

**CISC 7024X**  
Sample Final Exam

## Question 1

Does each of the following programs compile and run? If no, explain the reason. If yes, give the output.

```
1. public class P1 {
    public static void main(String[] args) {
        f(6);
    }

    public static void f(int length) {
        while (length > 1) {
            f(length - 1);
            System.out.print((length - 1) + " ");
        }
    }
}

2. class P2 {
    public static void main(String[] args) {
        for (int i = 0; i < 2; i++) {
            System.out.print(i + " ");
            try {
                System.out.println(1.0 / 0);
            }
            catch (Exception ex) {
                System.out.println("divided by zero");
            }
        }
    }
}
```

```
3. import java.util.*;
   class P3 {
       ArrayList<Integer> lst = new ArrayList<Integer>();

       public void add(Integer obj){
           if (!lst.contains(obj))
               lst.add(obj);
       }

       public static void main(String[] args){
           P3 d = new P3();
           d.add(1); d.add(2); d.add(1); d.add(2); d.add(3);
           System.out.println(d.lst);
       }
   }

4. public class P4 {
       public static Object max(Object o1, Object o2) {
           if (((Comparable)o1).compareTo(o2) >= 0) {
               return o1;
           } else {
               return o2;
           }
       }

       public static void main(String[] args){
           System.out.println(max(1,2));
       }
   }
```

```
5. class A {
    public A(){
        System.out.println("A' constructor");
    }

    public void m(){
        System.out.println("A's m");
    }
}

public class P5 extends A {
    public P5(){
        System.out.println("P5's constructor");
    }
    public void m(){
        System.out.println("P5's m");
    }

    public static void main(String[] args){
        A o = new P5();
        o.m();
    }
}
```

## Question 2

1. Design a class named `Candidate` for holding a candidate in an election. Assume that only two attributes of a candidate, namely, the name and the number of votes, are of interest here. The class contains a constructor that initializes the member variables to the given values, and a get method for each of the member variables. The class implements the `Comparable` interface, and compares two candidates based on their numbers of votes.
2. Designing a class named `VotingMachine` that contains a collection of candidates and the following methods:
  - `addCandidate(String name)`: Add a candidate of a given name to the collection of candidates. This method throws an exception if a candidate of the given name already exists in the collection.
  - `castVote(String name)`: Cast a vote to the candidate of the given the name. This method throws an exception if there is no candidate of the name in the collection.

### Question 3

Implement a class named `MyArrayList` that extends the `java.util.ArrayList`. The class `MyArrayList` overrides the `toString` method in the following way: it returns a string representation of the elements in the collection in the format  $(a_0, a_1, \dots, a_{n-1})$ , where  $a_i$  ( $i=0, \dots, n-1$ ) is the string representation of the element at index  $i$ .

## Question 4

Consider the `BTNode` class:

```
class BTNode<T> {
    T data;
    BTNode<T> left, right;

    public BTNode(T data){
        this.data = data;
        left = null;
        right = null;
    }

    public BTNode(T data, BTNode<T> left, BTNode<T> right){
        this.data = data;
        this.left = left;
        this.right = right;
    }
}
```

Write each of the following functions on a binary tree with a given root of the type `BTNode`.

1. `leaves(tree)`: This function returns a list of leaf values in `tree` from left to right.
2. `deepest(tree)`: This function returns the values in a deepest node in `tree`. If there are multiple such values, then the function returns the left-most one.
3. `min_max(tree)`: This function returns a pair `(min, max)`, where `min` is the minimum element, and `max` is the maximum element in `tree`. Note that the tree may not be a binary search tree.

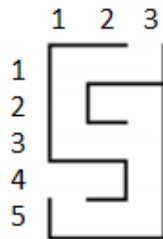
## Question 5

The following function `f` takes exponential time to compute. Re-write the function using top-down dynamic programming (memoization) to improve the efficiency. Assume that the initial call is `count(0,0,n)` for some positive integer `n`. What is the running time of your program?

```
long count(long r, long c, long n) {
    if (r == n) return 1;
    if (c == n) return 1;
    return count(r+1,c,n) + count(r,c+1,n);
}
```

## Question 6

The function `solve_maze(Maze,R0,C0,R,C)` takes a maze, the position of a starting square  $(R_0,C_0)$ , and the position of a target square  $(R,C)$ , and returns a path from the starting square to the target square. The maze is given as a matrix, where each entry is a four-bit binary integer  $(B_3,B_2,B_1,B_0)$  that indicates how the corresponding square is connected to its neighboring squares:  $B_0$  is 1 if the square is connected to the left;  $B_1$  indicates if the square is connected to the right;  $B_2$  indicates if the square is connected to the above;  $B_3$  indicates if the square is connected to the below. For example, in the following maze, the square at  $(1,1)$  is represented by the binary number 1010 (i.e., the decimal number 10), meaning that the square is connected to the right and the blow.



A path is a list of visited square positions. Implement the function `solve_maze` in C++ or Java.