

Midterm Examination Problem Sheet

TIME: 04/21/2009, 14:20–17:20

This is a closed-book exam. Any form of cheating or lying will not be tolerated. Students can get zero scores and/or fail the class and/or be kicked out of school and/or receive other punishments for those kinds of misconducts.

Both English and Traditional Chinese (if suited) are allowed for answering the questions. We do not accept any other languages.

1 Let's Go Students (20%)

```
1  class Student{
2      static final int CSIE = 9020;
3      static final int IM = 7050;
4      int dept; int ID; String name;
5      public Student(int ID){ this.ID = ID; }
6      public static Student new_CSIE_Student(int ID){
7          Student s = new Student(ID);
8          s.dept = CSIE;
9          return s;
10     }
11     public void show(){
12         System.out.print(dept); System.out.print(", ");
13         System.out.print(ID); System.out.print(", ");
14         System.out.println(name);
15     }
16 }
17 public class StudentDemo{
18     static Student s1;
19     Student s2;
20     public static void main(String[] argv){
21         /* CODE */
22     }
23 }
```

Please write down the output when the `/* CODE */` part is replaced by the following lines (respectively for each subproblem). If you think there is a compile error, write “compile error” or “hahaha.” If you think there is a run-time error (exception), write down “run-time error” or “ohohoh.”

- (1) `System.out.println(Student.CSIE);`
- (2) `System.out.println(Student.ID);`
- (3) `System.out.println((new Student()).name);`
- (4) `System.out.println((new Student(54)).dept);`
- (5) `Student s; s.show();`
- (6) `Student s = new Student(54); s.show();`
- (7) `s1.show();`
- (8) `s2.show();`
- (9) `Student s = Student.new_CSIE_Student(62); s.name = "Luc"; s.show();`
- (10) `Student s = null; System.out.println(s.IM);`

2 Object Lifecycle (20%)

Please answer the questions under *//*. You can assume that there is no compile nor run-time errors, and the JVM runs normally.

```

1  class Person{
2      static int count = 0;
3      String name;
4      Person best_friend;
5      public Person(String name){ this.name = name; count++; }
6      protected void finalize() throws Throwable { count--; }
7  }
8  public class PersonDemo{
9      public static void main(String [] argv){
10         Person.count = 0;
11         for(int i = 0; i < 100; i++){
12             Person p = new Person("" + i);
13         }
14          //(1): the maximum possible value of count
15          //(2): the minimum possible value of count
16          //Next, assume that Person.count is at its minimum possible value
17         Person.count = 0;
18         Person q = null;
19         for(int i = 0; i < 100; i++){
20             Person p = new Person("" + i);
21             q = p;
22         }
23          //(3): the maximum possible value of count
24          //(4): the minimum possible value of count
25          //Next, assume that Person.count is at its minimum possible value
26         Person.count = 0;
27         Person r = null;
28         for(int i = 0; i < 100; i++){
29             Person p = new Person("" + i);
30             p.best_friend = r;
31             r = p;
32         }
33          //(5): the maximum possible value of count
34          //(6): the minimum possible value of count
35          //Next, assume that Person.count is at its minimum possible value
36         Person.count = 0;
37         Person george = new Person("George");
38         george.best_friend = new Person("Mary");
39         george.best_friend.best_friend = george;
40          //(7): the maximum possible value of count
41          //(8): the minimum possible value of count
42          //Next, assume that Person.count is at its minimum possible value
43          //NOTE: Person.count is not reset to 0!!!
44         Person mary = george.best_friend;
45         Person bob = new Person("Bob");
46         bob.best_friend = new Person("Mary");
47         mary.best_friend = george;
48         bob.best_friend = george.best_friend;
49          //(9): the maximum possible value of count
50          //(10): the minimum possible value of count
51     }
52 }

```

3 Method Invocation (20%)

Assume that `OOPUtil.is_prime(n)` returns whether the integer `n` is a prime (as a boolean `true` or `false`). Please answer the questions under `//`. You can assume that there is no compile nor run-time errors, and the JVM runs normally.

```

1  class CrazyPrime{
2      static final int MAXN = 20;
3      static final CrazyPrime[] result = new CrazyPrime[MAXN];
4
5      int value;
6
7      static CrazyPrime compute(int n, int level){
8          //Let's assume that 0 <= n < MAXN
9          level++;
10         System.out.print("l"); System.out.print(level); System.out.print(" ");
11         System.out.print("n"); System.out.print(n); System.out.print(" ");
12
13         int res = 0;
14         if (result[n] == null){
15             if (n <= 2){
16                 res = 1;
17             }
18             else if (OOPUtil.is_prime(n)){
19                 res = CrazyPrime.compute(n-1, level).value;
20                 res += CrazyPrime.compute((n-1)/2, level).value;
21             }
22             else{
23                 res = CrazyPrime.compute(n-1, level).value;
24             }
25
26             result[n] = new CrazyPrime();
27             result[n].value = res;
28         }
29         System.out.print("r"); System.out.print(result[n].value);
30         System.out.print(" ");
31         return result[n];
32     }
33 }
34 public class CrazyPrimeDemo{
35     public static void main(String[] argv){
36         CrazyPrime c2 = CrazyPrime.compute(2, 0);
37         System.out.println(""); // (1): Write down the output before the new line
38         CrazyPrime c3 = CrazyPrime.compute(3, 0);
39         System.out.println(""); // (2): Write down the output before the new line
40         CrazyPrime c6 = CrazyPrime.compute(6, 0);
41         System.out.println(""); // (3): Write down the output before the new line
42         CrazyPrime c7 = CrazyPrime.compute(7, 0);
43         System.out.println(""); // (4): Write down the output before the new line
44         c7.compute(5, 0);
45         System.out.println(""); // (5): Write down the output before the new line
46     }
47 }

```

4 Encapsulation (20%)

```

1  /* SpokesPerson.java */
2  package prototype;
3  public class SpokesPerson{
4      private String story;
5
6      public void tell_public_story (){ }
7      void tell_default_story (){ }
8      protected void tell_protected_story (){ }
9      private void tell_private_story (){ }
10
11     private void talk_to_myself (){
12         /* CODE1 */
13     }
14 }

```

When the `/* CODE1 */` part is replaced by the following lines (respectively for each subproblem), if you think there is a compile error, please write “compile error” or “hahaha.” Otherwise write “safe.”

- (1) `story = "POO_is_the_best_BBS.";`
- (2) `tell_private_story ();`
- (3) `tell_public_story ();`
- (4) `tell_protected_story ();`
- (5) `tell_default_story ();`

```

1  /* HeadSpokesPerson.java */
2  package extensions;
3  class HeadSpokesPerson extends prototype.SpokesPerson{
4      public void talk_to_media (){
5          /* CODE2 */
6      }
7  }

```

Now, consider another java source file above. When the `/* CODE2 */` part is replaced by the following lines (respectively for each subproblem), if you think there is a compile error, please write “compile error” or “hahaha.” Otherwise write “safe.”

- (6) `story = "POO_is_the_best_BBS.";`
- (7) `talk_to_myself ();`
- (8) `tell_public_story ();`
- (9) `tell_protected_story ();`
- (10) `tell_default_story ();`

5 Inheritance (20%)

```

1  class BBSBoardSystem { };
2  class BBS{ public BBSBoardSystem board_system; int ip; }
3  class Casino{ private int n_games; }
4  class PTTCasino extends Casino { };
5  class POOCasino extends PTTCasino { };
6  class PTTBBS extends BBS{ public PTTCasino casino; }
7  class POOBBS extends BBS{ private POOCasino casino; }
8  class NetBBS extends BBS{ PTTBBS ptt; POOBBS poo; }
9  class PPPBBS extends POOBBS{ }

```

If you know that in Java, an Object-type instance occupies B bytes of space for its instance variables, an integer-type variable occupies 4 bytes, and a reference-type variable occupies R bytes. How many bytes does an instance of each of the following type occupy (at least)?

- (1) BBS
- (2) POOBBS
- (3) NetBBS
- (4) PTTCasino
- (5) BBSBoardSystem

```

1  public class BBSDemo{
2      public static void main(String [] argv){
3          PTTBBS ptt1 = new PTTBBS();
4          PTTBBS ptt2 = new PTTBBS();
5          NetBBS net = new NetBBS();
6          BBS bbs = ptt2;
7          net.ptt = ptt1;
8          net.poo = new PPPBBS();
9          ptt1.casino = new POOCasino();
10
11         /* CODE */
12     }
13 }

```

Now, consider another java source file above. Please write down the output when the `/* CODE */` part is replaced by the following lines (respectively for each subproblem). If you think there is a compile error, write “compile error” or “hahaha.” If you think there is a run-time error (exception), write down “run-time error” or “ohohoh.”

- (6) `System.out.println(ptt2 instanceof PTTBBS);`
- (7) `System.out.println(ptt1 instanceof NetBBS);`
- (8) `System.out.println(bbs instanceof POOBBS);`
- (9) `System.out.println(net.ptt.casino instanceof PTTCasino);`
- (10) `System.out.println(net.poo.casino instanceof POOCasino);`