

CSE 142, Summer 2013

Midterm Exam Key

1. Expressions

<u>Expression</u>	<u>Value</u>
12 / 3 + 5 + 3 * -2	3
2 + 2 + "(2 + 2)" + 2 + 2	"4(2 + 2)22"
13 / 2 - 38 / 5 / 2.0 + (15 / 10.0)	4.0
3.0 / 1.5 - 6 / 4 - 10.0 / 2 / 2	-1.5
20 % 6 + 6 % 7 + 1 % 6	9

2. Parameter Mystery

9 + 4 = 2
 2 + 10 = 4
 12 + 12 = 13
 2 + 10 = 2

3. If/Else Simulation

<u>Method Call</u>	<u>Output</u>
ifElseMystery(5, 5);	16 4
ifElseMystery(18, 4);	2 6
ifElseMystery(3, 6);	5 8
ifElseMystery(0, 0);	11 -1

4. While Loop Simulation

<u>Method Call</u>	<u>Output</u>
whileMystery(5, 7);	2 -2 -2
whileMystery(4, 20);	16 13 11 10 10
whileMystery(10, 4);	30 21 13 6 0 0
whileMystery(5, 15);	10 6 3 1 0 0

5. Assertions

	c > 3	d <= m	c == 0
Point A	NEVER	ALWAYS	ALWAYS
Point B	NEVER	SOMETIMES	SOMETIMES
Point C	SOMETIMES	ALWAYS	NEVER
Point D	NEVER	NEVER	ALWAYS
Point E	ALWAYS	ALWAYS	NEVER

6. Programming

There are many ways to solve any programming problem. Here are some common correct solutions we saw:

```
public static void printListMin(Random r, int count) {  
    int num = r.nextInt(90) + 10;  
    int min = num;  
    System.out.print(num);  
    for (int i = 1; i < count; i++) {  
        num = r.nextInt(90) + 10;  
        min = Math.min(min, num);  
        System.out.print(", " + num);  
    }  
    System.out.println();  
    System.out.println("min was " + min);  
}  
  
public static void printListMin(Random r, int count) {  
    int min = 99;  
    for (int i = 1; i < count; i++) {  
        int num = r.nextInt(90) + 10;  
        min = Math.min(min, num);  
        System.out.print(num + ", ");  
    }  
    int num = r.nextInt(90) + 10;  
    min = Math.min(min, num);  
    System.out.println(num);  
    System.out.println("min was " + min);  
}
```

7. Programming

```
public static int randomArt(int size, int frequency) {  
    Random r = new Random();  
    int count = 0;  
    for (int i = 0; i < size; i++) {  
        for (int j = 0; j < size; j++) {  
            int c = r.nextInt(1 + frequency);  
            if (c == 0) {  
                System.out.print("*");  
                count++;  
            } else {  
                System.out.print("+");  
            }  
        }  
        System.out.println();  
    }  
    return count;  
}  
  
public static int randomArt(int size, int frequency) {  
    Random r = new Random();  
    int count = 0;  
    for (int i = 1; i <= size; i++) {  
        for (int j = 1; j <= size; j++) {  
            double c = r.nextDouble();  
            if (c < 1.0 / (frequency + 1)) {  
                System.out.print("*");  
                count++;  
            } else {  
                System.out.print("+");  
            }  
        }  
        System.out.println();  
    }  
    return count;  
}
```

8. Programming

```
public static int countParitySwitches(int value) {
    int lastDigitParity = value % 2;
    int count = 0;
    value /= 10;
    while (value > 0) {
        if (value % 2 != lastDigitParity) {
            count++;
        }
        lastDigitParity = value % 2;
        value /= 10;
    }
    return count;
}

public static int countParitySwitches(int value) {
    boolean lastDigitEven = value % 2 == 0;
    int count = 0;
    value /= 10;
    while (value > 0) {
        if ((value % 2 == 0) != lastDigitEven) {
            count++;
        }
        lastDigitEven = value % 2 == 0;
        value /= 10;
    }
    return count;
}

public static int countParitySwitches(int value) {
    int count = 0;
    while (value / 10 > 0) {
        int last = value % 2;
        value /= 10;
        if (last != value % 2) {
            count++;
        }
    }
    return count;
}

// tricky—observe that if  $(n + n / 10) \% 2 == 0$ , then both  $n$  and  $n/10$  are either
// odd or even (because odd+odd=even and even+even=even), but if  $(n + n / 10) \% 2 == 1$ ,
// then one of  $n$  or  $n/10$  must be even and the other must be odd (because even+odd=odd)
public static int countParitySwitches(int value) {
    int count = 0;
    while (value >= 10) {
        int old = value;
        value /= 10;
        count += (old + value) % 2
    }
    return true;
}
```