

Summer 2012 - Final Part 1 – Answer Key

1. Polymorphism

Statement

Output

<code>var1.a();</code>	<code>Teddy 3 / Bear 1 / Bear 3</code>
<code>var1.c();</code>	<code>Bear 3</code>
<code>var2.a();</code>	<code>Teddy 3 / Bear 1 / Pooh 3</code>
<code>var2.b();</code>	<code>Pooh 2/ Bear 3</code>
<code>var3.a();</code>	<code>Bear 1 / Polar 3</code>
<code>var3.b();</code>	<code>error</code>
<code>var4.a();</code>	<code>Teddy 3 / Bear 1 / Pooh 3</code>
<code>var5.a();</code>	<code>error</code>
<code>((Pooh) var5).a();</code>	<code>error</code>
<code>((Teddy) var1).a();</code>	<code>Teddy 3 / Bear 1 / Bear 3</code>
<code>((Teddy) var4).a();</code>	<code>Teddy 3 / Bear 1 / Pooh 3</code>
<code>((Pooh) var3).b();</code>	<code>error</code>
<code>((Polar) var3).b();</code>	<code>Bear 1 / Polar 3 / Polar 2</code>
<code>((Teddy) var4).c();</code>	<code>Pooh 3</code>
<code>((Bear) var5).c();</code>	<code>Bear 3</code>

2. Comparable

```
public class Office implements Comparable<Office> {
    private double width;
    private double length;
    private boolean couch;
    private int windows;

    public Office (int width, int length, boolean couch, int windows) {
        this.width = width;
        this.length = length;
        this.couch = couch;
        this.windows = windows;
    }

    public String toString() {
        String s = "width: " + width + ", length: " + length +
            ", windows: " + windows;

        if (couch) {
            s += ", has a couch";
        }
        return s;
    }

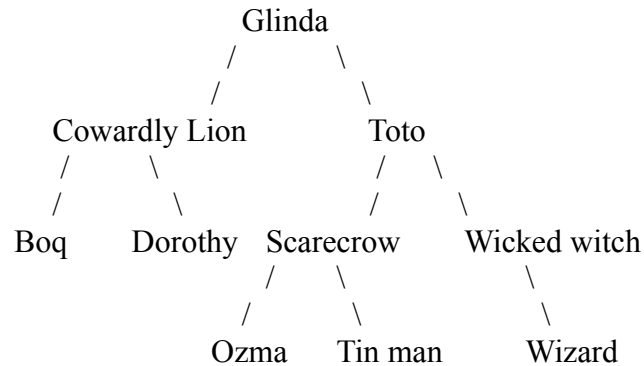
    public boolean isCorner() {
        return length == width && windows == 2;
    }

    public int compareTo (Office other) {
        if (length * width < other.length * other.width) {
            return 1;
        } else if (length * width > other.length * other.width) {
            return -1;
        } else {
            if (windows != other.windows) {
                return other.windows - windows;
            } else {
                if (couch && !other.couch) {
                    return -1;
                } else if (!couch && other.couch) {
                    return 1;
                } else {
                    return 0;
                }
            }
        }
    }
}
```

3. BST

Values to insert:

Glinda, Cowardly lion, Dorothy, Toto, Scarecrow, Tin man, Wicked witch, Wizard, Boq, Ozma



Traversals

Pre-order :

Glinda, Cowardly lion, Boq, Dorothy, Toto, Scarecrow, Ozma, Tin man, Wicked witch, Wizard

In-order :

Boq, Cowardly lion, Dorothy, Glinda, Ozma, Scarecrow, Tin man, Toto, Wicked witch, Wizard

Post-order :

Boq, Dorothy, Cowardly lion, Ozma, Tin man, Scarecrow, Wizard, Wicked witch, Toto, Glinda

4. Binary Trees

```
public int sumLeaves() {
    return sumLeaves(overallRoot);
}

private int sumLeaves(IntTreeNode node) {
    if (node != null) {
        if (node.left == null && node.right == null) {
            return node.data;
        } else {
            return sumLeaves(node.left) + sumLeaves(node.right);
        }
    }
    return 0;
}
```