/785-8774, in person on the first floor of Wing Technology Center, or by email to helpdesk@uwlax.edu.

In general, during the semester I will respond to emails with questions about the material, requests for appointments, and other time-sensitive matters within one business day. For administrative matters, requests for regrades, or other matters which can wait a short while, I will usually respond within a week.

When you use email, make sure that you:

- Include your full name. There’s a small army of you, and one of me. Make sure it is easy for me to know who you are.

- Mention this class by name or number. All of your instructors are almost certainly teaching more than one section.

- Write professionally. Observe the forms of casual business writing, write in complete sentences, and use your spell-checker. Keep in mind that email to an instructor about a class is a different medium, and requires a different voice, than texts to a friend.

I have posted links to a number of guides to effective emailing on a [web page of resources](https://www.uwlax.edu/itis/email-guide) accessible from my University home page given above.
B.3 Attendance

I expect you to attend class. Our class meetings will be the only source for some class material, and will be the only venue for in-lab assignment components and tests. There are no "makeups" for in-class participation opportunities. If you miss class, it is your responsibility to get notes from a classmate. We will not use class time, nor prioritize office hours and appointment times, to review things missed due to nonattendance. When I keep attendance records for a class, this record will reflect attendance for all, or essentially all, of the class period.

Final examination times are scheduled by the university; make sure to plan any end-of-semester travel around them. Should an exam need to be rescheduled according to the university's limit on the number of exams a student may take on the same day, you must give me notice as soon as you become aware of this situation. I will normally reschedule your exam to the first exam slot before our normal class slot in which you are not taking and I am not giving another exam.

Admission of latecomers to an examination may be refused after any student completes the exam and leaves the exam room.

I do not expect there to be review sessions for this class outside of regular lecture/lab times.

B.4 Submission and assessment of assignments

Each assignment is to be submitted via the electronic submission system detailed in that assignment. I expect that we will primarily use Autolab in this course, but you must always check each assignment for the correct procedure. We will not be using email for assignment submission; assignments emailed to me will not be considered validly or on-time submitted unless either the particular assignment specifically calls for email submission, or I have specifically instructed you to email me an assignment. You are responsible for ensuring that you upload the correct file to Autolab, and in the case of multifile submissions packed as a ZIP archive, for ensuring that the correct contents are all included in the submission: in particular, make sure that Autolab’s output reports that it found correctly-packed work; or if we use Canvas or some other submission mechanism, that you re-download your work to make sure that the server actually has the file(s) you expect. Submissions for programming assignments should consist of fully-functional code which behave as specified in the assignment.

The deadlines for the different types of assignment are as follows (except where a particular assignment specifies otherwise):

- Projects and homework specified on the course site or in slides/notes and turned in online are due by 8:00am of the deadline day.
- In-lab work is to be completed in the lab class for which it is assigned, and is due promptly by the end of the lab for which it is assigned.

My assessment of your coursework will be returned in compliance with FERPA regulations, either directly to you or via email. As described under Email above, I will email you either at your official university email (which only you are authorized to access), or to an alternate email address which you designate. In this way only you will have access to your grades unless you take specific action otherwise.

After you have completed the course, copies or records of your graded material that I retain will be accessible up to 7 weeks into the next academic term (either Spring after Fall or J-term; or Fall after Spring or Summer).

I plan to provide feedback on formative assessments submitted on-time within 21 days of the final deadline for that assessment, and to notify you when circumstances require delay.

B.5 Assignments submitted late

No credit will be awarded for homework or lab work submitted late.

Late credit may be allowed for the final submission of projects:

- Late submissions will be accepted from the deadline up to the time when I download your work from the server for further grading.
- When I download work from the server for grading, that submission point will be closed, and absolutely no further late work will be accepted.
• Do not email late (or otherwise) work to me unless I specifically instruct you to do so. If the Autolab submission point remains open, you may submit late work; if the Autolab submission point has closed, then you may no longer submit late work.

• I will always grade work as soon as I possibly can. Therefore, you should never assume that work will be accepted late at all.

• I will impose a reduction of 10% of the awarded percentage score on the grade of work submitted within 24 hours after the time at which it was due. I will impose a reduction of 40% of the awarded percentage score on the grade of work submitted over 24 hours past the deadline time.

See the Accommodations for individual circumstances section below for extenuating circumstances that impact your ability to meet deadlines or participate in class activities.

B.6 Equity of course execution

This course will be delivered and assessed fairly, in the specific sense that all students in this section will have equivalent opportunities to demonstrate their mastery of the subject, and will be assessed according to the same criteria. The only assessed work and the only criteria for assessing that work, and thus for the grades derived from it, will be as set forth in this syllabus and in the specifications of assignments.

Mindfully attempting to be assessed by more lenient criteria than one’s colleagues, or by criteria other than the work for and conduct in this class as described in this syllabus, is unprofessional and will be considered a form of academic misconduct.

B.7 Errors and regrading

If you find an error in the evaluation of your work, you have the right to ask for it to be regraded.

• All requests for regrading must be by email.

• All requests for regrading must detail specifically where the suspected error was made, and what the error is.

• All requests for regrading should be made no sooner than 24 hours, but within one week, of the evaluation of the work being returned to you. If the assessment of some piece of work is returned in stages, the deadline for requesting a regrade will be within a calendar week of when the report containing the suspected error is returned to you.

• To ensure that a uniform standard is applied across the class, all regrading will use the same criteria and rubric applied to everyone else.

• In general, an entire assignment or exam may be regraded in response to a regrading request, even if your request addressed only a proper subset of the original. So make sure that errors to your detriment outweigh errors in your favor.

You will always be notified of errors I find in the evaluation of your work after it is returned to you, as well as any resulting change to your grade, even if you did not request a regrade.

B.8 Collaboration

I encourage you to work together to understand course material. Learning together is a great way to learn and share ideas, and is a useful professional skill. However, in order to actually learn something, it is important that you complete the real work of programming on your own. It is acceptable to:

• Discuss the general approach to an assessed problem with each other.

• Discuss and solve other, unassessed problems together.

• Work together to install software we’ll use, or get it to work properly on individual computers.
• Help each other figure out syntax errors when code isn’t compiling.
• Help each other isolate and debug problem spots when code isn’t running correctly.

However:

• It is not OK to write code together, or to copy code from anyone inside or outside of the class.
• It is not OK to simply copy code, whether from online, a book or printed article, other people, or any other source. You can use online references to get additional explanations of how Java works, or to learn programming techniques. But the only way to actually gain the skill of programming is to write code yourself.

Any improper behavior with respect to these guidelines will be dealt with as academic misconduct according to University policy.

B.9 Academic integrity and acceptable use policies

Academic misconduct is a violation of the UWL Student Honor Code and is unacceptable. I expect you to submit your own original work and participate in the course with integrity and high standards of academic honesty. When appropriate, cite original sources. Plagiarism or cheating in any form may result in a diminished grade or failure of the assignment or of the entire course, and may include harsher sanctions. As necessary I will use resources provided by the university or other services to verify the originality of submitted work. Refer to the Student Handbook for a detailed definition of academic misconduct.

In general,

• You can share ideas, but you may never share code.
• You must independently write all of the code you submit and never copy code from anyone inside or outside of the course to complete an assignment.
• You are expected to be able to fully explain every line of Java code that you write, and may be asked to do so for any given assignment.

In interpreting these general guidelines, "you" should be taken to mean the unit designated to complete one assignment. Except where explicitly stated otherwise in an assignment, all assignments are individual assignments, and it is individuals who may not collaborate on code. Where an assignment is explicitly deemed to be a group assignment, the individuals within a group may freely share material with each other, but never with individuals in other groups.

The article ‘Avoiding Plagiarism’ on the Murphy Library website offers helpful information on avoiding plagiarism. You may also visit the Office of Student Life if you have questions about plagiarism or cheating incidents. Failure to understand what constitutes plagiarism or cheating is not a valid excuse for engaging in academic misconduct. Acadia University offers a light-hearted ten-minute interactive tutorial on avoiding plagiarism at library.acadiau.ca/sites/default/files/library/tutorials/plagiarism

UWL and UWS policy also mandates responsible use of shared computing resources. In particular, your authorization for the use of administrative server resources such as course management systems (like Canvas), program submission and autoevaluation systems (like AutoLab), the course web site, or other assigned systems is strictly limited to the purpose described in course assignments and other material. Any disruption, exploration and/or exfiltration of system components is strictly prohibited, and may also constitute academic misconduct. Login credentials to university and other systems used for coursework may not be shared, and any such sharing may be taken as firm and sufficient evidence of assignment non-originality. More information about the UWS policy on Acceptable Use of Information Technology Resources is available at www.wisconsin.edu/regents/policies/acceptable-use-of-information-technology-resources

B.10 Professional conduct

Interacting with peers and with me in a constructive, respectful and professional manner, being a constructive and supportive presence in class, handling difficulties with grace and resilience, operating as an autonomous and responsible adult, fulfilling commitments, and approaching work with enthusiasm are all valuable professional (and life) skills,
and are firm expectations of this class. Part of your final grade in this class will be determined by the quality and consistency of your professional conduct, whether online, in class, or in office hours.

One aspect of being a constructive and supportive presence in class is simply not being disruptive to the class. Attendance carries the obligation of being a constructive presence, or at least, a non-disruptive presence. In particular:

- Cell phones and other electronics must be silenced for the duration of class. Consider using an app like Shush! or Silent Time (for Android), or AutoSilent (for iPhone) to manage silencing your devices automatically.
- If you need to arrive to class late or leave early, be mindful of creating a minimum of disruption: sit near the exit and on the end of the aisle, pack lightly, and avoid using materials in class which are noisy on packing/unpacking.
- Research has shown that screen use in class is distracting not only to the student using a device, but also to that student’s neighbors. So if you plan to use a screened device in class, I’ll expect you to sit in the back row so that your screen distracts the fewest people. Likewise, if you plan not to use a screened device, you should sit away from the rearmost rows.

In cases of egregious, repeated or persistent disruptive conduct, of mindful discourtesy or of any intimidation of anyone in class, or of isolating or shaming conduct based on gender, race or other identity issues, I may require you to leave class immediately, possibly on an ongoing basis.

Findings of academic misconduct and/or unacceptable use of course resources may also result in loss of graded credit for professional conduct. In particular academic misconduct on a project, major assignment or any examination, as well as multiple instances academic misconduct and/or unacceptable use of course resources, will result in the loss of most if not all credit for professional conduct.

In laboratory sessions,

- Be gentle with lab computers.
- Speak in quiet tones in the lab to avoid disturbing others.
- It is permissible to assist neighboring colleagues with debugging when they are stuck on a particular problem. However:
  - You may not copy any aspect of your lab work from a colleague, nor provide your work to them for duplication.
  - You may not interrupt colleagues, who have their own work to do, to repeatedly ask for help; raise your hand and I will answer your question as soon as I can. Moreover you should remain at your own computer unless you are leaving the lab; moving about the lab for conversations is disruptive to others.
- Use of headphones in lab is unprofessional and strongly discouraged. I will frequently announce important material, and cannot repeat it individually simply because you excluded yourself from listening with the group.
- Do not touch computer screens; use the mouse when indicating particular items to me or to a colleague.
- Food is not allowed in the lab. Drinks in closed containers are permitted but may not be placed on the same desk as a computer or keyboard — keep them on the floor, where a spill will not destroy equipment.
- We recommend that you use hand sanitizer when leaving the lab; keyboards and mice are notorious vectors for communicable disease.

B.11 Concerns or complaints

If you have a concern or a complaint about either the course or me, I encourage you to bring it to my attention. My hope would be that by communicating your concern we would be able to come to a resolution. If you are uncomfortable speaking with me, or if you feel your concern has not been resolved after bringing it to my attention, you can contact my department chair or the Office of Student Life.

The Student Academic Non-Grade Appeals process can be found in the Student Handbook. Information about appeals and petitions for academic matters is in the UWL Catalog.
I normally give anonymized examinations: you will sit at a desk tagged with your name; rather than writing your name on the exam, you will write the number on that tag. The anonymity allows us all to be more confident in the accuracy and uniformity of assessment across the class. However, that anonymity extends only through the completion of assessing the individual exam questions. After marking I will de-anonymize the exam papers to understand both individual and group trends and weaknesses, and to address them through subsequent improvements to the class. So exam papers should not be considered an anonymous forum for suggestions or complaints.

B.12 Sexual harassment

As an employee of the University of Wisconsin-La Crosse, I am a mandated reporter of sexual harassment and sexual violence (which include sexual assault, domestic violence and stalking) that either takes place on campus or otherwise affects the campus community.

So if I receive detailed or specific information about an incident such as the date, time, location, or identity of the people involved, I am obligated to share this with UWL's Title IX Coordinator in order to enable the university to take appropriate action to ensure the safety and rights of all involved. It does not matter whether the incident took place on- or off-campus; it matters only that a person who is a member of this campus was involved in the incident.

It is possible that course assignments may lend themselves to disclosure, but you should not share any details of an incident with me until you have discussed your options under the new Title IX guidelines. There are confidential reporters available to students at UWL where you can have this discussion.

For students not wishing to make an official report, there are confidential resources available to provide support and discuss the available options. The contact in Student Life is Ingrid Peterson, Violence Prevention Specialist, 608/785-8062, ipeterson@uwlaex.edu. For more resources or to file a report, please see www.uwlax.edu/violence-prevention.

I am also happy to help direct you to counseling and support services. Simply ask me to assist you in locating a confidential reporter and I will help you to do so.

B.13 Class interruptions and cancellations

In the event of a campus incident that impacts the availability of teaching spaces, any changes or cancellations will be communicated to you via your university email account. Depending on the incident, some or all of the information might be posted on the UWL home page.

In the event of inclement weather, we will follow the University’s closure policy. If classes are not canceled, I will make every effort to be in class on time, and so should you. Please do not send me email asking whether class is going to meet; instead, check the university website. The university’s emergency readiness plan is available online, that page also describes sign-ups for individual emergency alerts. In the event of a cancellation, consult the course homepage for any alternative assignments or other arrangements.
B.14 Accommodations for individual circumstances

It is my goal that all students have equivalent opportunities to succeed in this class. This section discusses the general procedures for alternative assessment accommodations in this class, as well as a number of specific situations for which there are standard mechanisms and policies in place to achieve the goal via accommodations for individual circumstances.

General procedures and constraints. Students may propose alternative assessments for assignments and exams for matters outside of a student’s control such as documented non-chronic illness, bereavement, unplanned university equipment unavailability, or university program travel or activities.

- In almost all cases, you will work with a campus office (usually one of the ACCESS Center, Veterans Services Office, or Office of Student Life) to design and manage your accommodations. They will have confidential access to the full details of your situation, and so they will be the sole authority who can certify that the accommodations you propose are both necessary and sufficient for your situation. Moreover all accommodations shall be reviewed by the same office: the necessity and sufficiency of the overall accommodation for your situation cannot be accurately assessed otherwise.

- Any accommodation must also ensure that the required objectives for this course are assessed as thoroughly as under standard procedures. It is my role to judge whether any proposed accommodation meets this requirement.

- It is your responsibility to propose assessment alternatives which which are both approved by the overseeing campus office as necessary and sufficient to accommodate your circumstances, and approved by me as appropriate for the original assessment’s objectives.

- All requests for accommodation must be accompanied by appropriate supporting documentation. In most cases this documentation will be reviewed by a separate group on campus such as the ACCESS Center or Veterans Services Office, and I will not see specific details. Where no such campus group applies, the specific form of documentation will be at my discretion.

- Proposals for alternative assessment must be made at least ten calendar days before any relevant major deadline or exam. If a proposal cannot be made in time due to medical or other emergency, the proposal should be made at the earliest possible point.

- Alternative assessment proposals should address relevant big-picture issues in addition to immediate course matters.

- Alternative assessment proposals must be explicit, and must be sent only by email or in writing.

- Students proposing alternative assessments should never simply assume that their proposal will be granted verbatim, and must allow time for thoughtful review of all proposals.

- Extracurricular and student groups/activities, planned personal trips, and similar elective activities are not considered to be outside of a student’s control, and do not qualify for alternative assessment.

- Accommodations are generally not available for the activities of other classes. Do not schedule activities for other classes during the lecture/lab/exam times of this class; you are not “free” at those times.

- Accommodations should enable you to complete the assessments for this class during the regular semester. I will avoid recording incomplete grades as part of an alternative assessment plan for any situation which has previously been addressed by accommodation, whether at UWL or other institution, whether via the ACCESS Center or not. Incomplete grades will also not be used where an advisor’s or other credible recommendation for a reduced load, for a particular semester or on an ongoing basis, was disregarded or avoided; you are expected to design a feasible schedule with your (formal and informal) advisors.

- The goal of providing equivalent opportunities to succeed in this class to all students enrolled in the class means that there will not be individual variations to assessment in this class except as allowed in this section. Thus “extra credit” and other alternative assessments not included in the class-wide assessment plan are specifically disallowed.
Disabilities and medical conditions. Accommodations for a documented disability or medical condition are made via the ACCESS Center. You must contact The ACCESS Center and meet with an advisor to register documentation of your situation, and to develop and propose alternative assessments.

- Examples of the disabilities and conditions for which this procedure applies include, but are not limited to: ADHD; autism spectrum disorder; acquired brain injury; PTSD; and physical, sensory, psychological, or learning disabilities.

- The ACCESS Center is located at 165 Murphy Library, and is reachable by phone at 608/785-6900 and by email at ACCESSCenter@uwlax.edu.

Interactions with the ACCESS Center and with instructors should be initiated promptly. For issues and conditions identified prior to the semester, you should contact the ACCESS Center prior to the semester in order to propose and confirm an accommodation plan before assignments are due. For issues arising during the semester, you should contact the ACCESS center to initiate their accommodations process promptly after a diagnosis. Accommodations will not be applied retroactively in the case of a delay in initiating the ACCESS Center process. Once some alternative assessment accommodation is arranged for you via the ACCESS Center in this class, any other accommodations for you as well as any changes or extensions to your accommodations, including those arising from changes in your underlying condition or disability, must also be arranged via ACCESS Center procedures (see Changes to accommodations below), and must follow the procedures described elsewhere in this syllabus.

You can find out more about services available to you with disabilities at The ACCESS Center website, www.uwlax.edu/access-center.

Veterans and active military personnel. Veterans and active military personnel with special circumstances (e.g., upcoming deployments, drill requirements, disabilities) are welcome and encouraged to discuss these issues with me, and I expect you to do so as far in advance as possible.

For additional information and assistance, contact the Veterans Services Office, www.uwlax.edu/veteran-services. Students who need to withdraw from class or from the university due to military orders should familiarize themselves with the university’s current military duty withdrawal policy, catalog.uwlax.edu/undergraduate/academicpolicies/withdrawal.

Religious accommodations. Per the UWL Undergraduate and Graduate Catalogs, “any student with a conflict between an academic requirement and any religious observance must be given an alternative means of meeting the academic requirement. The student must notify the instructor within the first three weeks of class of specific days/dates for which the student will request an accommodation. Instructors may schedule a make-up examination or other academic requirement before or after the regularly scheduled examination or other academic requirement.”

University athletics. Student athletes are expected to submit the semester’s full schedule, including expected travel times and possible championship tournaments, by the end of the first week of class. I realize that your coaches’ official letter may not be ready by that time: that letter can come later. But you are able and expected to collect and convey the information yourself, and later follow up with the official documentation.

In the event of cancellations or postponed events, I expect you to inform me in email before our next class meeting of the cancellation. In that email, you should also indicate to the best of your knowledge whether the university is attempting to reschedule the event later in the semester.

Changes to accommodations. Accommodations can change by mutual consent to reflect changed circumstances. Changes should follow the same review and implementation mechanism as the original accommodation; in particular where the ACCESS Center reviewed and recommended original accommodations, I will expect changes or parallel accommodations to be reviewed and recommended through the ACCESS Center.
C  Departmental learning outcomes for CS120 and CS220

The UWL Department of Computer Science publishes student learning outcomes (SLOs) for all classes to ensure consistency across classes and sections. This section reproduces the departmental SLOs for CS120 and CS220. These outcomes were last updated in Spring 2019.

C.1  Student learning outcomes for CS120

Students shall be able to:

• Write Java programs using non-parallel control instructions, including assignment, method call (void and non-void), if, while, for (iterative).

• Write and evaluate expressions using literals, variables, parentheses, and the following operators (note that the precedence and associativity of the operators is included):
  – numeric: – (negation), +, –, /, *, %, ++ (postfix), – (postfix), =, ! =, <, <=, >, >=
  – boolean: !, &&, ||
  – String: +
  – Object: instanceof

• Write and evaluate primitive expressions involving mixed types, widening, and casts.

• Write and evaluate variable declarations (including final variables), that demonstrate an understanding of local, private, public and protected scope; and the use of the this notation.

• Write code that demonstrates an understanding of the principle of information hiding by choosing correct scope.

• Compose and evaluate code that demonstrates and understanding of object binding, the null notation and orphan objects.

• Draw, interpret, and trace code using object diagrams.

• Draw and interpret class diagrams; including scope annotations, and aggregation and inheritance relations.

• Develop programs involving all of the following algorithm patterns: variable content swap, cascading if instructions, counting loops, linear search, selection sort, object access shared by multiple classes, method callback.

• Write and evaluate code that uses inheritance, constructor overloading, method overriding, and uses the super notation to invoke a superclass constructor.

• Demonstrate an understanding of method preconditions and postconditions using informal logical descriptions.

• Identify and correct code exhibiting infinite loops, NullPointerExceptions and ArrayIndexOutOfBoundsException.

• Debug by inserting println instructions.

• Adhere to fundamental programming style conventions, including using meaningful identifiers, intelligent inclusion of comments and proper indentation patterns.

• Write and evaluate code involving one-dimensional arrays.

• Write and evaluate code with import declarations.

• Write and evaluate code involving the following standard Java classes, methods and constants:
  – Object: equals, toString
- String: length, charAt, toUpperCase, toLowerCase, substring (both versions), indexOf
- Math: random, abs, sqrt, trigonometric functions, pow, PI and E
- Scanner (using System.in): nextX, hasNextX
- System.out.print and System.out.println
- GUI:
  * JFrame
  * Container: add, remove, repaint
  * JComponent: paint
  * JButton
  * JTextField

- Write and evaluate code involving event handling with JButton and JTextField objects.

### C.2 Student learning outcomes for CS220

Students shall be able to:

- Use a production quality IDE to write, debug, refactor (via renaming), and execute programs.
- Write well-designed code involving inheritance, overloading, and overriding.
- Write and evaluate code involving multi-dimensional arrays.
- Evaluate code that demonstrates the internal one-dimensional structure of multidimensional arrays.
- Write code that demonstrates an understanding of the separation of abstraction and implementation: making correct choices between alternative linear container representations.
- Write and evaluate preconditions, postconditions and class invariants using informal notation.
- Write and evaluate code involving exceptions, try blocks, throw instructions, throws qualifiers, and finally blocks.
- Understand the relationship between files and directories in a hierarchical file directory system and name files with both relative and absolute names.
- Understand the distinction between binary and text files, select between them, and translate data of each type to the equivalent other type.
- Read and write code using the following classes and associated methods:
  - File: delete, exists, getName, isDirectory, isFile
  - DataInputStream: close, read, write
  - DataOutputStream: flush, close, read, write
  - BufferedReader: close, read, readLine
  - PrintWriter: close, print, println
  - Scanner (with input streams): next, hasNext
- Evaluate recursive definitions.
- Write and evaluate recursive methods; both void and non-void.
- Write and evaluate code that uses interfaces and abstract classes.
- Trace the behavior of code using static, dynamic and automatic memory, understanding the usage of each.
• Write and evaluate code implementing singly and doubly linked lists including traversal, item insertion, item removal, and uses both non-sentinel and sentinel cells.

• Write and evaluate code that uses inner private classes after the style of java.util.LinkedList.

• Write and evaluate code implementing stacks and queues.

• Write and evaluate code that uses the for-each statement.

• Read and write code involving the following Java classes.
  
  – java.lang.Comparable
  – java.util.Comparator
  – java.util.Collection
  – java.util.List
  – java.util.Iterator

• Perform counting analyses on linear, polynomial and logarithmic algorithms.

• Give the relative ordering of logarithmic, linear, and polynomial-time algorithms.

• Write and evaluate programs involving all of the following algorithms: binary search, linear search (for both arrays and lists), insertion sort, merge sort, and quicksort.

• Interpret and utilize object type conformance and subtype polymorphism.

• Write and evaluate code that uses bounded generic classes.

• Write and evaluate code that uses the wrapper classes including auto-boxing and auto-unboxing.
D Review exercises

Some problems are marked to reflect particular challenges or interest areas:

Marks problems which use mathematical examples reaching beyond the core math requirements of the CS degree. However, all of these problems can be solved simply by implementing the formulas given with the methods in java.lang.Math, even if all of the mathematical concepts are not entirely clear.

D.1 Expressions and assignment

Exercise D.1.1. Answer these questions by writing short Java programs

- Does subtraction group to the left, or to the right? That is, when we ask Java to evaluate 100−50−10, will it evaluate (100−50)−10, or will it evaluate 100−(50−10)?

- Does division group to the left, or to the right?

- Does modulus group to the left, or to the right?

- Does multiplication take precedence over addition, as it does in school algebra? That is, when we ask Java to evaluate 100+50*10, will it evaluate (100+50)*10, or will it evaluate 100+(50*10)?

□

Exercise D.1.2. Answer the following questions using the java.lang.Math documentation

- What methods does Java provide for logarithms?

- What methods does Java provide for trigonometry?

- What is the difference between floor and ceil?

- What is the difference between floor and round?

- What do the signum methods do? Why are there two of them?

□

Exercise D.1.3. Write a Java class TempConverter with a static method toCelsius, which takes a Fahrenheit temperature as a double value, and returns the equivalent Celsius temperature.

□

Exercise D.1.4. Write static methods f1, f2 and so on implementing the following mathematical functions on real numbers (double). Do not use methods from the Math class for these.

1. $f_1(x) = 2x + 1$
2. $f_2(x, y) = x^2 + 2xy + y^2$
3. $f_3(u) = u^3 + 2u^2 - 3u + 10$
4. $f_4(w) = \frac{w+1}{w-1}$
5. $f_5(z) = f_3(z) + f_4(2 + z^2)$

What happens when we call $f_4(1)$ from a main method? □
Exercise D.1.5. Write static methods \( g_1, g_2 \) and so on implementing the following mathematical functions on real numbers (double). Do use methods from the Math class for these.

1. \( g_1(x) = \sqrt{2x^2 + 1} \)
2. \( g_2(x, y) = \log_x y \)
3. \( g_3(w) = |w + 10| \)
4. \( g_4(z) = z^{200} \)

What happens when we call \( f_4(1) \) from a main method?

Exercise D.1.6. Most cereals are made primarily of flour, sugar and high-fructose corn syrup. Write a class CerealMaker with a static method announceComposition. Your method should take three integer arguments, representing (respectively) the number of grams of flour, sugar and high-fructose corn syrup in a standard serving of some particular cereal. Your announceComposition method should print a well-formatted announcement of the total number of grams in a standard serving, repeat the number of grams and the name of each ingredient, and then print the total percentage of the standard serving which is sweetener. Your announceComposition method should not return any result.

Exercise D.1.7. You have probably run across the factorial function in your math classes. It is defined by two rules:

\[
0! = 0 \\
\quad n! = n \cdot (n - 1)! \quad \text{when } n > 0
\]

We have not yet learned enough Java to implement a factorial method. But we can get ready for when we implement factorial, by writing methods to test our implementation. Notice the difference with the example above — there, we checked what a method was already doing; now, we are setting expectations for what a method will do. This approach is called test-driven development — we write tests first, so that our goals are clear, and so that we can know when our method is correct.

We stub the factorial method by writing an implementation which we know is wrong, but which will compile and run with our tests. By making our tests compile and run (albeit with incorrect results), when we do develop the factorial method, we can do so without worrying that our test infrastructure is lacking.

```java
public class Factorial Tester {
    public long factorial(int n) {
        // TODO --- later we will implement factorial correctly
        return -1;
    }
}
```

So starting from the above class, add a main method which tests factorial on several different values.

Exercise D.1.8. Write a class NumberLengthFinder with static method lengthInDigits which takes a number as its argument, and returns the number of digits it takes to write down that number (in base-10). Your lengthInDigits method should

- Take a single long argument, and
- Return a long result.

(For a hint, see p. 206)
Exercise D.1.9. Write a Java class DoubleIt with

- A method `getDoubled` which takes as parameters a single `int` value, and which returns the `int` value which is twice the value of the argument.

- A `main` method which makes at least three different test calls to `getDoubled`, and which prints for each the test argument, the expected output from the call to `getDoubled` with that argument, and the result returned by `getDoubled`.

Follow our discipline of software design, and complete this work in four steps in order:

0. Stubs of all methods.
1. Tests in the `main` method.
2. A design — but no implementation — for `getDoubled`.
3. The implementation for `getDoubled`.

Make sure your code compiles and runs at each step (add an empty stub for the `main` method at Step 0).

Exercise D.1.10. A TwoMult sequence is a sequence of numbers where each number (after the first two) is the product of the two prior numbers. Set up a Java class TwoMult with

- A `void` method `printTwoMult` which takes as parameters the first two numbers of a TwoMult sequence, and which when completed will print the next three numbers of the sequence.

- A `main` method which makes at least five different test calls to `printTwoMult`, and which displays for each the test arguments, the expected output from a call to `printTwoMult` with those values, and then calls `printTwoMult`.

Follow our discipline of software design, and complete this work in four steps in order, as in Exercise D.1.9.

Exercise D.1.11. Extend Exercise D.1.9 to add another method `printDoubled`. This method should also take as parameters a single `int` value, but `printDoubled` should print a nice message with the argument and its double, and return no result. So for example, when calling `printDoubled(3)`, your method might print

3 doubled is 6.

Follow our discipline of software design as usual:

0. First add a stub for `printDoubled` to class `DoubleIt`.
1. Add tests for `printDoubled` to the `main` method. Do not remove the old tests for `getDoubled` — old tests let us make sure we do not break old code when adding new code!

2. A design — but no implementation — for `printDoubled`
3. The implementation for `printDoubled`

Again, make sure your code compiles and runs at each step.

Exercise D.1.12. Write a class ClockTime with a method `getClockTime` which

- Take a single `int` argument representing a number of seconds, and

- Returns a string representing the given length of time as a number of hours, minutes and seconds written with a colon between them in the way we usually write clock times.

For example, the result of calling `getClockTime(5025)` would be `1:23:45`. Follow our discipline of software design as usual (so your class ClockTime will contain a `main` method in addition to `getClockTime`). What happens when you run your program on input 7260? Is the output what you would write (or expect to read) for a clock time? If not, why not? We will come back later to this program and fix this problem.
Exercise D.1.13. Write a class `ParityChecker` with a single static method `isEven` which

- Takes a single `int` argument
- Returns `true` exactly when the argument is even, that is, exactly when the argument is divisible by 2 with remainder 0.

Exercise D.1.14. Write a class `SquaresChecker` with a single static method `isSquared` which

- Takes a single `int` argument
- Returns `true` exactly when the argument is a perfect square, that is, exactly when there is some other integer \( x \) such that the argument is equal to \( x^2 \).

Exercise D.1.15. In Warren Buffet’s 2010 philanthropic pledge, he attributed his wealth to a number of factors, one of which was compound interest. Unlike simple interest calculations which assume a constant principal (original investment) value, when calculating compound interest one adds interest payments for a period back into the principal, and then calculates further interest on the higher base value. To determine the amount that an investment made under compound interest will be worth at the end of the investment, we can use this formula:

\[
A = P \left(1 + \frac{r}{n}\right)^{nt},
\]

where:

- \( A \) is the total value at the end of the investment period,
- \( P \) is the original invested value,
- \( r \) is the interest rate as a decimal (so, 0.05 for 5%),
- \( n \) is the number of times per year that interest is compounded, and
- \( t \) is the (whole) number of years of investment.

Write a class `CompoundInterestCalculator` with a static method `getFinalValue` which takes the four arguments \( P, r, n, t \) in that order (with \( P \) and \( r \) as `double`, \( n \) and \( t \) as `int`), and returns the total value \( A \) (as a `double`).

D.2 Control structures

Exercise D.2.1. Write a class `Grader` with static method `getLetterGrade` which takes an integer argument representing to a percentage grade from 0 to 100, and returns a string representing the corresponding letter grade:

<table>
<thead>
<tr>
<th>Numeric</th>
<th>Letter</th>
</tr>
</thead>
<tbody>
<tr>
<td>95 ≤ ( g )</td>
<td>A</td>
</tr>
<tr>
<td>92 ≤ ( g ) &lt; 95</td>
<td>AB</td>
</tr>
<tr>
<td>86 ≤ ( g ) &lt; 92</td>
<td>B</td>
</tr>
<tr>
<td>82 ≤ ( g ) &lt; 86</td>
<td>BC</td>
</tr>
<tr>
<td>73 ≤ ( g ) &lt; 82</td>
<td>C</td>
</tr>
<tr>
<td>60 ≤ ( g ) &lt; 73</td>
<td>D</td>
</tr>
<tr>
<td>( g ) &lt; 60</td>
<td>F</td>
</tr>
</tbody>
</table>
As a first step, write a main method with examples and expected grade calculations.

Exercise D.2.2.  WidgetCo manufactures several different kinds of widgets for re-sale by various vendors. Based on past relationships, sales targets, and other factors, certain vendors are given discount codes which entitle them to a particular discount on their purchases. Write a class WidgetCoDiscounts with a static method getDiscountedPrice which takes two arguments, a string discount code and an integer base purchase price, and returns the price which should be charged given the particular discount code.

<table>
<thead>
<tr>
<th>Code</th>
<th>Discount</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>10%</td>
</tr>
<tr>
<td>R</td>
<td>12%</td>
</tr>
<tr>
<td>T</td>
<td>15%</td>
</tr>
<tr>
<td>M</td>
<td>3%</td>
</tr>
<tr>
<td>E</td>
<td>8%</td>
</tr>
</tbody>
</table>

If the discount code is an empty string or does not match any in the above table, then the method should return the original base purchase price.

As a first step, write a main method with examples and expected price calculations, for example

```java
System.out.println("For code S and purchase $100, expect 90, got " + getDiscountedPrice("S", 100));
```

Remember that we compare strings with .equals, but compare numbers with ==.

Exercise D.2.3.  Write a class MonthNamer with a static method getMonthName which

- Takes a single integer corresponding to a month of the year, 1 representing January through 12 representing December, and
- Returns a string for the name of the month.

Exercise D.2.4.  Square Deal Credit Union offers a program for first-time home buyers to save on the downpayment required for their loan. The downpayment is calculated according to the following table:

<table>
<thead>
<tr>
<th>Purchase price of home</th>
<th>Downpayment required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under $50,000</td>
<td>4% of price</td>
</tr>
<tr>
<td>$50,000-$124,999</td>
<td>$2,000 plus 8% of price over $50,000</td>
</tr>
<tr>
<td>$125,000-$175,000</td>
<td>$8,000 plus 12% of price over $125,000</td>
</tr>
<tr>
<td>Over $175,000</td>
<td>Not eligible for this program</td>
</tr>
</tbody>
</table>

Write a class SquareDeal with static method getProgramDownpayment which takes one integer argument representing the home purchase price, and returns an integer representing the required downpayment under this program, or -1 if either the home is not eligible or a negative price is entered. As a first step, write a main method with examples and expected downpayment calculations.

Exercise D.2.5.  Write a class TwoSorter with static method printInOrder which

- Takes two arguments of type int,
- Returns nothing, and
- Prints the two numbers in ascending numeric order.

As a first step, write a main method with examples and expected output.
Exercise D.2.6. Write a class `ThreeSorter` with static method `printInOrder` which
- Takes three arguments of type `int`,
- Returns nothing, and
- Prints the three numbers in ascending numeric order.

As a first step, write a `main` method with examples and expected output.

Exercise D.2.7. The Wisconsin Wants Walnuts company buys black walnuts from individuals, and shells them for sale to restaurants. Sellers’ walnuts are loaded into baskets which hold about one pound of unshelled nuts, and WWW pays $0.15 for each full basket of nuts. If the final, partially-filled basket is more than half-full, WWW pays the full $0.15 for that basket; otherwise they pay $0.05 for the partial basket. Write a class `WalnutBuyer` with a static method `getPurchaseOffer` which
- Takes a single `double` representing the number of baskets of black walnuts brought by a seller (so for example, 3.25 represents three full baskets and an additional basket which is one-quarter full), and
- Returns the amount that WWW will pay for those baskets.

As a first step, write a `main` method with examples and expected payments.

Exercise D.2.8. Write a class `ParityChecker` and static method `isOdd` which
- Takes one parameter of type `int`, and
- Returns a result of type `boolean` which is `true` exactly when the argument is odd.

Do not use any of the methods in the `Math` class for your method. As a first step, write a `main` method with examples and expected results.

Exercise D.2.9. Write a class `TripleChecker` with a static method `isTriple` which
- Takes a single integer, and
- Returns `true` when the integer argument is exactly divisible by 3.

Exercise D.2.10. Consider three sticks of length two inches, three inches and six inches. We could not form a triangle with these sticks, because one stick is longer than the other two put together. But if instead the sticks had lengths two inches, three inches and four inches, we could make a triangle from those sticks. Write a class `TriangleLengthsChecker` and static method `isTrianglePossible` which
- Takes three arguments of type `int`,
- Returns a result of type `boolean` which is `true` exactly when sticks of the three lengths could form a triangle.

If one of the lengths is zero or negative, your method should return `false`. As a first step, write a `main` method with examples and expected results.

Exercise D.2.11. Write a class `EvenSquares` and two static methods `isEvenAndSquare` and `isEvenOrSquare` where
- Both methods take one parameter of type `int` and have a result of type `boolean`,
- `isEvenAndSquare` returns `true` when the argument is both an even number and a perfect square, and
- `isEvenOrSquare` returns `true` when the argument is either an even number or a perfect square.

You are free to use any of the methods in the `Math` class for this exercise. As a first step, write a `main` method with examples and expected results for both methods.
Exercise D.2.12. Write a class `LeapYearChecker` with a static method `isLeapYear` which determines whether a year is a leap year. The rules and exceptions for determining whether a year is a leap year are:

- Most years are *not* leap years
- Unless the year is divisible by 4, in which case it *is* a leap year
- Unless the year is also divisible by 100, in which case it *is not* a leap year
- Unless the year is also divisible by 400, in which case it *is* a leap year

Your `isLeapYear` method should take a single argument of type `int` representing the year being tested, and should return its answer as a `boolean`, with `true` denoting a leap year.

Exercise D.2.13. Write a class `IntervalIncludeChecker` with static method `containsPoint` which

- Takes three `double` values `x1`, `x2`, and `z`
  - The first two parameters `x1` and `x2` correspond to the start- and endpoints of one interval. We can assume that `x1` will be less than or equal to `x2`.
  - The last parameter `z` is interpreted as a point on the same axis where the interval `[x1, x2]` lies.
- Returns an integer value to describe the position of `z` relative to the interval `[x1, x2]`:
  - The result should be *negative* if `z` is less than `x1`, that is, if the point lies to the left of the interval.
  - The result should be *positive* if `z` is greater than `x2`, that is, if the point lies to the right of the interval.
  - The result should be *zero* if `z` is both greater than or equal to `x1` and less than or equal to `x2`, that is, if the point in the interval.

In both this and the next exercise, assume that the interval is *closed*, that is, that the endpoints are included in the interval. So for example

- `IntervalIncludeChecker.containsPoint(0.0, 2.0, 9.0)` should return some positive number.
- `IntervalIncludeChecker.containsPoint(0.0, 2.0, 1.0)` and `IntervalIncludeChecker.containsPoint(0.0, 2.0, 2.0)` should both return zero.
- `IntervalIncludeChecker.containsPoint(0.0, 1.0, -1.0)` should return some negative number.

Exercise D.2.14. Write a class `IntervalOverlapChecker` with static method `intervalsOverlap` which

- Takes four `double` values `x1`, `x2`, `y1`, and `y1`
  - The first two parameters `x1` and `x2` correspond to the start- and endpoints of one interval. We can assume that `x1` will be less than or equal to `x2`.
  - The latter two parameters `y1` and `y2` correspond to the start- and endpoints of a second interval. Again, we can assume that `y1` will be less than or equal to `y2`.
- Returns `true` when the first and second intervals overlap.

As in the previous exercise, take both intervals to be closed, that is, that the endpoints are included in the intervals. So for example
• `IntervalOverlapChecker.intervalsOverlap(0.0, 2.0, 9.0, 11.0)` and `IntervalOverlapChecker.intervalsOverlap(9.0, 11.0, 0.0, 2.0)` should both return false.

• `IntervalOverlapChecker.intervalsOverlap(0.0, 2.0, 1.0, 3.0)` and `IntervalOverlapChecker.intervalsOverlap(1.0, 3.0, 0.0, 2.0)` should both return true.

• `IntervalOverlapChecker.intervalsOverlap(0.0, 1.0, 1.0, 2.0)` should return true.

Exercise D.2.15. In these exercises, do not use Math methods to calculate the square; just use multiplication.

1. Write a class SimpleLoop whose main method uses a loop to print the squares of the integers from 0 to 10.

2. Write a class SimpleLoop2 whose main method uses a loop to print the squares of the integers from 10 to 30.

3. Write a class SimpleLoop3 whose main method uses a loop to print the squares of the even integers from 10 to 30.

Exercise D.2.16. Write a class SentenceFixer with a static method `printCapitalized` which

• Accepts a String parameter assumed to be a sentence,

• Returns nothing, and

• Prints that sentence making sure the first character is capitalized, and that subsequent characters are lowercase.

The standard methods `toUpperCase` and `toUpperCase` in class `java.lang.Character` will be helpful in converting characters to the correct case. As the usual first step, write a main method with examples and expected results. Step through your method by hand for the argument string `HELLO!` to be sure you understand you it works.

Exercise D.2.17. The factorial function $n!$ is defined informally as $n! = n \cdot (n - 1) \cdot \ldots \cdot 2 \cdot 1$, and is defined formally by two rules:

• If $n = 0$, then $n! = 1$

• If $n > 0$, then $n! = n \cdot (n - 1)!$

Write a class FactorialFinder with a static method `factorial` which

• Accepts a single int parameter

• Returns a long result representing the factorial of the argument.

Since factorial is not defined on negative numbers, it does not matter what your method does for such input. As the usual first step, write a main method with examples and expected results.
Exercise D.2.18. The choose function from probability is defined as
\[
\binom{n}{m} = \frac{n!}{m!(n-m)!}.
\]
Given the factorial method above, it is certainly possible to extend the FactorialFinder of Exercise D.2.17 class with a method to implement choose directly:

```java
public static long nChooseM(final int n, final int m) {
    return factorial(n)/factorial(m)/factorial(n-m);
}
```

But this implementation is inefficient, and may cause overflow even when the final result actually can be represented as a long. Write a more efficient version of nChooseM which only performs the multiplications and divisions which are absolutely necessary. As usual, extend the main method with examples and expected results as a first step. □

Exercise D.2.19. The Fibonacci numbers are a sequence of integers indexed from 0 up, defined by:
- Fibonacci number 0 is 0.
- Fibonacci number 1 is 1.
- For any \( n > 1 \), Fibonacci number \( n \) is the sum of the two previous Fibonacci numbers (indexed \( n - 1 \) and \( n - 2 \)).

Write a class FibonacciFinder with a static method fibonacci which
- Accepts a single int parameter \( n \)
- Returns a long result representing Fibonacci number \( n \).
Since the series is not defined on negative numbers, it does not matter what your method does for such input. As the usual first step, write a main method with examples and expected results. □

Exercise D.2.20. Write a class VowelCounter with static method getVowelCount whose one argument is a String and which returns the number of characters in the string which are vowels (a, e, i, o and u). □

Exercise D.2.21. The sequence \( A_1 \) is defined as follows:
\[
A_1(n) = \begin{cases} 
    n^2 & \text{if } n \text{ is even} \\
    n + 1 & \text{if } n \text{ is odd}
\end{cases}
\]
Write a class AltSequence with a static method getSumTo which takes an integer \( n \), and returns the sum of the elements 0 through \( n \) of sequence \( A_1 \). Use only a single loop, and test inside the loop whether a particular index is even or odd. □

Exercise D.2.22. Write a class ChangeMaker with a static method getChange which
- Takes a single int argument representing a number of cents
- Returns a string describing the way to represent that amount in the fewest number of common US coins. The string should be of the form "XX quarters, YY dimes, ZZ nickels, WW pennies". When (for example), YY is one, the string should use the singular dime instead of dimes. □
Exercise D.2.23. What do these loops do? Try to work out what it prints without running it before checking your prediction with Java.

1. for (int i=1; i<=6; i=i+1) {
    for (int j=1; j<=i; j=j+1) {
        System.out.print(i);
    }
    System.out.println();
}

2. for (int i=1; i<=6; i=i+1) {
    for (int j=1; j<=(6-i); j=j+1) {
        System.out.print("-");
    }
    for (int j=1; j<=i; j=j+1) {
        System.out.print(i);
    }
    System.out.println();
}

What if we swap the two inner loops?

Exercise D.2.24. Write a program to print this triangle:

0
01
012
0123
01234
012345
0123
012
01
0

Find a solution which uses only a single outer and a single inner loop.

Exercise D.2.25. Write a class FramedSquare with static method printFramed which

- Takes two arguments frameSize and innerSize
- Draws a square made of asterisks and periods, where
  - The asterisks form a frame on the outer edge of the square with thickness frameSize, and
  - The inside of the frame is filled in with a innerSize-by-innerSize square of periods.

So printFramed(2, 7) would print

**********
**********
**********
**********
**********
**********
**********
**********
Exercise D.2.26. Write a class `FrameDrawing` with a static method `drawFramed` which

- Takes two integer arguments
  - The first describing the thickness of a border
  - The second giving the length $n$ of the side of a square
- Draws an $n$-by-$n$ square, with a border of asterisks of the given thickness, and an interior of periods.

So for inputs 2 and 11, your method should print

```
***********
***********
**.......**
**.......**
**.......**
**.......**
**.......**
**.......**
***********
***********
```

D.3 Arrays

Arrays

An array is a primitive data structure for storing multiple objects

- All elements of the array must have the same type
- The length of the array is fixed at its creation, and never changes
- Each position in the array stores a single element
- Each element is referenced by its index in the array

Basic syntax

- Declare an array (does not allocate memory):

```java
final dataType[] arrayName;
```
– Alternative syntax

```java
final dataType arrayName[];
```

• Allocate memory for a previously declared array:

```java
arrayName = new dataType[numberOfElements];
```

Size cannot be negative

• Store and retrieve values in array:

```java
arrayName[index] = expression; // Store value at index
arrayName[index]; // Retrieve value from index
```

• Access the length of an array:

```java
arrayName.length
```

Not the same as the method call for String — `str.length()`

• One-liners for declaration, allocation, and initialization:

```java
final dataType[] arrayName = new dataType[numberOfElements];
final dataType[] arrayName = { val1, val2, ..., valN }; // Initialize
```

Basic examples

• Declare an array (does not allocate memory):

```java
double[] numbers; /* Alternate: */ double numbers[];
```

• Allocate memory for a previously declared array:

```java
numbers = new double[10];
```

• Store and retrieve values in array:

```java
numbers[3] = 7.5;
System.out.print(numbers[3]);
```

• Access the length of an array:

```java
numbers.length
```

• One-liners for declaration, allocation, and initialization:

```java
double[] numbers = new double[10];
double[] numbers = { 1.5, 4.5, 7.5, ..., 15.2 };
Arrays of primitive types
When using arrays, we need to ensure:

• Array variable is declared
• Memory is allocated for the array (using new)
• Contents of the array have been initialized

With primitive type:

```java
final int[] intArray = new int[5];
for(int i=0; i<intArray.length; ++i) {
    System.out.print(intArray[i] + ", ");
}
```

• Output:
```
0, 0, 0, 0, 0,
```

This works even though we skipped Step 3 – Java takes care of the initialization for us.

Arrays of objects
We can also have arrays of complex type:

```java
final Car[] carArray = new Car[5];
for(int i=0; i<carArray.length; ++i) {
    System.out.println(carArray[i]);
}
```

• Output is
```
null
null
null
null
null
```

Why does this fail? Need to initialize array contents!

• Java doesn’t know how to initialize the objects

Example: all civics

```java
final Car[] carArray = new Car[5];
// We need to initialize the objects in a sensible way
for(int i=0; i<carArray.length; ++i) {
    carArray[i] = new Car("Honda Civic", 1000 * i);
}
for(int i=0; i<carArray.length; ++i) {
    System.out.println(carArray[i]);
}
```
Arrays of objects

```java
final Person[] simpsons = new Person[3];
simpsons[0] = new Person("Homer", "D'oh!");
simpsons[1] = new Person("Flanders", "Okily Dokily!");
```

In an array of complex type (i.e., class), each element in the array stores a reference to an object of that class

- Does not store the object itself (just like a variable of complex type)
- We need to instantiate an object for each element of the array

**Exercise D.3.1.** Trace through the execution of this class (without running it first). What does it print?

```java
public class UseAnArray {
    public static void main(String[] argv) {
        int[] numbers = { 10, 20, 30, 40 }; // 1
        for(int i=0; i<numbers.length; i=i+1) { // 2
            final int number = numbers[i]; // 3
            System.out.println(number); // 4
        }
    }
}
```

**Exercise D.3.2.** What is the largest Java array you can define? Is there a difference between the largest array that the Java compiler will allow you define, and the largest array that a running program on the system you happen to be using right now can allocate to a running program?

**Exercise D.3.3.** What errors do you get when you:

- Try to read from an array slot which is beyond the upper limit of an array?
- Use round parentheses instead of square brackets when you declare an array?
- Use round parentheses instead of square brackets when you access an array element?

Which of these errors are compile-time errors, and which are run-time errors?

**Exercise D.3.4.** Write a class `UseAStringArray` whose main method

- Declares a `String` array containing two values, "Hello" and "Goodbye", and then
- Loops through the array to print each of the values.

**Exercise D.3.5.** Update your class `MonthNamer` from Exercise D.2.3 to use an array within `getMonthName`. 

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Exercise D.3.6. Write a class `ColumnMaker` with a static method `printInColumn` which

- Takes an array of integers as its single argument, and
- Prints the numbers right-aligned in a single column.

Use your `getCharacterLength` method from Exercise D.1.8

exercise D.3.7. Write a class `StatsFinder` with a static method `printSummaryStats` which takes an array of double values as its single argument, and calculates and prints messages detailing

- How many numbers there are.
- Their mean: the sum of the values divided by how many values there are.
- Their standard deviation: \( \sigma = \sqrt{\frac{\sum (\bar{x} - x_i)^2}{N-1}} \), where \( \bar{x} \) is the mean and \( N \) is the number of values.

exercise D.3.8. Extend method `printSummaryStats` of Exercise D.3.7 to also print the median: the middlemost value contained in the array.

exercise D.3.9. Modify `StatsFinder` from Exercise D.3.7 (or D.3.8 or D.3.18) to work with integers, and to additionally calculate:

- The maximum and minimum values of the array.
- The number of different values in the array, and how many times each one appears in the array.
- Their mode, the value which appears more often than any other.

exercise D.3.10. Write a class `ArrayIntFinder` with a static method `getIndexOf` which

- Takes two arguments
  1. An array `numbers` of integers, and
  2. A single integer `target`
- Searches `numbers` for the index where `target` is found
- Returns either that index, or -1 if `target` was not found in `numbers`

When testing your code, be sure to try both cases where `target` is found in `numbers`, and cases where `target` is not found in `numbers`

exercise D.3.11. Write a class `SortedArrayIntFinder` with a static method `getIndexOf` which whose arguments and result are just as in class `ArrayIntFinder` of Exercise D.3.10 but where your method is allowed to assume that the array is sorted in order. Take advantage of the assumption of an ordered list by starting your search in the middle of the list, so that after every comparison your method can exclude half of the unsearched elements based on the target being greater or less than the middle element.

(For a hint, see p. 206)
Exercise D.3.12. The dot product is a common mathematical operation on pairs of numeric vectors (arrays) of the same size. Given two vectors \((x_i)^n_1\) and \((y_i)^n_1\), their dot product \(\vec{x} \cdot \vec{y} = \sum^n_1 x_i y_i\). Write a class \texttt{DotProduct} with static method \texttt{getDotProduct} which

- Takes two arguments of type \texttt{double[]}\[], and
- Returns the double dot product of the two arrays.

It does not matter what your program does if the arrays are not the same size. As the usual first step, write a \texttt{main} method with examples and expected results.

Exercise D.3.13. Trace through the execution of this class (without running it first). What does it print?

```java
public class ChangeAnArray {
    public static void main(String[] argv) {
        int[] numbers = { 10, 20, 30, 40 };
        for(int i=0; i<numbers.length; i=i+1) {
            numbers[i] = numbers[i] * 2;
            System.out.println(numbers[i]);
        }
    }
}
```

Exercise D.3.14. What errors do you get when you:

- Try to write to an array slot which is beyond the upper limit of an array?
- Assign a String to an array which you have declared to hold int values?

Which of these errors are compile-time errors, and which are run-time errors?

Exercise D.3.15. What do these programs do? Trace through the programs by hand before running them in Eclipse to confirm your hypotheses.

```java
- public static void main(String[] args) {
    int y=30;
    f(y);
    System.out.println(y);
}

public static void f(int x) {
    System.out.println(x);
    x=10;
    System.out.println(x);
}
- public static void main(String[] args) {
    int x=30;
    f(x);
    System.out.println(x);
}
```

```java
    public static void f(int x) {
```
Exercise D.3.16. What do these programs do? Trace through each one by hand before running them in Eclipse to confirm your hypotheses.

- public static void main(String[] args) {
  int[] y = new int[] { 10, 20, 30 };  
  f(y);  
  for(int i=0; i<y.length; i=i+1) {  
    System.out.println(y[i]);  
  }  
}

public static void f(int[] x) {  
    if (x.length > 1) {  
      x[1] = -1;  
    }  
    return;  
}

- public static void main(String[] args) {
  int[] y = new int[] { 10, 20, 30 };  
  f(y);  
  System.out.println("==========");  
  for(int i=0; i<y.length; i=i+1) {  
    System.out.println(y[i]);  
  }
}

public static void f(int[] x) {  
    x = new int[] { 1, 2, 3, 4, 5 };  
    x[1] = -1;  
    for(int i=0; i<x.length; i=i+1) {  
      System.out.println(x[i]);  
    }  
    return;  
}

- public static void main(String[] args) {
  int[] y = new int[] { 10, 20, 30 };  
  f(y);  
  System.out.println("==========");  
  for(int i=0; i<y.length; i=i+1) {  
    System.out.println(y[i]);  
  }
}

public static void f(int[] x) {  
    for(int i=0; i<x.length; i=i+1) {  
      x[i] = i*100;  
    }  
}
for(int i=0; i<x.length; i=i+1) {
    System.out.println(x[i]);
}
x = new int[] { 1, 2, 3, 4, 5};
if (x.length > 1) {
    x[1] = -1;
}
System.out.println("==========");
for(int i=0; i<x.length; i=i+1) {
    System.out.println(x[i]);
}
return;

Exercise D.3.17. Write a class ScaleBy with method scaleByFactor which
– Takes two arguments:
  1. An array numbers of double
  2. Another double value called factor
– Multiplies every element of numbers by factor
– Has no explicit return value
Include a main routine with several tests of scaleByFactor

Exercise D.3.18. Add another static method getSummaryStats to class StatsFinder from Exercise [D.3.7]. Your getSummaryStats should, instead of just printing the various statistics, returns a new double[] array where element 0 is the mean, element 1 is the standard deviation, and so on. As the usual first step, create several tests as the main method of StatsFinder. Be sure to examine the length of the array as well as each element. Rewrite printSummaryStats to remove duplicated code, so that it just calls getSummaryStats and prints its results in a comprehensible manner.

Exercise D.3.19. Write a class CapitalizeAllChars with method upcaseAll which
– Takes two arguments:
  1. An array characters of char
– Capitalizes every element of characters (use the library method Character.toUpperCase)
– Has no explicit return value
Include a main routine with several tests of upcaseAll

Exercise D.3.20. Write a class TwoGrouper with method sortIntoGroups which
– Takes a single argument, an array of characters, which your method should assume contains only ’R’ and ’W’, and
– Reorganizes the array so that all of the ’R’’s come before all of the ’W’’s.
Important restriction: your program may "visit" each element of the list only once. So for example, a program which simply goes through the array once to count the ’R’’s, and which then makes a second pass to assign ’R’’s and ’W’’s, would not satisfy this restriction!
(For a hint, see p.206)
**Exercise D.3.21.** (Continues from Exercise D.3.20) Write a class ThreeGrouper with method `sortIntoGroups` which

- Takes a single argument, an array of characters, which your method should assume contains only 'R', 'W' and 'B', and
- Reorganizes the array so that all of the 'R's come before all of the 'W's, all of the 'W's come before all of the 'B's.

Follow the same restriction as for Exercise D.3.20: visit each node only once.

This problem was invented by Edsger W. Dijkstra, who discovered many important computer science algorithms, and who originated in the Netherlands. The Dutch flag consists of three stripes, one red, one white, and one blue, and Dijkstra named this problem *The Dutch National Flag problem.*

**Exercise D.3.22.** Write a class ArrayReverser with a static method `reverse` which

- Takes a single argument, an array of `String` values, and
- Returns a new array which contains the same elements as the argument, but in the reverse order.

The array used as an argument should not be altered in any way by the `reverse` method.

Follow the usual procedure for writing stubs, and then developing example calls and a design, before starting the Java implementation.

**Exercise D.3.23.** Write a class ArraySplitter with a static method `getUpperHalf` which

- Takes a single argument, an array of `int` values
- Return an array which
  * Is half the length of the argument array
  * Contains the same values as the elements of the argument from the midway point to the highest index.

As usual, begin with a `main` method containing tests which verify the behavior of `getUpperHalf`.

**Exercise D.3.24.** Write a class TakeEveryThird with a static method `everyThird` which

- Takes a single argument, an array of `int` values, and
- Returns an array which contains only every third element of the original, beginning with the first one.

So a call to

```java
final int[]
    result = everyThird(new int[] { 2, 4, 6, 8, 10, 12, 14, 16, 18, 20 });
for(int i=0; i<result.length; i++) {
    System.out.println(result[i]);
}
```

should print:

2
8
14
20
Exercise D.3.25. Write a class `TakeEveryNth` with a static method `everyNth` which

- Takes two arguments,
  1. An integer
  2. An array of `int` values
- Returns an array which contains only every $n^{\text{th}}$ element of the array argument, where $n$ is the integer argument.

So a call to

```java
final int[] result = everyNth(3, new int[] { 2, 4, 6, 8, 10, 12, 14, 16, 18, 20 });
for(int i=0; i<result.length; i++) {
    System.out.println(result[i]);
}
```

would print the same output as the example for Exercise D.3.24 and a call to

```java
final int[] result = everyNth(5, new int[] { 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36 });
for(int i=0; i<result.length; i++) {
    System.out.println(result[i]);
}
```

should print:

2
12
22
32

Exercise D.3.26. Write a class `ArrayInterleaver` with a static method `interleaveArrays` which

- Takes two arguments, each an array of `String` values
- Returns a new array
  * Whose length is the sum of the two argument arrays
  * And which contains the elements of the arrays, drawing in alternation from one array and then the other. If one argument array is longer than the other, then its additional elements should appear together at the end of the result.

So for arguments containing

"A", "B", "C"

and

"V", "W", "X", "Y", "Z"
the result should contain


As usual, begin with a main method containing tests which verify the behavior of `interleaveArrays`.

**Exercise D.3.27.** The main method of your class `ArrayReverser` for Exercise D.3.22 probably contains example calls of `reverse` which look like this:

```java
System.out.println("For { "A", "B", "C", "D", "E" }");
System.out.println("reverse should return { "E", "D", "C", "B", "A" }");
System.out.println("actually returns {"
for(int i=0; i<result.length; i=i+1) {
    if (i>0) {
        System.out.print(",");
    }
    System.out.print(" " + result[i]);
}
System.out.println(" }");
```

When we have multiple similar tests, we will end up with a considerable amount of duplicated code. But this is exactly why we have methods! The code for different tests of `reverse` will differ only by the actual argument and expected result — the rest will be the same from test to test. So we can write a `testReverse` method (note that this is not the same as the `reverse` method!) to consolidate all of the similar code into one method as shown in Figure 1 (p. 195). With this method in place, we can replace the test code with just a call to `testReverse`.

```java
testReverse(
    new String[] { "A", "B", "C", "D", "E" },
    new String[] { "E", "D", "C", "B", "A" });
```

Adopt this idea to other problems from this section:

1. For Exercise D.3.23 write a method `testGetUpperHalf` in class `ArraySplitter` for one test call of method `getUpperHalf`. Either replace your tests in the main method with similar calls to `testGetUpperHalf`, or add new tests for it.

2. For Exercise D.3.24 write a method `testEveryThird` in class `TakeEveryThird` for one test call of method `everyThird`. Either replace your tests in the main method with similar calls to `everyThird`, or add new tests for it.

3. For Exercise D.3.25 write a method `testEveryNth` in class `TakeEveryNth` for one test call of method `everyNth`. Since `everyNth` takes two arguments, `testEveryNth` will need to take three arguments. Either replace your tests in the main method with similar calls to `everyNth`, or add new tests for it.

4. For Exercise D.3.26 write a method `testInterleaveArrays` in class `ArrayInterleaver` for one test call of method `interleaveArrays`. Either replace your tests in the main method with similar calls to `interleaveArrays`, or add new tests for it.
Exercise D.3.28. We can further improve the testing of reverse from Exercise D.3.27 by adding a method to print the contents of one array, and replacing the repeated loops in the test method with a call to this second new helper method.

1. In the ArrayReverser class as extended in Exercise D.3.27, add a method printContents:

```java
public static void printContents(String[] arr) {
    System.out.println("{ ");
    for(int i=0; i<arr.length; i=i+1) {
        if (i>0) {
            System.out.print(",");
        }
        System.out.print(" " + arr[i]);
    }
    System.out.println(" } ");
}
```

Simplify testReverse to use this new method instead of repeating the iteration multiple times. Make sure the output of main is unchanged by this simplification.

2. Apply a similar simplification in class ArraySplitter from Exercise D.3.27(a).

3. Apply a similar simplification in class TakeEveryThird from Exercise D.3.27(b).

4. Apply a similar simplification in class TakeEveryNth from Exercise D.3.27(c).

5. Apply a similar simplification in class ArrayInterleaver from Exercise D.3.27(d).

Exercise D.3.29. Write a class WordsTaker with a static method getWords which

- Takes two arguments,
  1. A String, expected to consist of several space-separated words
  2. An int, representing how many of these words are of interest
- Returns an array of strings
  * The length of the array should be the same as the integer argument
  * The first (index 0) element of the result array should be the first space-separated word of the string argument, and so on

Assume for this exercise that there will always be enough words in the string for the integer argument. As the usual first step, create several tests of getWords for the main method of WordsTaker. Be sure to examine the length of the array as well as each element.

Exercise D.3.30. Write a class BiggestElements with static method getBiggest which

- Takes two arguments
  1. An array of integers numbers
  2. An additional integer howMany
- If howMany is less than the length of numbers, then getBiggest should return a new array of length howMany containing the biggest values numbers.
  If howMany is greater than or equal to the length of numbers, then it should return numbers as-is.

As usual, begin with a main method containing tests which verify the behavior of getBiggest.
Exercise D.3.31. Selection sort implements the following idea for sorting an array:

- First, go through every element of the list, and find the index of the smallest value. If that value is not at slot 0, swap it with the value at slot 0.
- Next, go through every element of the list except the first, and find the index of the smallest value among them. If that value is not at slot 1, swap it with the value at slot 1.
- And so on, for each slot in the list.

Write a class SelectionSorter with a static method sort which

- Takes an array of integers as its input,
- Performs a selection sort on the array, and
- Returns nothing.

Follow our usual process of stubbing methods, creating several tests of sort for the main method of SelectionSorter, and adapting the above idea into a design, before implementing sort in Java code.

Exercise D.3.32. Write a class FilteredSumOfSquares with a single static method getFiltered which

- Takes two parameters,
  1. An array of int values called vals, and
  2. An int value called threshold
- Returns an int value, the sum of the squares of the values in vals which are larger than threshold.

So for example, a call to

getFiltered(new int[] { 2, 5, 10, 1 }, 4)

should return 125, since 5 and 10 are larger than 4, but 2 and 1 are not.

D.4 Classes and objects

Real-life objects

This object is commonplace, and yet complicated

- It possesses some state
  - Including its current location, gear, current speed
- It has some behaviors
  - Like moving, accelerating, braking
- It interacts with other objects
  - Like the road, other cars, trees, people
- It is made of other objects
  - Like the engine, seats, tires, radio

Most of us can use it as a black box
public static void testReverse(String[] argument, String[] expected) {
    System.out.println("For ");
    for(int i=0; i<argument.length; i=i+1) {
        if (i>0) {
            System.out.print(",");
        }
        System.out.print(" " + argument[i]);
    }
    System.out.println(" }");
    System.out.print("reverse should return ");
    for(int i=0; i<expected.length; i=i+1) {
        if (i>0) {
            System.out.print(",");
        }
        System.out.print(" " + expected[i]);
    }
    System.out.println(" }");
    System.out.println(" actually returns ");
    final String[] result = reverse(argument);
    for(int i=0; i<result.length; i=i+1) {
        if (i>0) {
            System.out.print(",");
        }
        System.out.print(" " + result[i]);
    }
    System.out.println(" }");
}

Figure 1: Method testReverse for Exercise [D.3.27]
• Don’t need to understand how it works
• Just need to know what we can do with it

Running a Java program
A CarLot will create Car objects, but what creates the CarLot itself?
The solution is to use static methods (and variables).
• Content marked static is independent of any object instance
• Usually associated with the class itself

```java
public class CarLot {
    private Car car1;
    private Car car2;

    public static void main(String[] args) {
        CarLot myCarLot = new CarLot();
    }

    public CarLot() {
        car1 = new Car("Honda Civic", 214118);
        ...
    }
}
```

The main method
In Java, the main method has special significance
• Provides a point of entry for starting a program
  – Must be public and static
• Any class can have a main method
• Must have proper signature (including String array param)
• In OO paradigm, main typically creates a top-level object and invokes a method which then takes over

```java
public class CarLot {
    ...
    public static void main(String[] args) {
        CarLot myCarLot = new CarLot();
        myCarLot.manage();
    }
    ...
    public void manage() {
        // Most of program functionality goes here
    }
}
```
Exercise D.4.1.  Create a class `Student` to store the following information about a student:

- Their name
- Their ID
- Their current classes
- The number of credits earned

Include a constructor which receives these values, and accessor methods for each.

- Store their name in two fields `firstNames` and `lastName`
- Store their ID as an `int`
- Store their current classes as an array of strings
- Store the number of credits earned as an `int`

Exercise D.4.2.  Create a class `Vehicle` with the following `private` field:

- A single `String` field `makeModel` for the make/model
- An `int` field `fuelCap` for the capacity of the fuel tank
- An `double` field `mpg` for the miles-per-gallon efficiency

Define a constructor which receives and assigns the field values in the above order, and accessor methods for each.

Exercise D.4.3.  Create a class `SSN` to store a Social Security number. Class `SSN` should have:

- Three private and `final` fields `group1`, `group2` and `group3`, each of type `int`, corresponding to the three parts of a Social Security number
- Accessors for these three fields
- A method `ssnToString` which takes no arguments, and formats the SSN in the usual way with a hyphen between fields

Include two constructors for `SSN`

- One constructor takes a single `int` argument representing the entire SSN.
- The other constructor takes three `int` arguments representing the three segments.

Each constructor should set the fields `group1`, `group2` and `group3` in the way appropriate for its arguments.

Exercise D.4.4.  Change class `SSN` to have a `single` private field `number`, an `int` representing the entire nine-digit SSN. The methods (including `getGroup1` and so forth) should behave just the same way.
Exercise D.4.5.  Extend class Student of Exercise [D.4.1] with a method hasUnitsToGraduate which
- Takes no arguments, and
- Returns true if the student has earned the 120 units needed to graduate.

Exercise D.4.6.  Add a method getRange to class Vehicle of Exercise [D.4.2] which calculates from the the
fuelCap and mpg fields the maximum distance which the vehicle could drive on a single tank. As the usual first
step, add tests of getRange to a main method.

Exercise D.4.7.  Write a class QuizScores to hold information about a student’s quiz scores in a class (obvi-
ously not this class, since we do not have quizzes). Your class should have the following constructor and methods:
- The constructor should take an array of integers, holding the quiz scores.
- Methods getHighest and getLowest should return the highest and lowest scores received. They take
  no arguments, and return an int.
- Method getAverage should return a double value, the average score received.

Exercise D.4.8.  Extend class QuizScores from Exercise [D.4.7] with two additional methods,
- Method countGreaterThan takes an integer and returns the number of quiz scores which are greater
  than the argument.
- Method getAverageDroppingLowest should return a double value, the average score excluding the
  lowest.

As the usual first step, add tests of these methods to a main method.

Exercise D.4.9.  Write a class CharChecker whose constructor takes a single string (which we will refer to as base),
and with the following methods:
- An accessor getBase for base
- A method countMatches which take a single string str, and which returns the number of characters of
  str which are also in base.

For example, the statements
CharChecker cc = new CharChecker("abc");
System.out.println(cc.countMatches("abracadabra"));

should print 8.

As the usual first step, add tests of these methods to a main method. Do not use any methods of String
except charAt and length to solve this problem.

StateFinder implementations before starting these exercises, and expect to deploy some of the same algo-
rithms here.
Exercise D.4.10. Write a class `DataSet` to perform statistical analysis of a set of numbers.

- It should have a constructor which takes a single argument, an array of `double` values.
- Method `mean` should take no arguments, and should return the mean of the values from the array.
- Its field for storing data should be `private`.

As the usual first step, add tests of its method to a `main` method.

Exercise D.4.11. Consider your class `DataSet` from Exercise D.4.10. What happens if we run:

```java
int[] numbers = new int[] { 5.0, 6.0, 7.0 };
DataSet ds = new DataSet(numbers);
numbers[1] = 12.0;
System.out.println(ds.mean());
```

With the usual setup for fields:

```java
private double[] numbers;
```

```java
public DataSet(double[] numbers) {
    this.numbers = numbers;
}
```

The `mean` would return 8.0, not 6.0 — the array itself is shared — we have allocated only one of them, and passed around references to it. Update the `DataSet` constructor to make sure that the storage we use for the numbers in a `DataSet` instance is separated from the array passed to the constructor. (See p. 206 for a hint if you need.)

Exercise D.4.12. Extend class `DataSet` of the previous exercises to give the data sets a name.

- Add an additional constructor that takes both the `String` name and a `double` array.
- Provide accessor and mutator methods `getName` and `setName`.
- But keep the original constructor as well! For a `DataSet` instance created without a name, the `getName` accessor should return the string "(unnamed)".

Exercise D.4.13. Add a method `stdDev` to `DataSet` from Exercise D.4.17 which takes no arguments and returns the standard deviation of the data. (See Exercise D.3.7 for a formula for standard deviation.) Since we use the mean for calculating the standard deviation, `stdDev` will need to call `mean`.

Exercise D.4.14. Extend class `Student` of Exercise D.4.1 with the assumption that a student ID will never change.

Exercise D.4.15. Extend class `Student` of Exercise D.4.14 with methods to update a student record:

- Update the name
- Report passed classes
- Enroll in new classes
Exercise D.4.16. Revise class `Vehicle` of Exercise D.4.6 with an additional `private` field:

- An `int` field `mileage` for the number of miles recorded by the vehicle

Modify the constructor to initialize this field as well, and add both an accessor and a mutator method to set the field. As the usual first step, add tests of using the setter to a `main` method.

Exercise D.4.17. Extend the class `DataSet` of Exercise D.4.10 with two methods:

- `addData`, which takes an array `additionalData` of `double` values. These values should be added to the values already in the `DataSet`, and should cause `mean` to return an updated, new value based on all of the data.
- `clearData`, which resets the data storage to contain no numbers.

Exercise D.4.18. Consider your class `DataSet` from Exercise D.4.17 (without the `stdDev` method of Exercise D.4.13). We have made `mean` a method, but when the data do not change, the mean will not change either. Update the class and methods so that we recalculate the mean value only when we need to, and just save the value when the data is unchanged. (See p. 206 for a hint if you need.)

Exercise D.4.19. Redo Exercise D.4.18 but starting from Exercise D.4.13 instead of Exercise D.4.17 (or alternatively, add a `stdDev` method to your result of Exercise D.4.18). Cache the two values separately, updating each one only when demanded.

Exercise D.4.20. Another way to add caching of derived values is to use a single `boolean` flag to indicate new data, but still multiple `double` fields for the cached values, plus a `private` helper method `updateCached` which recomputes all of the cached values. Extend `DataSet` of Exercise D.4.13 to implement this idea, making sure that `mean` and `stdDev` call it only when there is new data.

Exercise D.4.21. In `DataSet`, we considered data where the individual points have no particular identity — they were just numbers. Sometimes, individual data points have an identity beyond just their value, and each comes with its own `label`. For examples, the times of racers may be labeled with the racer’s name, or rainfall totals may be labelled with the location of measurement.

Write a class `TopThree` to keep track of the three highest labelled data values. There should be six simple accessor methods for the stored data:

- Methods `getValue1` and `getLabel1` return the highest data value, and its label
- Methods `getValue2` and `getLabel2` return the second-highest data value, and its label
- Methods `getValue3` and `getLabel3` return the third-highest data value, and its label

There should be one mutator method `newResult` which

- Takes two arguments, a `double` value and a `String` label
- Returns no value
- Might update some of the top three values, if the value is higher than the ones reviewed previously

The constructor for `TopThree` should take the initial top three values and labels

```java
public TopThree(double bestValue, String bestLabel,
                double secondValue, String secondLabel,
                double thirdValue, String thirdLabel)
```

Modify class `TopThree` of Exercise D.4.21 so that the constructor does not assume that the three value/label pairs are already in order, but instead works out for itself which label has the highest value.
Exercise D.4.22. Write a class Complex to model complex numbers

- The constructor should take two double values, for the real and imaginary parts
- Numbers are constants, so the fields should be final
- Provide accessors getReal and getImaginary
- Provide method magnitude, returning a double
- Provide method conjugate, which needs no arguments, and returns another Complex
- Provide methods add, subtract, multiply and divide, each taking a single Complex argument and returning a Complex result

The formulas for these operations are on p. 206

Exercise D.4.23. In Exercise D.4.17 we added a method addData which changed the underlying data, so that mean would normally return a different value. For this exercise we will again extend the DataSet Exercise D.4.10 to add data, but in a way that does not change the underlying data set:

- Add a method addData which takes an array of double values, and returns a new DataSet. The resulting instance should contain all of the values of the original instance, plus all values from the argument array. The original instance should not be changed in any way.

- Add a method removeData which takes an array of double values, and which also returns a new DataSet. The resulting instance should contain all of the values of the original instance except the values from the argument array. Again, the original instance should not be changed in any way.

As usual, begin by adding tests of the new methods to main.

Exercises D.4.24 and D.4.25 refer to class Rectangle:

```java
public class Rectangle {
    private final double width, height, leftX, upperY;

    /**
     * Construct the representation of a rectangle on the plane.
     * @param width The width along the x-axis of this rectangle
     * @param height The width along the y-axis of this rectangle
     * @param leftX The x-coordinate of the left edge of the rectangle
     * @param upperY The y-coordinate of the upper edge of the rectangle
     */
    public Rectangle(final double width, final double height,
                     final double leftX, final double upperY) {
        this.width = width;
        this.height = height;
        this.leftX = leftX;
        this.upperY = upperY;
    }

    public double getWidth() { return width; }
    public double getHeight() { return height; }
    public double getLeftX() { return leftX; }
    public double getUpperY() { return upperY; }
}
```
Exercise D.4.24. Add a method `overlaps` to class `Rectangle` which

- Takes one argument, which is also a `Rectangle`, and
- Return `true` when the two rectangles overlap in the plane with an area greater than 0, or `false` otherwise.

As usual, write a `main` method for `Rectangle` which verifies that `overlaps` is implemented correctly.

Exercise D.4.25. Add a static method `centeredAt` to class `Rectangle` which

- Takes four `double` arguments,
  1. A width
  2. A height
  3. An x-coordinate
  4. A y-coordinate, and
- Returns a `Rectangle` whose `center` is at the given point.

Extend the `main` method for `Rectangle` to verify that `centeredAt` is implemented correctly.

Exercise D.4.26. In algebra we study two ways of representing points on a plane: for *Cartesian coordinates* we give two values representing distance along the x- and y-axes, and for *polar coordinates* we give a distance from the origin or *magnitude*, and an angle offset counterclockwise from the x-axis. The angle value is usually given in radians, where $2\pi$ is the measure of a single full rotation around the circle.

This interface describes operations we might want to associate with a point:

```java
public interface Point {
    public double getX();
    public double getY();
    public double getMagnitude();
    public double getAngle();
    public Point addVectors(Point that);
}
```

Create two classes `CartesianPoint` and `PolarPoint` which implement this interface, and which represent points (both in their constructor and in the fields of each object) in these two ways. Where we understand a point be a vector from the origin to a coordinate, the `addVectors` methods returns the point we find when we follow both vectors, first one and then the other (for a hint, see p. 206). Make sure that the result of `CartesianPoint`'s version of `addVectors` is again a `CartesianPoint`; and the result of `PolarPoint`'s version, a `PolarPoint`.

Exercise D.4.27. There is another common way to represent complex numbers. We can imagine the complex numbers as points on a plane, with the real component for the x-axis, and the imaginary component as the y-axis. But we can also represent points on the plane by two other numbers: their distance from the origin, and the measure of the angle formed by a line from the point to the origin, and the positive part of the x-axis.

So for example, the point $(1,1)$ is at a distance of $\sqrt{2}$ from the origin. It forms a $45^\circ$-angle with the positive part of the x-axis, but we use radian measure instead of degrees, so we would measure the angle as $\frac{\pi}{4}$. In terms of complex numbers, we write: $1 + i = \sqrt{2}e^{\frac{\pi}{4}i}$.

Refactor the class `Complex` of Exercise D.4.22 to have the name `CartesianComplex`, and instead define `Complex` to be this interface:

```java
public interface Complex {
    public double getReal();
    public double getImaginary();
    public boolean isZero();
}
```
Then create a class PolarCartesian which also implements Complex. Be sure you use accessor methods to access the components of a number passed as an argument to the various operations — this way it makes sense to add two numbers which happen to have different representations.

As the usual first step, write tests making sure that both CartesianComplex and PolarComplex are correct.

Exercise D.4.28. Write a class Square which extends class Rectangle of Exercises D.4.24 and D.4.25. Square should have a single constructor which takes three double arguments: the first for the length of a side of the square, and the other for the x- and y-coordinates of the upper-left corner of the square.

Extend the main method for Rectangle to verify that your constructor for Square is implemented correctly.

Exercise D.4.29. In Exercise D.1.8 we thought about the length of a number. We assumed that numbers should be written in base 10 — that is, with digits from 0 through 9, and place values corresponding to powers of 10. So the number we write as 6,098 means \(6 \times 10^3 + 0 \times 10^2 + 9 \times 10^1 + 8 \times 10^0\).

But we can use other bases too: the number we write as 41 in base 10 would be written as 101001 in base 2 \((1 \times 2^5 + 0 \times 2^4 + 1 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0)\), and in base 7 as 56 \((5 \times 7^1 + 6 \times 7^0)\). We can think of bases larger than 10 as well. Base 12 usually uses digits A for 10 and B for 11, so 41 in base 10 would be 35 \((3 \times 12^1 + 5 \times 12^0)\), and 1,575 in base 10 would be ab3 \((10 \times 12^2 + 11 \times 12^1 + 3 \times 12^0)\).

Write a class BaseRepresenter for finding the String representation of numbers in a particular base, with:

- A single method numberToString, which
  - Takes a single long argument, and
  - Returns the String representation of the argument in the object’s base; and
- A constructor which takes a single argument of type char[], giving the digits to be used in representing numbers (and implicitly, the place value to be used).

Then, write classes InBase2 and InBase16 which are subclasses of BaseRepresenter, but which only define a constructor, and do not need to override numberToString.

Exercise D.4.30. Update class SSN from Exercise D.4.3 so that, instead of defining method ssnToString, it overrides toString to implement that behavior.

Exercise D.4.31. The class Card models playing cards

```java
public class Card {
    private final String suit;
    private final int rank;

    public Card(final String suit, final int rank) {
        this.suit = suit;
        this.rank = rank;
    }
}
```
```java
public String getSuit() { return suit; }
public int getRank() { return rank; }
}

Add an equals method to this class which overrides Object.equals, and which returns true when the two Card instances have both the same rank and the same suit. Remember to think about the appropriate comparison techniques for each field, and add tests of the correct operation of equals to your main method.

Exercise D.4.32. Add a toString method to class Card which overrides Object.toString, and which
• Returns an output string of the form RANK of SUIT. So for example the statements

    Card c = new Card(“hearts”, 5);
    System.out.println(c);

    should print 5 of hearts
• Prints rank 1 as ace, rank 11 as jack, rank 12 as queen, and rank 13 as king. So for example the statements

    Card c = new Card(“spades”, 12);
    System.out.println(c);

    should print queen of spades. Add tests to ensure that toString returns correct results to your main method.

Exercise D.4.33. Add a method equals to class Complex of Exercise D.4.22 which overrides Object.equals, and which equates two instances of Complex exactly when they have both the same real component, and the same complex component. Add tests to your main method to ensure that equals returns correct results.

Exercise D.4.34. Add a toString method to class Complex of Exercise D.4.22 which overrides Object.toString, and which
• Returns the single-character 0 for any instance in which both components are zero
• Returns the string representation of the real component only when the complex component is zero
• Returns the string representation of the imaginary component followed by i when the real component is zero
• Returns a string of the form X+Yi otherwise
Add tests to your main method to ensure that toString returns correct results.

Exercise D.4.35. Add toString methods to classes CartesianComplex and PolarComplex of Exercise D.4.27 which override Object.toString, and which both return a string in the same format as described in Exercise D.4.34. Add tests to your main methods to ensure that toString returns correct results.

Exercise D.4.36. Add equals methods to classes CartesianComplex and PolarComplex of Exercise D.4.27 which override Object.toString which override Object.equals, and which equates two instances of classes implementing Complex exactly when they denote the same complex number. Add tests to your main method to ensure that equals returns correct results.
```
Exercise D.4.37. Write classes which implement a media library:

- Class `Media` includes immutable private fields and public accessors for the title, primary artist, and playing time
- Classes `Video` and `Audio` both extend `Media`
  - Class `Video` includes immutable private fields and public accessors for the director, studio and actors
  - Class `Audio` includes immutable private fields and public accessors for the music company/label
- Classes `DVD`, `FromNetflix`, `CD`, and `Cassette` extend the above classes with further information specific to each format

D.5 GUIs

Most CS120 sections include a unit on Java Swing programming. There are many, many resources for learning/reviewing Swing programming online, and we do not attempt to reproduce them here.

Because not all CS220 students will have covered Swing in their non-UWL equivalents of CS120, we use a number of prepared classes to simplify GUI programming.

The `DrawingPad` class provides a simple interface for drawing lines and shapes in a graphical window. You can download this class from

https://cs.uwlax.edu/~jmaraist/u/220/code/DrawingPad.java

Exercise D.5.1. Download the `DrawingPad` class, and set up a new Eclipse project which includes that class as a source file. If you have not yet discovered how to view the Javadoc pages generated from a class, do so. Generate the Javadoc page for `DrawingPad`, and read about the methods which it provides.

Exercise D.5.2. Write a class `ItsAPuppy` which uses the `DrawingPad` class to sketch a puppy.

Exercise D.5.3. Write a class `GraphSquared` which uses the `DrawingPad` class to draw an x- and y-axis with the plot of the function $y = x^2$. 

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E  Hints for selected exercises

E.1  Review exercises

Exercise D.1.8 Use the logarithm function for base 10.

Exercise D.3.20 Use two different int variables as two different pointers into the list — one from the start, looking for Ws; the other from the end, looking for Rs. Use a while loop instead of a for loop to decide whether there are more swaps to be made.

Exercise D.3.11  
• Identify lo and hi indices
  • Structure your searching loop to continue as long as lo<hi.
  • When target is less than what you find at the midpoint between lo and hi, update hi to exclude the indices where you now now that target could not possibly be; and similarly for when target is greater than the middle element.

Exercise D.4.11 Allocate a new array for the DataSet object, and then copy the numbers into it.

Exercise D.4.18 Add a pair of private fields:
  • A boolean field newData which set to true whenever there is new data.
  • A double field mean which is sometimes set to the mean value.

The method mean should check whether there is new data: if not, then it can used the stored value; if so, it should first update both of these two fields.

Exercise D.4.22  
• Magnitude: $|x + iy| = \sqrt{x^2 + y^2}$
  • $(x + iy) + (z + iw) = (x + z) + i(y + w)$
  • $(x + iy) - (z + iw) = (x - z) + i(y - w)$
  • $(a + bi) \cdot (c + di) = ac + adi + bci - bdii = (ac - bd) + i(ad + bc)$
  • Conjugate: $a + i\overline{b} = a - ib$
  • $\frac{a+bi}{c+di} = \frac{(a+bi)(c-di)}{(c+di)(c-di)}$. Note that the product of a number with its conjugate is a real number.

Exercise D.4.26 Most of the math in this exercise is straightforward trigonometry, but the formula for adding two vectors specified as polar coordinates is more complicated. Given two points $(r_1, \theta_1)$ and $(r_2, \theta_2)$, the vector of their sum is $(r, \theta)$ where:

$$r = \sqrt{r_1^2 + r_2^2 + 2r_1r_2 \cos(\theta_2 - \theta_1)}$$

$$\theta = \theta_1 + \arctan2(r_2 \sin(\theta_2 - \theta_1), r_1 + r_2 \cos(\theta_2 - \theta_1))$$

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References
