1. Suppose we have a class `A` which has a constructor that takes a single integer.

   (a) After the following statements have been executed, how many `A` objects will exist (not counting garbage objects) and which objects are they? Explain your answer and include in your explanation a picture of Java's memory.

   ```
   A a = new A(100);
   A b = new A(150);
   A c = b;
   b = a;
   a = null;
   ```

   (b) After the following statements have been executed, how many `A` objects will exist (not counting garbage objects) and which objects are they? Explain your answer and include in your explanation a picture of Java's memory.

   ```
   A a1 = new A(200);
   A a2 = new A(250);
   A a3 = a2;
   a1 = null;
   a2 = a1;
   ```

2. Here is a simple `Point` and `Circle` class.

```
class Point
{  private double x, y;

   public Point(double x, double y)
   {  this.x = x;
      this.y = y;
   }
   public double getX(){ return x; }
   public double getY(){ return y; }
}
```

```
class Circle
{  private Point c;  // center
   private double r; // radius

   public Circle(Point c, double r)
   {  this.r = r;
      this.c = c;
   }
   // more stuff
}
```

   (a) The constructor in `Circle` has a "privacy leak". Explain why.

   Hint: Consider the following code.

   ```
   Point p = new Point(1,2);
   Circle c = new Circle(p, 10);
   p.setX(100);
   ```

   (b) Rewrite the `Circle` constructor to fix this problem.

3. Consider this code that creates some `Location` objects:

```
Location a, b, c;
a = new Location(10,20);
b = new Location(10,20);
c = b;
```

After this code executes, what are the values of these boolean expressions?

```
a==b
a.equals(b)
a==c
a.equals(c)
b==c
b.equals(c)
```

Also, write two clear sentences that explain the difference between `==` and the `equals()` method.

4. Consider this code that creates some `Location` objects:

```
Location a, b, c;
a = new Location(10,20);
b = (Location)a.clone( );
c = a;
c.shift(2,0);
```

After this code executes, what are the values of these boolean expressions?

```
a==b
a.equals(b)
a==c
a.equals(c)
b==c
b.equals(c)
```

5. What does the following program print out. Explain why.

```
class Thing
{  public int a;
   public int b;
   public Thing(int a, int b){this.a=a; this.b=b}
}

public class Test
{  public static void f(Thing x, int y)
   {
      x.a++;
      y++;
   }
   public static void main(String[] args)
   {
      Thing x = new Thing(1,1);
      int y = 1;
      f(x, y);
      System.out.println("x.a = " + x.a + " and x.b = " + x.b);
      System.out.println("  y = " + y);
   }
}
```

6. Suppose that we have classes `A`, `B`, `C` and `D`. Suppose that `B` is a subclass of `A`, that `C` is a subclass of `B`, and `D` is a subclass of `A`. Suppose that we make the following declarations.

```
A a1 = new A();
A a2 = new C();
D d1 = new D();
```

For each part below, explain what, if any, errors would be caused by the statement in that part. Be sure to consider both compile time and run time errors.

(a) `A a3 = new B();`

(b) `B b1 = new A();`

(c) `B b2 = (B) a1;`

(d) `B b3 = (B) a2;`

(e) `B b4 = (B) d1;`

(f) `B b5 = (C)(A)new D();`

7. Consider the following classes:

```
public class Organization extends Object {
    Organization() { /* null constructor */ }
    public void printMe() { System.out.println("Organize."); }
}
public class Company extends Organization {
    Company() { /* null constructor */ }
    public void printMe() { System.out.println("Be productive."); }
}
public class MidCap  extends Company {
    MidCap() { /* null constructor */ }
    public void printMe() { System.out.println("Think big."); }
}
public class InternetCo extends MidCap {
    InternetCo() { /* null constructor */ }
    public void printMe() { System.out.println("Be cool."); }
    public static void main(String[] args) {
        Company mid = new MidCap();
        MidCap netscape = new InternetCo();
        Object obj = new Organization();
        Organization startup = new Company();
        mid.printMe();
        netscape.printMe();
        ((Organization) obj).printMe();
        obj = netscape;
        ((MidCap) obj).printMe();
        obj = startup;
        ((Organization) obj).printMe();
    }
}
```

What is the output from running the `InternetCo` class?

8. Suppose we implement the `IntArrayBag` class using two partially-filled, "parallel arrays" instead of a single (partially-filled) array. The first array, `data`, holds the values of the items in the bag and the second array, `dataCounts`, holds a count of the number of times that the associated item is in the bag. In other words, `data[i]` is an integer in the bag, and `dataCounts[i]` is the number of times that integer is in the bag.

   We assume that there is an instance variable `manyDataItems` that tells us how many of the entries from the partially-filled arrays `data` and `dataCounts` are used to hold items from the bag (so `manyDataItems <= data.length`). The instance variable `manyItems` is a count of how many items are in the bag.

   We assume that the part of the array `data` that stores the bag does not have any duplicate entries and we assume that each value in `dataCounts` is strictly greater than zero for all elements with index less than `manyDataItems`.

   (a) Describe what is meant by the "capacity" of a bag in this implementation.

   (b) Describe an advantage that this implementation of `IntArrayBag` has over the single array implementation from the textbook.

   (c) Describe a disadvantage that this implementation of `IntArrayBag` has when compared to the single array implementation from the textbook.

   (d) Write an implementation for each of the `add(int element)` and `remove(int target)` methods (see the next page).

```
public class IntArrayBag
{  // use two partially-filled "parallel arrays"
   private int[ ] data;        // the data items
   private int[ ] dataCounts;  // how many times each item is in the bag
   private int manyDataItems;  // number of elements in partially-filled array
   private int manyItems;      // total number of items in the bag

   public IntArrayBag( )
   {  final int INITIAL_CAPACITY = 10;
      data       = new int[INITIAL_CAPACITY];
      dataCounts = new int[INITIAL_CAPACITY];
      manyDataItems = 0;
      manyItems = 0;
   }

   public IntArrayBag(int initialCapacity)
   {  if (initialCapacity < 0) throw new IllegalArgumentException("Capacity<0.");
      data       = new int[initialCapacity];
      dataCounts = new int[initialCapacity];
      manyDataItems = 0;
      manyItems = 0;
   }
```

```
   /** Add a new element to this bag. If the new element would take this
    *  bag beyond its current capacity, then the capacity is increased. **/
   public void add(int element)
   {









   }//add()


   /** Remove one copy of a specified element from this bag.
    *  If target was found in the bag, then one copy of target
    *  has been removed and the method returns true. Otherwise
    *  the bag remains unchanged and the method returns false. **/
   public boolean remove(int target)
   {









   }//remove()
}//IntArrayBag
```

9. Here is part of the definition for a `LinkedList` class.

```
class LinkedList
{
   private ListNode head;
   private int size;

   public LinkedList()
   {
      this.head = null;
      this.size = 0;
   }

   // a private class
   class ListNode
   {
      public int item;      // An item in the list.
      public ListNode next; // Reference to next item in the list.
   }

   // LinkedList methods...
}
```

(a) Write a method

```
public void add( int element )
```

that adds a new node at the head of the linked list. (Notice that the inner class `ListNode` only has a default constructor.)

(b) Write a method

```
public int remove( )
```

that removes from the linked list the node at the head of the list and returns the int that was stored in that node. Throw an exception if the linked list is empty.

(c) Explain how you would modify the `add` method so that the following two lines of code will compile.

```
LinkedList list = new LinkedList();
list.add(3).add(2).add(5).add(0).add(8);
```

10. On the last page of these review problems is an implementation of the `IntNode` class.

(a) Write an implementation of the static method

```
public static int countZeros( IntNode node )
```

that will count the number of zeros that occur in the given linked list of ints.

(b) Write an implementation of a static method

```
public static String list2String( IntNode node )
```

that returns a `String` representation of the linked list referred to by the parameter `node`. If the linked list is empty, the `String` representation should be `"[]"` (two square brackets next to each other). If the linked list is not empty, the `String` representation should look like this, `"[ 3 52 0 2 -4 16 ]"`, with a space before each entry of the list and a space before the closing bracket.

(c) Write a method

```
public static IntNode removeFirst( IntNode head )
```

that returns a reference to the second node from the linked list referred to by the parameter `head`.

(d) Write a method

```
public static IntNode addFirst( int element, IntNode head )
```

that returns a reference to the new head of a linked list with a node containing `element` followed by the list referred to by the parameter `head`.

(e) Write a method

```
public static void set( int element, int i, IntNode head )
```

that modifies the list referred to by the parameter `head` so that the `i`'th node in the list has its data changed to `element`. If there is no `i`'th node in the list, then the list is not modified.

11. Once again using the `IntNode` class, consider the following three lines of code.

```
IntNode head = new IntNode(4,new IntNode(7,new IntNode(5,new IntNode(3,null))));
IntNode ptr = head.getLink().getLink();
head.getLink().setLink( new IntNode(22, null) );
```

    (a) Draw a picture of Java's memory after the first line above has been executed. Be sure to include what data is in each node.

    (b) Draw a picture of Java's memory after the first and second lines above have been executed.

    (c) Draw a picture of Java's memory after all three lines above have been executed.

    (d) What would be a `String` representation for the linked list referred to by `head`?

    (e) What would be a `String` representation for the linked list referred to by `ptr`?

    (f) What would be a `String` representation for the linked list referred to by `ptr` after executing the following line (which would be executed after the above three lines)?

    ```
    ptr.getLink().setLink( head.getLink() );
    ```

12. (a) In the class name `IntArrayBag`, explain the significance of each part of the name: int, array, and bag.

    (b) In the class name `IntArraySeq`, explain the significance of each part of the name: int, array, and seq.

    (c) In the class name `DoubleLinkedBag`, explain the significance of each part of the name: double, linked, and bag.

13. Suppose that

    ```
    x = y;
    ```

    is a "widening" assignment.

    (a) If `x` and `y` are primitive variables, explain why the assignment can also be referred to as a "widening conversion".

    (b) If `x` and `y` are reference variables, how are the types of `x` and `y` related to each other?

    (c) If `x` and `y` are reference variables, explain why the assignment should not be referred to as a "conversion".

    (d) If `x` and `y` are reference variables, you can even make a case that the assignment should be called a "narrowing" assignment. Explain why. (Hint: What can you say about the methods callable on `x` as compared to the methods callable on `y`?)

14. Let `A` be an array of size $n \geq 2$ containing integers from 1 to $n-1$, inclusive, with exactly one number repeated.

    (a) Write a method

    ```
    public static int findRepeatedNumber(int[] A)
    ```

    that returns the value of the repeated number in the array `A`.

    (b) Rewrite the method so that it uses just a sinlge loop. (Hint: Make use of another array.)

15. Suppose that a `Sequence` ADT has the following interface.

```
public interface Sequence
{ public int size();         // Return number of elements in sequence.
  public void addFirst(int e); // Insert e at the front of the sequence.
  public void addLast(int e);  // Insert e at the back of the sequence.
  // Inserts an element e to be at index i.
  public void add(int i, int e) throws IndexOutOfBoundsException;
  // Returns the element at index i, without removing it.
  public int get(int i) throws IndexOutOfBoundsException;
  // Removes and returns the element at index i.
  public int remove(int i) throws IndexOutOfBoundsException;
}
```

Starting with an empty sequence A, below each operation write down what the (cumulative) contents of the list would be after performing the operation. (Write the contents of the sequence as a horizontal, comma separated, list of numbers with the index 0 element on the left.)

```
A.add(0, 4)

A.add(0, 3)

A.addFirst(2)

A.addLast(7)

A.add(2, 1)

A.add(1, 4)

A.add(1, 5)

A.add(3, 2)
```

16. Below is an outline of a class that implements a linked list of integer nodes with two sentinel nodes (see pages 240–241 of the textbook).

(a) Draw a picture of the empty list created by the default constructor.

(b) Write an implementation for the `addFirst()` method.

(c) Write an implementation for the `removeFirst()` method that assumes the list is not empty.

```
public class IntLinkedList
{  IntNode head;
   IntNode tail;
   int manyItems;

   public IntLinkedList()          // Create an empty list,
   {  tail = new IntNode(0, null); // with two sentinel nodes.
      head = new IntNode(0, tail);
      manyItems = 0;
   }

   /** Add a new node to the beginning of the list. */
   public void addFirst(int n)
   {









   }

   /** Remove the first node from a nonempty list and return its data. */
   public int removeFirst()
   {









   }
}//IntLinkedList
```

```
class IntNode
{
   private int data;
   private IntNode link;

   public IntNode(int data, IntNode link)
   {
      this.data = data;
      this.link = link;
   }

   public int     getData( )            { return data; }
   public IntNode getLink( )            { return link; }
   public void    setData(int     data) { this.data = data; }
   public void    setLink(IntNode link) { this.link = link; }
}//IntNode
```