

Problem 1.

- a) Let the class A and B be

```
class A {
    int i;

    A (int q) {
        i = q;
    }

    void add (int x) {
        i = i*10 + x;
    }
}

class B {
    A a;

    B (A a) {
        this.a = a;
    }

    void add (String s) {
        for (int i = 0; i < s.length(); i++) {
            if (Character.isDigit(s.charAt(i))) {
                int digit = s.charAt(i) - '0';
                a.add(digit);
            }
        }
    }
}
```

Further we have a program with the following statements/declarations

```
A a = new A(5);
B b = new B(a);
PrintStream out = new PrintStream(System.out);

void println (A x, B y) {
    out.printf("%d, %d\n", x.i, y.a.i);
}

void doSomething () {
    println(a, b);
    b.add("3");
    println(a, b);
    a.add(1);
    println(a, b);
    a = new A(7);
    println(a, b);
    b.add("5");
    println(a, b);
    b.a.add(8);
    println(a, b);
    b.a = a;
    b.add("a1b2c3");
    println(a, b);
    b.a.add(0);
    println(a, b);
}
```

What will be printed when the method doSomething() is called?

- b) The following heading of a method cosine() is given

```
double cosine (double x, int numberOfTerms)
```

This method should calculate the cosine of x in numberOfTerms terms.

$\cos(x) = x^0/0! - x^2/2! + x^4/4! - x^6/6! + x^8/8! - \dots$

x^n is the notation for "x to the power n" and n! is the notation for "the factorial of n". The number of terms that should be calculated is given by numberOfTerms. Implement this method without using any methods from the class Math. Assume: numberOfTerms >= 1.

- c) Give the declaration of a variable "matrix" with as type a 2-dimensional array of char's with 5 rows and 3 columns. Use constants when necessary.

Program a boolean method normal() which will be able to tell, for any 2-dimensional array of int's, whether this array has the property "normal"

For this problem a 2-dimensional array has the property normal when it contains no negative integers and when there are no rows that contain more zero's than positive integers.

Examples: array 1 4 7 10 is normal and 0 0 0 10 and -1 2 are not

2 5 8 11	2 5 7 1	7 9
3 6 9 12	3 6 9 12	

- d)
- ```
class Problem_1d {
 PrintStream out;
 int p, q;

 Problem_1d() {
 out = new PrintStream(System.out);
 p = -3;
 q = 4;
 }

 void print (int a, int b) {
 out.printf("%d, %d\n", a, b);
 }

 void method1 (int p) {
 int q = p + 5;
 p = -p;
 print(p, q);
 }

 int method2 (int q) {
 int p = q + 1;
 q -= 1;
 method1(p);
 print(p, q);
 return q/p;
 }

 void start() {
 method1(q);
 print(p, q);
 q = method2(p);
 print(p, q);
 }

 public static void main(String argv[]) {
 new Problem_1d().start();
 }
}
```

What will be printed when this program is executed?

Problem 2.

- a) Using the following class

```
class Plant {

 String division, class, order, family, genus, species;
 boolean usingWind;
 boolean weed;
 // The constructors and methods are omitted as they are not
 // necessary for this problem.
}
```

construct a class BotanicGarden. This class should be able to contain a maximum of 10000 plants. Further the class should have a default constructor and a method add(). The default constructor should initialize a BotanicGarden-object as an empty botanic garden. The method add() should make it possible to add 1 plant to the botanic garden.

- b) Add to the class BotanicGarden a method

```
BotanicGarden selectFamily (String f)
```

which, in a new BotanicGarden-object, returns all the plants that are of family f.

Program sub problems in separate methods in the correct class. Use constants when necessary.

- c) The following method can be assumed to be present in the class BotanicGarden. It can be used without having to program it.

```
BotanicGarden usingWind ()
```

This method returns, in a new BotanicGarden-object, all the plants in the botanic garden that use the wind as their means of reproduction.

Now add to the class BotanicGarden a method

```
BotanicGarden selectUsingWind (String f)
```

This method should return all the plants that are using the wind for reproduction and are also of family f. Program the method selectUsingWind() without using a while-statement, a for-statement or a do-while-statement.

- d) Add to the class BotanicGarden a method

```
void weed ()
```

This method should remove all weeds from the botanic garden.

Program sub problems in separate methods in the correct class. Use constants when necessary.

Problem 3.

- a) Write a recursive method `minimum()` that for an arbitrary array of `int`'s will calculate the minimum `int`-value in that array

Don't forget that an array can contain 0 elements.

Think careful about which parameters the method `minimum()` should have.

For this method it may be assumed that the array is fully filled.

HINT1: The minimum of 0 numbers is infinite, e.g. in Java: `Integer.MAX_VALUE`

HINT2: The minimum of two integers can be calculated with the method `min()` from the class `Math`.

Examples: `"Math.min(-5, 16) == -5"` and `"Math.min(10, 34) == 10"`

- b) Given is that the class `String` contains a method

```
public String substring (int start, int end)
```

that calculates the substring from `start` till `end-1` (inclusive).

examples: `"abcdef".substring(3,6)` gives `"def"`

`"abcdef".substring(1,4)` gives `"bcd"`

`"abcdef".substring(0,3)` gives `"abc"`

`"abcdef".substring(2,2)` gives `""`

Write a recursive method `"boolean palindrome(String s)"`

that return `true` when the string `s` contains a palindrome.

A string is a palindrome when the same row of characters is seen in either forward or reverse direction.

examples of palindromes:

```
""
"a"
"aa"
"kayak"
"deleveled"
```

Implement this method `palindrome()` without using any extra self made methods.

grade:

| Problem | a | b | c | d | totaal |
|---------|---|---|---|---|--------|
| 1.      | 4 | 4 | 4 | 4 | 16     |
| 2.      | 2 | 4 | 3 | 3 | 12     |
| 3.      | 4 | 4 |   |   | 8      |
|         |   |   |   |   | -- +   |
|         |   |   |   |   | 36     |

The grade `E` follows from the total `T` using the formula:  $E = T / 4 + 1$