

1. Consider the following code segment.

```
for (int k = 0; k < 20; k = k + 2)
{
    if (k % 3 == 1)
        System.out.print(k + " ");
}
```

What is printed as a result of executing the code segment?

- (A) 4 16
- (B) 4 10 16
- (C) 0 6 12 18
- (D) 1 4 7 10 13 16 19
- (E) 0 2 4 6 8 10 12 14 16 18

2. Consider the following code segment.

```
List<String> list = new ArrayList<String>();

list.add("P");
list.add("Q");
list.add("R");
list.set(2, "s");
list.add(2, "T");
list.add("u");
System.out.println(list);
```

What is printed as a result of executing the code segment?

- (A) [P, Q, R, s, T]
- (B) [P, Q, s, T, u]
- (C) [P, Q, T, s, u]
- (D) [P, T, Q, s, u]
- (E) [P, T, s, R, u]

3. Consider the following instance variable and method.

```
private List<Integer> nums;

/** Precondition: nums.size > 0
 */
public void numQuest()
{
    int k = 0;
    Integer zero = new Integer(0);

    while (k < nums.size())
    {
        if (nums.get(k).equals(zero))
            nums.remove(k);

        k++;
    }
}
```

Assume that `List nums` initially contains the following `Integer` values.

```
[0, 0, 4, 2, 5, 0, 3, 0]
```

What will `List nums` contain as a result of executing `numQuest` ?

- (A) [0, 0, 4, 2, 5, 0, 3, 0]
- (B) [4, 2, 5, 3]
- (C) [0, 0, 0, 0, 4, 2, 5, 3]
- (D) [3, 5, 2, 4, 0, 0, 0, 0]
- (E) [0, 4, 2, 5, 3]

4. At a certain high school students receive letter grades based on the following scale.

| <u>Numeric Score</u> | <u>Letter Grade</u> |
|-------------------------|---------------------|
| 93 or above | A |
| From 84 to 92 inclusive | B |
| From 75 to 83 inclusive | C |
| Below 75 | F |

Which of the following code segments will assign the correct string to `grade` for a given integer score ?

I.

```
if (score >= 93)
    grade = "A";
if (score >= 84 && score <= 92)
    grade = "B";
if (score >= 75 && score <= 83)
    grade = "C";
if (score < 75)
    grade = "F";
```

II.

```
if (score >= 93)
    grade = "A";
if (84 <= score <= 92)
    grade = "B";
if (75 <= score <= 83)
    grade = "C";
if (score < 75)
    grade = "F";
```

III.

```
if (score >= 93)
    grade = "A";
else if (score >= 84)
    grade = "B";
else if (score >= 75)
    grade = "C";
else
    grade = "F";
```

- (A) II only
- (B) III only
- (C) I and II only
- (D) I and III only
- (E) I, II, and III

5. Consider the following output.

```
1 1 1 1 1
2 2 2 2
3 3 3
4 4
5
```

Which of the following code segments will produce this output?

- (A)

```
for (int j = 1; j <= 5; j++)
{
    for (int k = 1; k <= 5; k++)
    {
        System.out.print(j + " ");
    }
    System.out.println();
}
```
- (B)

```
for (int j = 1; j <= 5; j++)
{
    for (int k = 1; k <= j; k++)
    {
        System.out.print(j + " ");
    }
    System.out.println();
}
```
- (C)

```
for (int j = 1; j <= 5; j++)
{
    for (int k = 5; k >= 1; k--)
    {
        System.out.print(j + " ");
    }
    System.out.println();
}
```
- (D)

```
for (int j = 1; j <= 5; j++)
{
    for (int k = 5; k >= j; k--)
    {
        System.out.print(j + " ");
    }
    System.out.println();
}
```
- (E)

```
for (int j = 1; j <= 5; j++)
{
    for (int k = j; k <= 5; k++)
    {
        System.out.print(k + " ");
    }
    System.out.println();
}
```

6. A car dealership needs a program to store information about the cars for sale. For each car, they want to keep track of the following information: number of doors (2 or 4), whether the car has air conditioning, and its average number of miles per gallon. Which of the following is the best design?
- (A) Use one class, `Car`, which has three data fields:
`int numDoors`, `boolean hasAir`, and `double milesPerGallon`.
 - (B) Use four unrelated classes: `Car`, `Doors`, `AirConditioning`, and `MilesPerGallon`.
 - (C) Use a class `Car` which has three subclasses: `Doors`, `AirConditioning`, and `MilesPerGallon`.
 - (D) Use a class `Car`, which has a subclass `Doors`, with a subclass `AirConditioning`, with a subclass `MilesPerGallon`.
 - (E) Use three classes: `Doors`, `AirConditioning`, and `MilesPerGallon`, each with a subclass `Car`.
7. Consider the following declarations.

```
public interface Comparable
{
    int compareTo(Object other);
}

public class SomeClass implements Comparable
{
    // ... other methods not shown
}
```

Which of the following method signatures of `compareTo` will satisfy the `Comparable` interface requirement?

- I. `public int compareTo(Object other)`
 - II. `public int compareTo(SomeClass other)`
 - III. `public boolean compareTo(Object other)`
- (A) I only
 - (B) II only
 - (C) III only
 - (D) I and II only
 - (E) I, II, and III

Questions 8–9 refer to the following incomplete class declaration.

```
public class TimeRecord
{
    private int hours;
    private int minutes;    // 0 ≤ minutes < 60

    public TimeRecord(int h, int m)
    {
        hours = h;
        minutes = m;
    }

    /** @return the number of hours
     *
     */
    public int getHours()
    { /* implementation not shown */ }

    /** @return the number of minutes
     *
     *      Postcondition: 0 ≤ minutes < 60
     */
    public int getMinutes()
    { /* implementation not shown */ }

    /** Adds h hours and m minutes to this TimeRecord.
     *
     *      @param h the number of hours
     *      Precondition: h ≥ 0
     *      @param m the number of minutes
     *      Precondition: m ≥ 0
     */
    public void advance(int h, int m)
    {
        hours = hours + h;
        minutes = minutes + m;

        /* missing code */
    }

    // ... other methods not shown
}
```

8. Which of the following can be used to replace `/* missing code */` so that `advance` will correctly update the time?
- (A) `minutes = minutes % 60;`
 - (B) `minutes = minutes + hours % 60;`
 - (C) `hours = hours + minutes / 60;`
`minutes = minutes % 60;`
 - (D) `hours = hours + minutes % 60;`
`minutes = minutes / 60;`
 - (E) `hours = hours + minutes / 60;`
9. Consider the following declaration that appears in a client program.

```
TimeRecord[] timeCards = new TimeRecord[100];
```

Assume that `timeCards` has been initialized with `TimeRecord` objects. Consider the following code segment that is intended to compute the total of all the times stored in `timeCards`.

```
TimeRecord total = new TimeRecord(0,0);

for (int k = 0; k < timeCards.length; k++)
{
    /* missing expression */ ;
}
```

Which of the following can be used to replace `/* missing expression */` so that the code segment will work as intended?

- (A) `timeCards[k].advance()`
- (B) `total += timeCards[k].advance()`
- (C) `total.advance(timeCards[k].hours,`
`timeCards[k].minutes)`
- (D) `total.advance(timeCards[k].getHours(),`
`timeCards[k].getMinutes())`
- (E) `timeCards[k].advance(timeCards[k].getHours(),`
`timeCards[k].getMinutes())`

10. Consider the following instance variable and method.

```
private int[] arr;

/** Precondition: arr contains no duplicates;
 *           the elements in arr are in sorted order.
 * @param low  $0 \leq \text{low} \leq \text{arr.length}$ 
 * @param high  $\text{low} - 1 \leq \text{high} < \text{arr.length}$ 
 * @param num
 */
public int mystery(int low, int high, int num)
{
    int mid = (low + high) / 2;

    if (low > high)
    {
        return low;
    }
    else if (arr[mid] < num)
    {
        return mystery(mid + 1, high, num);
    }
    else if (arr[mid] > num)
    {
        return mystery(low, mid - 1, num);
    }
    else // arr[mid] == num
    {
        return mid;
    }
}
```

What is returned by the call

mystery(0, arr.length - 1, num) ?

- (A) The number of elements in arr that are less than num
- (B) The number of elements in arr that are less than or equal to num
- (C) The number of elements in arr that are equal to num
- (D) The number of elements in arr that are greater than num
- (E) The index of the middle element in arr

Questions 11–12 refer to the following information.

Consider the following instance variable and method `findLongest` with line numbers added for reference. Method `findLongest` is intended to find the longest consecutive block of the value `target` occurring in the array `nums`; however, `findLongest` does not work as intended.

For example, if the array `nums` contains the values
[7, 10, 10, 15, 15, 15, 15, 10, 10, 10, 15, 10, 10],
the call `findLongest(10)` should return 3, the length of
the longest consecutive block of 10's.

```
private int[] nums;  
  
public int findLongest(int target)  
{  
    int lenCount = 0;  
    int maxLen = 0;
```

```
Line 1:   for (val : nums)  
Line 2:   {  
Line 3:       if (val == target)  
Line 4:       {  
Line 5:           lenCount++;  
Line 6:       }  
Line 7:       else  
Line 8:       {  
Line 9:           if (lenCount > maxLen)  
Line 10:            {  
Line 11:                maxLen = lenCount;  
Line 12:            }  
Line 13:        }  
Line 14:    }  
Line 15:    if (lenCount > maxLen)  
Line 16:    {  
Line 17:        maxLen = lenCount;  
Line 18:    }  
Line 19:    return maxLen;  
    }
```

11. The method `findLongest` does not work as intended. Which of the following best describes the value returned by a call to `findLongest` ?
- (A) It is the length of the shortest consecutive block of the value `target` in `nums`.
 - (B) It is the length of the array `nums`.
 - (C) It is the number of occurrences of the value `target` in `nums`.
 - (D) It is the length of the first consecutive block of the value `target` in `nums`.
 - (E) It is the length of the last consecutive block of the value `target` in `nums`.
12. Which of the following changes should be made so that method `findLongest` will work as intended?
- (A) Insert the statement `lenCount = 0;` between lines 2 and 3.
 - (B) Insert the statement `lenCount = 0;` between lines 8 and 9.
 - (C) Insert the statement `lenCount = 0;` between lines 10 and 11.
 - (D) Insert the statement `lenCount = 0;` between lines 11 and 12.
 - (E) Insert the statement `lenCount = 0;` between lines 12 and 13.

13. Consider the following instance variable and method.

```
private int[] myStuff;  
  
/** Precondition: myStuff contains int values in no particular order.  
 */  
public int mystery(int num)  
{  
    for (int k = myStuff.length - 1; k >= 0; k--)  
    {  
        if (myStuff[k] < num)  
        {  
            return k;  
        }  
    }  
  
    return -1;  
}
```

Which of the following best describes the contents of `myStuff` after the following statement has been executed?

```
int m = mystery(n);
```

- (A) All values in positions 0 through `m` are less than `n`.
- (B) All values in positions `m+1` through `myStuff.length-1` are less than `n`.
- (C) All values in positions `m+1` through `myStuff.length-1` are greater than or equal to `n`.
- (D) The smallest value is at position `m`.
- (E) The largest value that is smaller than `n` is at position `m`.

14. Consider the following method.

```
/** Precondition:  $x \geq 0$ 
 */
public void mystery(int x)
{
    System.out.print(x % 10);

    if ((x / 10) != 0)
    {
        mystery(x / 10);
    }

    System.out.print(x % 10);
}
```

Which of the following is printed as a result of the call `mystery(1234)` ?

- (A) 1441
- (B) 3443
- (C) 12344321
- (D) 43211234
- (E) Many digits are printed due to infinite recursion.

15. Consider the following two classes.

```
public class Dog
{
    public void act()
    {
        System.out.print("run");
        eat();
    }

    public void eat()
    {
        System.out.print("eat");
    }
}

public class UnderDog extends Dog
{
    public void act()
    {
        super.act();
        System.out.print("sleep");
    }

    public void eat()
    {
        super.eat();
        System.out.print("bark");
    }
}
```

Assume that the following declaration appears in a client program.

```
Dog fido = new UnderDog();
```

What is printed as a result of the call `fido.act()` ?

- (A) run eat
- (B) run eat sleep
- (C) run eat sleep bark
- (D) run eat bark sleep
- (E) Nothing is printed due to infinite recursion.

16. Consider the following recursive method.

```
public static int mystery(int n)
{
    if (n == 0)
        return 1;
    else
        return 3 * mystery(n - 1);
}
```

What value is returned as a result of the call `mystery(5)` ?

- (A) 0
 - (B) 3
 - (C) 81
 - (D) 243
 - (E) 6561
17. Consider the following instance variable and method.

```
private int[] arr;

/** Precondition: arr.length > 0
 */
public int checkArray()
{
    int loc = arr.length / 2;

    for (int k = 0; k < arr.length; k++)
    {
        if (arr[k] > arr[loc])
            loc = k;
    }

    return loc;
}
```

Which of the following is the best postcondition for `checkArray` ?

- (A) Returns the index of the first element in array `arr` whose value is greater than `arr[loc]`
- (B) Returns the index of the last element in array `arr` whose value is greater than `arr[loc]`
- (C) Returns the largest value in array `arr`
- (D) Returns the index of the largest value in array `arr`
- (E) Returns the index of the largest value in the second half of array `arr`

18. Assume the following declarations have been made.

```
private String s;  
private int n;  
  
public void changer(String x, int y)  
{  
    x = x + "peace";  
    y = y * 2;  
}
```

Assume `s` has the value "world" and `n` is 6. What are the values of `s` and `n` after the call `changer(s, n)`?

| <u>s</u> | <u>n</u> |
|----------------|----------|
| (A) world | 6 |
| (B) worldpeace | 6 |
| (C) world | 12 |
| (D) worldpeace | 12 |
| (E) peace | 12 |

19. Consider the following code segment.

```
int[][] mat = new int[3][4];

for (int row = 0; row < mat.length; row++)
{
    for (int col = 0; col < mat[0].length; col++)
    {
        if (row < col)
            mat[row][col] = 1;
        else if (row == col)
            mat[row][col] = 2;
        else
            mat[row][col] = 3;
    }
}
```

What are the contents of `mat` after the code segment has been executed?

- (A) $\{\{2 \ 1 \ 1\}$
 $\{3 \ 2 \ 1\}$
 $\{3 \ 3 \ 2\}$
 $\{3 \ 3 \ 3\}\}$
- (B) $\{\{2 \ 3 \ 3\}$
 $\{1 \ 2 \ 3\}$
 $\{1 \ 1 \ 2\}$
 $\{1 \ 1 \ 1\}\}$
- (C) $\{\{2 \ 3 \ 3 \ 3\}$
 $\{1 \ 2 \ 3 \ 3\}$
 $\{1 \ 1 \ 2 \ 3\}\}$
- (D) $\{\{2 \ 1 \ 1 \ 1\}$
 $\{3 \ 2 \ 1 \ 1\}$
 $\{3 \ 3 \ 2 \ 1\}\}$
- (E) $\{\{1 \ 1 \ 1 \ 1\}$
 $\{2 \ 2 \ 2 \ 2\}$
 $\{3 \ 3 \ 3 \ 3\}\}$

20. Consider the following methods.

```
public List<Integer> process1(int n)
{
    List<Integer> someList = new ArrayList<Integer>();

    for (int k = 0; k < n; k++)
        someList.add(new Integer(k));

    return someList;
}

public List<Integer> process2(int n)
{
    List<Integer> someList = new ArrayList<Integer>();

    for (int k = 0; k < n; k++)
        someList.add(k, new Integer(k));

    return someList;
}
```

Which of the following best describes the behavior of `process1` and `process2` ?

- (A) Both methods produce the same result and take the same amount of time.
- (B) Both methods produce the same result, and `process1` is faster than `process2`.
- (C) The two methods produce different results and take the same amount of time.
- (D) The two methods produce different results, and `process1` is faster than `process2`.
- (E) The two methods produce different results, and `process2` is faster than `process1`.

21. Consider the following instance variable and incomplete method, `partialSum`, which is intended to return an integer array `sum` such that for all `i`, `sum[i]` is equal to `arr[0] + arr[1] + ... + arr[i]`. For instance, if `arr` contains the values `{ 1, 4, 1, 3 }`, the array `sum` will contain the values `{ 1, 5, 6, 9 }`.

```
private int[] arr;

public int[] partialSum()
{
    int[] sum = new int[arr.length];

    for (int j = 0; j < sum.length; j++)
        sum[j] = 0;

    /* missing code */

    return sum;
}
```

The following two implementations of `/* missing code */` are proposed so that `partialSum` will work as intended.

Implementation 1

```
for (int j = 0; j < arr.length; j++)
    sum[j] = sum[j - 1] + arr[j];
```

Implementation 2

```
for (int j = 0; j < arr.length; j++)
    for (int k = 0; k <= j; k++)
        sum[j] = sum[j] + arr[k];
```

Which of the following statements is true?

- (A) Both implementations work as intended, but implementation 1 is faster than implementation 2.
- (B) Both implementations work as intended, but implementation 2 is faster than implementation 1.
- (C) Both implementations work as intended and are equally fast.
- (D) Implementation 1 does not work as intended, because it will cause an `ArrayIndexOutOfBoundsException`.
- (E) Implementation 2 does not work as intended, because it will cause an `ArrayIndexOutOfBoundsException`.