

**CSE 331 Spring 2021 Example Final Exam**

Name \_\_\_\_\_

The exam should only take about 1 hour.

Score: \_\_\_\_\_ / 60

1. \_\_\_\_\_ / 12

2. \_\_\_\_\_ / 10

3. \_\_\_\_\_ / 10

4. \_\_\_\_\_ / 10

5. \_\_\_\_\_ / 10

6. \_\_\_\_\_ / 8

### Problem 1 (Reasoning)

Fill in an implementation of the method `runLengthEncode` on the **next page**. It takes as input a string, `str`, an array of characters, `chars`, and an array of ints, `lens`. You can assume the string and both arrays are of length at least `n`. You can assume that `str` is non-empty and that it does not contain the character `'\0'`.

Your method will **write its output** into the arrays `chars` and `lens`, and it should **return** a number `t` such that (after returning)  $str = chars[0] * lens[0] + \dots + chars[t-1] * lens[t-1]$ , where a `char * int` means a string containing that many copies of the char. For example, if `str = "aaabbccccaadd"`, it would return `t = 5` and leave `chars[0..4] = [a, b, c, a, d]` and `lens[0..4] = [3, 2, 4, 2, 3]`.

The invariant for the loop is already provided. **Do not add any additional loops.**

You do not need to *turn in* a complete proof of correctness, but you should complete one since your code will be graded on correctness.

(Continued on the next page...)

```

{{ P: 0 < n <= str.length chars.length, lens.length }}
int runLengthEncode(String str, int n, char[] chars, int[] lens) {

    {{ Inv: P and str[0..i-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] and
        (i = 0 or cur = str[i-1]) }}

    while ( _____ ) {

    }

    {{ str[0..n-1] = chars[0] * lens[0] + ... + chars[j] * lens[j] and
        chars[0] != chars[1], ..., chars[j-1] != chars[j] }}
    return j+1;
}

```

## Problem 2 (Testing)

Describe three test cases for the `runLengthEncode` method on the previous pages. The three tests should fall into different subdomains, i.e., they should be from subsets of the input where the expected or actual behavior is fundamentally different.

1. **Input:** `str` = \_\_\_\_\_ and `n` = \_\_\_\_\_

**Output:** returns \_\_\_\_\_

`chars` starts with \_\_\_\_\_

`lens` starts with \_\_\_\_\_

2. **Input:** `str` = \_\_\_\_\_ and `n` = \_\_\_\_\_

**Output:** returns \_\_\_\_\_

`chars` starts with \_\_\_\_\_

`lens` starts with \_\_\_\_\_

If it's not obvious, why is this testing a different behavior<sup>1</sup> from the case above?

3. **Input:** `str` = \_\_\_\_\_ and `n` = \_\_\_\_\_

**Output:** returns \_\_\_\_\_

`chars` starts with \_\_\_\_\_

`lens` starts with \_\_\_\_\_

If it's not obvious, why is this testing a different behavior<sup>1</sup> from the cases above?

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<sup>1</sup> You can define behavior, e.g., in terms of expected (black box) or actual (clear box) execution equivalence using either implementation of `runLengthEncode`.

### Problem 3 (ADTs)

Suppose that we created a CharList ADT whose abstract value is a string but whose concrete representation was the run-length encoding used in the previous problems:

```
/** Represents an immutable sequence of characters like "abc" or "". */
class CharList {

    private char[] chars;
    private int[] lens;
    private int count; // number of entries used in above arrays
    ...
}
```

(Note: `count` corresponds to the return value of `runLengthEncode`.)

What would the representation invariant<sup>2</sup> be for this ADT?

What would the abstraction function<sup>2</sup> be for this ADT?

Fill in the implementation of the following method:

```
public void checkRep() {

}

}
```

---

<sup>2</sup> While `CharList` uses the same representation as the `runLengthEncode` methods from before, you cannot use those methods to define your RI or AF here. You should define both directly in terms of the fields, as usual.

### Problem 4 (Reasoning II)

Fill in the implementation of the following method:

```
/** Returns the abstract value as a string. */  
public String toString() {
```

```
}
```

Fill in the implementation of the following method (include the loop invariant):

```
/** @return Length of the list. */  
public int size() {
```

```
}
```

### Problem 5 (Testing II)

Describe three test cases for the `CharList` ADT defined on the previous pages. Each case should be described by specifying the state of the fields of `CharList`. The three tests should fall into different subdomains, i.e., they should be from subsets of the input where the expected or actual behavior is fundamentally different.

1. **Setup:**      `chars` = \_\_\_\_\_  
                  `lens` = \_\_\_\_\_  
                  `count` = \_\_\_\_\_

**Outputs:**      `toString()` returns \_\_\_\_\_  
                  `size()` returns      \_\_\_\_\_

2. **Setup:**      `chars` = \_\_\_\_\_  
                  `lens` = \_\_\_\_\_  
                  `count` = \_\_\_\_\_

**Outputs:**      `toString()` returns \_\_\_\_\_  
                  `size()` returns      \_\_\_\_\_

If it's not obvious, why is this testing a different behavior from the case above?

3. **Setup:**      `chars` = \_\_\_\_\_  
                  `lens` = \_\_\_\_\_  
                  `count` = \_\_\_\_\_

**Outputs:**      `toString()` returns \_\_\_\_\_  
                  `size()` returns      \_\_\_\_\_

If it's not obvious, why is this testing a different behavior from the case above?

**Problem 6 (Miscellaneous)**

a. Which is the best movie by the Cohen brothers (circle one)?

The Big Lebowski

Fargo

Burn After Reading

No Country for Old Men

b. Which is the most underrated movie by the Cohen brothers (circle one)?

Burn After Reading

The Hudsucker Proxy

O Brother Where Art Thou

The Ballad of Buster Scruggs

c. O Brother Where Art Thou is a retelling of which book?

The Iliad

The Odyssey

The Epic of Gilgamesh

Beowulf

d. The main characters of The Big Lebowski enjoy which of these the most?

yoga

bowling

debugging

singing

*Of course, these questions are all fake. The actual test will include a half dozen or so multiple-choice / short answer questions on the topics from the second half of the course: equals & hashCode, exceptions, subtypes, generics, event-driven programs, and design patterns.*