Section 5: HW6 and Midterm
Slides by Vinod Rathnam and Geoffrey Liu
(with material from Alex Mariakakis, Kellen Donohue, David Mailhot, and Hal Perkins)
Breadth-First Search (BFS)

Often used for discovering connectivity
Calculates the shortest path \textit{if and only if} all edges have same positive or no weight

Depth-first search (DFS) is commonly mentioned with BFS
  BFS looks “wide”, DFS looks “deep”
  Can also be used for discovery, but not the shortest path
BFS Pseudocode

```java
public boolean find(Node start, Node end) {
    put start node in a queue
    while (queue is not empty) {
        pop node N off queue
        if (N is goal)
            return true;
        else {
            for each node O that is child of N
                push O onto queue
        }
    }
    return false;
}
```
Breadth-First Search

START:
Q: <A>
Pop: A, Q: <>
Q: <B, C>
Pop: B, Q: <C>
Q: <C>
Pop: C, Q: <C>
Q: <>
DONE
Breadth-First Search with Cycle

START:
Q: <A>
Pop: A, Q: <>
Q: <B>
Pop: B, Q: <>
Q: <C>
Pop: C, Q: <>
Q: <A>
NEVER DONE

Starting at A
Goal: Fully Explore
BFS Pseudocode

public boolean find(Node start, Node end) {
    put start node in a queue
    while (queue is not empty) {
        pop node N off queue
        mark node N as visited
        if (N is goal)
            return true;
        else {
            for each node O that is child of N
                if O is not marked visited
                    push O onto queue
        }
    }
    return false;
}

Mark the node as visited!
Breadth-First Search

Q: <>
Breadth-First Search

Q: <>
Q: <A>
Breadth-First Search

Q: <>
Q: <A>
Q: <>
Breadth-First Search

Q: <>
Q: <A>
Q: <>
Q: <C>
Breadth-First Search

Q: <>
Q: <A>
Q: <>
Q: <C>
Q: <C,D>
Breadth-First Search

Q: <>
Q: <A>
Q: <>
Q: <C>
Q: <C ,D>
Q: <D>
Breadth-First Search

Q: <>
Q: <A>
Q: <>
Q: <C>
Q: <C,D>
Q: <D>
Q: <D, E>
Breadth-First Search

Q: <>
Q: <A>
Q: <>
Q: <C>
Q: <C, D>
Q: <D>
Q: <D, E>
Q: <E>
Breadth-First Search

Q: <>
Q: <A>
Q: <>
Q: <C>
Q: <C, D>
Q: <D>
Q: <D, E>
Q: <E>
DONE
Shortest Paths with BFS

<table>
<thead>
<tr>
<th>Destination</th>
<th>Path</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>&lt;B,A&gt;</td>
<td>1</td>
</tr>
<tr>
<td>B</td>
<td>&lt;B&gt;</td>
<td>0</td>
</tr>
<tr>
<td>C</td>
<td>&lt;B,A,C&gt;</td>
<td>2</td>
</tr>
<tr>
<td>D</td>
<td></td>
<td></td>
</tr>
<tr>
<td>E</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

From Node B

Shortest path to D? to E? What are the costs?
Shortest Paths with BFS

<table>
<thead>
<tr>
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<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>&lt;B,A&gt;</td>
<td>1</td>
</tr>
<tr>
<td>B</td>
<td>&lt;B&gt;</td>
<td>0</td>
</tr>
<tr>
<td>C</td>
<td>&lt;B,A,C&gt;</td>
<td>2</td>
</tr>
<tr>
<td>D</td>
<td>&lt;B,D&gt;</td>
<td>1</td>
</tr>
<tr>
<td>E</td>
<td>&lt;B,D,E&gt;</td>
<td>2</td>
</tr>
</tbody>
</table>

From Node B

Diagram showing a network of nodes A, B, C, D, and E with edges and costs labeled.
Shortest Paths with Weights

Weights are not the same! Are the paths?
Shortest Paths with Weights

From Node B

<table>
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<th>Destination</th>
<th>Path</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>&lt;B,A&gt;</td>
<td>2</td>
</tr>
<tr>
<td>B</td>
<td>&lt;B&gt;</td>
<td>0</td>
</tr>
<tr>
<td>C</td>
<td>&lt;B,A,C&gt;</td>
<td>5</td>
</tr>
<tr>
<td>D</td>
<td>&lt;B,A,C,D&gt;</td>
<td>7</td>
</tr>
<tr>
<td>E</td>
<td>&lt;B,A,C,E&gt;</td>
<td>7</td>
</tr>
</tbody>
</table>
Midterm review
Midterm topics

Reasoning about code

Identity & equality

Specification vs. Implementation

Testing

Abstract Data Types (ADTs)
Reasoning about code 1

Using backwards reasoning, find the weakest precondition for each sequence of statements and postcondition below. Insert appropriate assertions in each blank line. You should simplify your answers if possible.

{_______________}
z = x + y;
{_______________}
y = z - 3;
{x > y}
Reasoning about code 1

Using backwards reasoning, find the weakest precondition for each sequence of statements and postcondition below. Insert appropriate assertions in each blank line. You should simplify your answers if possible.

\[
\{ \text{___________} \}
\]
\[
z = x + y;
\]
\[
\{ x > z - 3 \}
\]
\[
y = z - 3;
\]
\[
\{ x > y \} \]
Reasoning about code 1

Using backwards reasoning, find the weakest precondition for each sequence of statements and postcondition below. Insert appropriate assertions in each blank line. You should simplify your answers if possible.

\{x > x + y - 3 \Rightarrow y < 3\}

z = x + y;

\{x > z - 3\}

y = z - 3;

\{x > y\}
Reasoning about code 1

Using backwards reasoning, find the weakest precondition for each sequence of statements and postcondition below. Insert appropriate assertions in each blank line. You should simplify your answers if possible.

\{__________________\}
p = a + b;
\{__________________\}
q = a - b;
\{p + q = 42\}
Using backwards reasoning, find the weakest precondition for each sequence of statements and postcondition below. Insert appropriate assertions in each blank line. You should simplify your answers if possible.

```
{_______________}
p = a + b;
\{p + a - b = 42\}
q = a - b;
\{p + q = 42\}
```
Reasoning about code 1

Using backwards reasoning, find the weakest precondition for each sequence of statements and postcondition below. Insert appropriate assertions in each blank line. You should simplify your answers if possible.

\{a + b + a - b = 42 \Rightarrow a = 21\}

\text{p} = a + b;

\{p + a - b = 42\}

\text{q} = a - b;

\{p + q = 42\}
Specification vs. Implementation

Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

A. @effects decreases balance by amount
B. @requires amount >= 0 and amount <= balance
   @effects decreases balance by amount
C. @throws InsufficientFundsException
   if balance < amount
   @effects decreases balance by amount

Which specifications does this implementation meet?

I. void withdraw(int amount) {
   balance -= amount;
}
Specification vs. Implementation

Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

A. @effects decreases balance by amount ✔ does exactly what the spec says

B. @requires amount >= 0 and amount <= balance
   @effects decreases balance by amount

C. @throws InsufficientFundsException
   if balance < amount
   @effects decreases balance by amount

Which specifications does this implementation meet?

I. void withdraw(int amount) {
   balance -= amount;
}
Specification vs. Implementation

Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

A. @effects decreases balance by amount ✔ does exactly what the spec says
B. @requires amount >= 0 and amount <= balance ✔️ If the client follows the @requires precondition, the code will execute as expected
   @effects decreases balance by amount
C. @throws InsufficientFundsException
   if balance < amount
   @effects decreases balance by amount

Which specifications does this implementation meet?

I. void withdraw(int amount) {
   balance -= amount;
   }

   ✔️
Specification vs. Implementation

Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

A. @effects decreases balance by amount ✔ does exactly what the spec says

B. @requires amount >= 0 and amount <= balance
   @effects decreases balance by amount ✔ If the client follows the @requires precondition, the code will execute as expected

C. @throws InsufficientFundsException
   if balance < amount
   @effects decreases balance by amount ✗ Method never throws an exception

Which specifications does this implementation meet?

I. void withdraw(int amount) {
   balance -= amount;
}

✓ Method never throws an exception

✔ If the client follows the @requires precondition, the code will execute as expected

✔ does exactly what the spec says
Specification vs. Implementation

Suppose we have a `BankAccount` class with instance variable `balance`. Consider the following specifications:

A. @effects decreases balance by amount
B. @requires amount >= 0 and amount <= balance
   @effects decreases balance by amount
C. @throws InsufficientFundsException
   if balance < amount
   @effects decreases balance by amount

Which specifications does this implementation meet?

II. void withdraw(int amount) {
    if (balance >= amount) balance -= amount;
}
Specification vs. Implementation

Suppose we have a `BankAccount` class with instance variable `balance`. Consider the following specifications:

A. @effects decreases balance by amount  ✗ balance does not always decrease

B. @requires amount >= 0 and amount <= balance
   @effects decreases balance by amount

C. @throws InsufficientFundsException
   if balance < amount
   @effects decreases balance by amount

Which specifications does this implementation meet?

II. void withdraw(int amount) {
      if (balance >= amount) balance -= amount;
    }
Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

A. @effects decreases balance by amount
   ✔️ balance does not always decrease

B. @requires amount >= 0 and amount <= balance
   @effects decreases balance by amount
   ✗ If the client follows the @requires precondition, the code will execute as expected

C. @throws InsufficientFundsException
   if balance < amount
   @effects decreases balance by amount

Which specifications does this implementation meet?

II. void withdraw(int amount) {
       if (balance >= amount) balance -= amount;
   }

Specication vs. Implementation
Specification vs. Implementation

Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

A. @effects decreases balance by amount  
   ✗ balance does not always decrease

B. @requires amount >= 0 and amount <= balance  
   @effects decreases balance by amount  
   ✔ If the client follows the @requires precondition, the code will execute as expected

C. @throws InsufficientFundsException  
   if balance < amount  
   @effects decreases balance by amount  
   ✗ Method never throws an exception

Which specifications does this implementation meet?

II. void withdraw(int amount) {  
      if (balance >= amount) balance -= amount;  
   }
Specification vs. Implementation

Suppose we have a `BankAccount` class with instance variable `balance`. Consider the following specifications:

A. @effects decreases balance by amount
B. @requires amount >= 0 and amount <= balance
   @effects decreases balance by amount
C. @throws InsufficientFundsException if balance < amount
   @effects decreases balance by amount

Which specifications does this implementation meet?

```java
III. void withdraw(int amount) {
        if (amount < 0) throw new IllegalArgumentException();
        balance -= amount;
    }
```
Specification vs. Implementation

Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

A. @effects decreases balance by amount  ✗ balance does not always decrease
B. @requires amount >= 0 and amount <= balance
   @effects decreases balance by amount
C. @throws InsufficientFundsException
   if balance < amount
   @effects decreases balance by amount

Which specifications does this implementation meet?

III. void withdraw(int amount) {
       if (amount < 0) throw new IllegalArgumentException();
       balance -= amount;
     }
Specification vs. Implementation

Suppose we have a `BankAccount` class with instance variable `balance`. Consider the following specifications:

A. @effects decreases balance by amount  
   ✗ balance does not always decrease

B. @requires amount >= 0 and amount <= balance  
   @effects decreases balance by amount
   ✔ If the client follows the @requires precondition, the code will execute as expected

C. @throws InsufficientFundsException  
   if balance < amount  
   @effects decreases balance by amount

Which specifications does this implementation meet?

III. `void withdraw(int amount) {`  
    if (amount < 0) throw new IllegalArgumentException();  
    balance -= amount;  
    }
Specification vs. Implementation

Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

A. @effects decreases balance by amount  ❌ balance does not always decrease
B. @requires amount >= 0 and amount <= balance  @effects decreases balance by amount  ✔ If the client follows the @requires precondition, the code will execute as expected
C. @throws InsufficientFundsException
   if balance < amount
   @effects decreases balance by amount  ❌ Method throws wrong exception for wrong reason

Which specifications does this implementation meet?

III. void withdraw(int amount) {
    if (amount < 0) throw new IllegalArgumentException();
    balance -= amount;
}
Specification vs. Implementation

Suppose we have a `BankAccount` class with instance variable `balance`. Consider the following specifications:

A. @effects decreases balance by amount

B. @requires amount >= 0 and amount <= balance @effects decreases balance by amount

C. @throws InsufficientFundsException if balance < amount @effects decreases balance by amount

Which specifications does this implementation meet?

IV. void withdraw(int amount) throws InsufficientFundsException {
   if (balance < amount) throw new InsufficientFundsException();
   balance -= amount;
}
Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

A. @effects decreases balance by amount  ✗ balance does not always decrease

B. @requires amount ≥ 0 and amount ≤ balance
   @effects decreases balance by amount

C. @throws InsufficientFundsException
   if balance < amount
   @effects decreases balance by amount

Which specifications does this implementation meet?

IV. void withdraw(int amount) throws InsufficientFundsException {
    if (balance < amount) throw new InsufficientFundsException();
    balance += amount;
    balance -= amount;
}
Suppose we have a BankAccount class with instance variable balance. Consider the following specifications:

A. @effects decreases balance by amount  × balance does not always decrease
B. @requires amount >= 0 and amount <= balance @effects decreases balance by amount  ✔ If the client follows the @requires precondition, the code will execute as expected
C. @throws InsufficientFundsException if balance < amount @effects decreases balance by amount

Which specifications does this implementation meet?

IV. void withdraw(int amount) throws InsufficientFundsException {
   if (balance < amount) throw new InsufficientFundsException();
   balance -= amount;
}
Specification vs. Implementation

Suppose we have a `BankAccount` class with instance variable `balance`. Consider the following specifications:

A. `@effects` decreases balance by amount  ❌ balance does not always decrease
B. `@requires` amount $\geq 0$ and amount $\leq$ balance  
   `@effects` decreases balance by amount  ✔ If the client follows the `@requires` precondition, the code will execute as expected
C. `@throws` `InsufficientFundsException` if balance $<$ amount  
   `@effects` decreases balance by amount  ✔ Method does what the spec says

Which specifications does this implementation meet?

IV. `void withdraw(int amount)` throws `InsufficientFundsException` {
    if (balance $<$ amount) throw new `InsufficientFundsException`();
    balance -= amount;
}
Specifications 2

/**
 * An IntPoly is an immutable, integer-valued polynomial
 * with integer coefficients. A typical IntPoly value
 * is $a_0 + a_1x + a_2x^2 + \ldots + a_nx^n$. An IntPoly
 * with degree $n$ has coefficient $a_n \neq 0$, except that the
 * zero polynomial is represented as a polynomial of
 * degree 0 and $a_0 = 0$ in that case.
 */

public class IntPoly {
    int a[];
    // AF(this) = a has n+1 entries, and for each entry,
    // a[i] = coefficient $a_i$ of the polynomial.
}
Specifications 2

/**
 * Return a new IntPoly that is the sum of this and other
 * @requires
 * @modifies
 * @effects
 * @return
 * @throws
 */

public IntPoly add(IntPoly other)
Specifications 2

/**
 * Return a new IntPoly that is the sum of this and other
 * @requires other != null
 * @modifies none
 * @effects none
 * @return a new IntPoly representing the sum of this and other
 * @throws none
 */
public IntPoly add(IntPoly other)
One of your colleagues is worried that this creates a potential representation exposure problem. Another colleague says there’s no problem since an `IntPoly` is immutable. Is there a problem? Give a brief justification for your answer.

```java
public class IntPoly {
    int a[];
    // AF(this) = a has n+1 entries, and for each entry,
    // a[i] = coefficient a_i of the polynomial.

    // Return the coefficients of this IntPoly
    public int[] getCoeffs() {
        return a;
    }
}
```
One of your colleagues is worried that this creates a potential representation exposure problem. Another colleague says there’s no problem since an `IntPoly` is immutable. Is there a problem? Give a brief justification for your answer.

```java
public class IntPoly {
    int a[];
    // AF(this) = a has n+1 entries, and for each entry,
    // a[i] = coefficient a_i of the polynomial.

    // Return the coefficients of this IntPoly
    public int[] getCoeffs() {
        return a;  // The return value is a reference to the same coefficient
                    // array stored in the IntPoly and the client code could
                    // alter those coefficients.
    }
}
```
Representation invariants

If there is a representation exposure problem, give a new or repaired implementation of `getCoeffs` that fixes the problem but still returns the coefficients of the `IntPoly` to the client. If it saves time you can give a precise description of the changes needed instead of writing the detailed Java code.

```java
public class IntPoly {
    int a[];
    // AF(this) = a has n+1 entries, and for each entry,
    // a[i] = coefficient a_i of the polynomial.

    // Return the coefficients of this IntPoly
    public int[] getCoeffs() {
        return a;
    }
}
```
Representation invariants

If there is a representation exposure problem, give a new or repaired implementation of `getCoeffs` that fixes the problem but still returns the coefficients of the `IntPoly` to the client. If it saves time you can give a precise description of the changes needed instead of writing the detailed Java code.

```java
public int[] getCoeffs() {
    int[] copyA = new int[a.length];
    for (int i = 0; i < copyA.length; i++) {
        copyA[i] = a[i]
    }
    return copyA
}
```
Representation invariants

If there is a representation exposure problem, give a new or repaired implementation of `getCoeffs` that fixes the problem but still returns the coefficients of the `IntPoly` to the client. If it saves time you can give a precise description of the changes needed instead of writing the detailed Java code.

```java
public int[] getCoeffs() {
    int[] copyA = new int[a.length];
    for (int i = 0; i < copyA.length; i++) {
        copyA[i] = a[i]
    }
    return copyA  // 1. Make a copy
}
```

1. Make a copy
2. Return the copy
Representation invariants

If there is a representation exposure problem, give a new or repaired implementation of `getCoeffs` that fixes the problem but still returns the coefficients of the `IntPoly` to the client. If it saves time you can give a precise description of the changes needed instead of writing the detailed Java code.

```java
public int[] getCoeffs() {
    int[] copyA = new int[a.length];
    for (int i = 0; i < copyA.length; i++) {
        copyA[i] = a[i];
    }
    return copyA;
}
```

Alternatively, we can just use...

```java
Arrays.copyOf(a, a.length)
```

1. Make a copy
2. Return the copy
We would like to add a method to this class that evaluates the IntPoly at a particular value \( x \). In other words, given a value \( x \), the method `valueAt(x)` should return \( a_0 + a_1x + a_2x^2 + \ldots + a_nx^n \), where \( a_0 \) through \( a_n \) are the coefficients of this IntPoly.

For this problem, develop an implementation of this method and prove that your implementation is correct.

(see starter code on next slide)
Reasoning about code 2

```java
/** Return the value of this IntPoly at point x */
public int valueAt(int x) {
    int val = a[0];
    int xk = 1;
    int k = 0;
    int n = a.length-1; // degree of this, n >=0
    {_____}
    while (k != n) {
        {_____}
        xk = xk * x;
        {_____}
        val = val + a[k+1]*xk;
        {_____}
        k = k + 1;
        {_____}
    }
    {_____}
    return val;
}
```
/** Return the value of this IntPoly at point x */
public int valueAt(int x) {
    int val = a[0];
    int xk = 1;
    int k = 0;
    int n = a.length-1; // degree of this, n >=0
    {inv: xk = x^k && val = a[0] + a[1]*x + ... + a[k]*x^k}
    while (k != n) {
        {_____}
        xk = xk * x;
        {_____}
        val = val + a[k+1]*xk;
        {_____}
        k = k + 1;
        {_____}
    }
    {_____}
    return val;
}
Reasoning about code 2

/** Return the value of this IntPoly at point x */
public int valueAt(int x) {
    int val = a[0];
    int xk = 1;
    int k = 0;
    int n = a.length-1; // degree of this, n >=0
    {inv: xk = x^k && val = a[0] + a[1]*x + ... + a[k]*x^k}
    while (k != n) {
        {inv && k != n}
        xk = xk * x;
        {_____}
        val = val + a[k+1]*xk;
        {_____}
        k = k + 1;
        {_____}
    }
    {_____}
    return val;
}
/** Return the value of this IntPoly at point x */
public int valueAt(int x) {
    int val = a[0];
    int xk = 1;
    int k = 0;
    int n = a.length-1; // degree of this, n >=0
    {inv: xk = x^k && val = a[0] + a[1]*x + ... + a[k]*x^k}
    while (k != n) {
        {inv && k != n}
        xk = xk * x;
        {xk = x^(k+1) && val = a[0] + a[1]*x + ... + a[k]*x^k}
        val = val + a[k+1]*xk;
        {_____}
        k = k + 1;
        {_____}
    }
    {_____}
    return val;
}
Reasoning about code 2

/** Return the value of this IntPoly at point x */
public int valueAt(int x) {
    int val = a[0];
    int xk = 1;
    int k = 0;
    int n = a.length-1; // degree of this, n >=0
    {inv: xk = x^k && val = a[0] + a[1]*x + ... + a[k]*x^k}
    while (k != n) {
        {inv && k != n}
        xk = xk * x;
        {xk = x^(k+1) && val = a[0] + a[1]*x + ... + a[k]*x^k}
        val = val + a[k+1]*xk;
        {xk = x^(k+1) && val = a[0] + a[1]*x + ... + a[k+1]*x^(k+1)}
        k = k + 1;
        {_____}
    }
    {_____}
    return val;
}
Reasoning about code 2

/** Return the value of this IntPoly at point x */
public int valueAt(int x) {
    int val = a[0];
    int xk = 1;
    int k = 0;
    int n = a.length-1; // degree of this, n >=0
    {inv: xk = x^k && val = a[0] + a[1]*x + ... + a[k]*x^k}
    while (k != n) {
        {inv && k != n}
        xk = xk * x;
        {xk = x^(k+1) && val = a[0] + a[1]*x + ... + a[k]*x^k}
        val = val + a[k+1]*xk;
        {xk = x^(k+1) && val = a[0] + a[1]*x + ... + a[k+1]*x^(k+1)}
        k = k + 1;
        {inv}
    }
    {_____}
    return val;
}
Reasoning about code 2

/** Return the value of this IntPoly at point x */
public int valueAt(int x) {
    int val = a[0];
    int xk = 1;
    int k = 0;
    int n = a.length-1; // degree of this, n >=0
    {inv: xk = x^k && val = a[0] + a[1]*x + ... + a[k]*x^k}
    while (k != n) {
        {inv && k != n}
        xk = xk * x;
        {xk = x^(k+1) && val = a[0] + a[1]*x + ... + a[k]*x^k}
        val = val + a[k+1]*xk;
        {xk = x^(k+1) && val = a[0] + a[1]*x + ... + a[k+1]*x^(k+1)}
        k = k + 1;
        {inv}
    }
    {inv && k = n ⇒ val = a[0] + a[1]*x + ... + a[n]*x^n}
    return val;
}
Equality

Suppose we are defining a class `StockItem` to represent items stocked by an online grocery store. Here is the start of the class definition, including the class name and instance variables:

```java
public class StockItem {
    String name;
    String size;
    String description;
    int quantity;

    /* Construct a new StockItem */
    public StockItem(...);
}
```
A summer intern was asked to implement an `equals` function for this class that treats two `StockItem` objects as equal if their `name` and `size` fields match. Here’s the result:

```java
/** return true if the name and size fields match */
public boolean equals(StockItem other) {
    return name.equals(other.name) && size.equals(other.size);
}
```

This `equals` method seems to work sometimes but not always. Give an example showing a situation when it fails.
Equality

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Object s1 = new StockItem("thing", 1, "stuff", 1);
Object s2 = new StockItem("thing", 1, "stuff", 1);
System.out.println(s1.equals(s2));
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```java
/** return true if the name and size fields match */
public boolean equals(StockItem other) {
    // equals is overloaded, not overridden
    return name.equals(other.name) && size.equals(other.size);
}
```

This `equals` method seems to work sometimes but not always. Give an example showing a situation when it fails.

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Object s1 = new StockItem("thing", 1, "stuff", 1);
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Equality

Show how you would fix the `equals` method so it works properly (`StockItems` are equal if their names and sizes are equal)

/** return true if the name and size fields match */
Equality

Show how you would fix the `equals` method so it works properly (`StockItems` are equal if their names and sizes are equal)

```java
/** return true if the name and size fields match */
@Override
public boolean equals(Object o) {
    if (!(o instanceof StockItem)) {
        return false;
    } else {
        StockItem other = (StockItem) o;
        return name.equals(other.name) && size.equals(other.size);
    }
}
```
Which of the following implementations of `hashCode()` for the `StockItem` class are legal:

1. return name.hashCode();
2. return name.hashCode() * 17 + size.hashCode();
3. return name.hashCode() * 17 + quantity;
4. return quantity;
Which of the following implementations of `hashCode()` for the `StockItem` class are legal:

1. return `name.hashCode();` ✔ legal
2. return `name.hashCode() * 17 + size.hashCode();`
3. return `name.hashCode() * 17 + quantity;`
4. return `quantity;`
hashCode

*Which of the following implementations of* `hashCode()` *for the* `StockItem` *class are legal:*

1. `return name.hashCode();` ✔ **legal**
2. `return name.hashCode() * 17 + size.hashCode();` ✔ **legal**
3. `return name.hashCode() * 17 + quantity;`
4. `return quantity;`
hashCode

Which of the following implementations of `hashCode()` for the `StockItem` class are legal:

1. return name.hashCode();  ✔ legal
2. return name.hashCode() * 17 + size.hashCode();  ✔ legal
3. return name.hashCode() * 17 + quantity;  ✗ illegal!
4. return quantity;
hashCode

Which of the following implementations of `hashCode()` for the `StockItem` class are legal:

1. `return name.hashCode();` ✔ legal
2. `return name.hashCode() * 17 + size.hashCode();` ✔ legal
3. `return name.hashCode() * 17 + quantity;` ✗ illegal!
4. `return quantity;` ✗ illegal!
hashCode

Which of the following implementations of `hashCode()` for the `StockItem` class are legal:

1. `return name.hashCode();` ✔ legal
2. `return name.hashCode() * 17 + size.hashCode();` ✔ legal
3. `return name.hashCode() * 17 + quantity;` ✗ illegal!
4. `return quantity;` ✗ illegal!

The `equals` method does not care about quantity
hashCode

Which implementation do you prefer?

public int hashCode() {
    return name.hashCode();
}

public int hashCode() {
    return name.hashCode() * 17 + size.hashCode();
}
hashCode

Which implementation do you prefer?

```java
public int hashCode() {
    return name.hashCode();
}
```

```java
public int hashCode() {
    return name.hashCode() * 17 + size.hashCode();
}
```

(ii) will likely do the best job since it takes into account both the size and name fields. (i) is also legal but it gives the same `hashCode` for StockItems that have different sizes as long as they have the same name, so it doesn’t differentiate between different StockItems as well as (ii).