

COS 126	General Computer Science	Spring 2007
<b>Exam 1</b>		

This test has 10 questions worth a total of 50 points. You have 120 minutes. The exam is closed book, except that you are allowed to use a one page cheatsheet. No calculators or other electronic devices are permitted. Give your answers and show your work in the space provided. **Write out and sign the Honor Code pledge before turning in the test.**

*“I pledge my honor that I have not violated the Honor Code during this examination.”*

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Signature

**Name:**

**NetID:**

Problem	Score
0	
1	
2	
3	
4	
Sub 1	

Problem	Score
5	
6	
7	
8	
9	
Sub 2	

Total	
-------	--

- P01 TTh 1:30 Andrea
- P01A TTh 1:30 Sid
- P01B TTh 1:30 Woo Chang
- P02 TTh 2:30 Forrest
- P02A TTh 2:30 Ananya
- P03 TTh 3:30 Chang
- P04 TTh 7:30 Tim
- P05 WF 10 Yaping
- P06 WF 11 Maia
- P07 WF 1:30 Ganesh
- P07A WF 1:30 Sonya
- P07B WF 1:30 Yi

**0. Miscellaneous. (1 point)**

- (a) Write your name and Princeton NetID in the space provided on the front of the exam, and circle your precept number.
- (b) Write and sign the honor code on the front of the exam.

**1. Number systems. (4 points)**

- (a) What is the decimal representation of the 16-bit two's complement integer  $111001_2$ ? Circle your answer.
  
  
  
  
  
  
  
  
  
  
- (b) Convert the decimal integer  $2008_{10}$  to hexadecimal. Circle your answer.
  
  
  
  
  
  
  
  
  
  
- (c) Write the decimal integer  $-77$  as an 8-bit two's complement integer. Circle your answer.
  
  
  
  
  
  
  
  
  
  
- (d) The absolute value in Java's `Math` library computes the absolute value of an `int` (32-bit, two's complement integer) as follows:

```
public static int abs(int a) {  
    if (a < 0) return -a;  
    return a;  
}
```

There is one value of `x` that makes `Math.abs(x)` return a negative integer. What is it? Circle your answer.

$-2^{31}$        $-2^{31} - 1$       0       $2^{31} - 1$        $2^{31}$

This page is intentionally left blank. Feel free to use for scratch work.

## 2. Nested loops and conditionals. (4 points)

Consider the following program.

```
public class Triangle {

    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);

        for (int i = -N; i <= N; i++) {
            for (int j = -N; j <= N; j++) {
                if (i - j >= 0) System.out.print(i-j + " ");
                else           System.out.print(". ");
            }
            System.out.println();
        }

    }

}
```

It takes takes a command-line parameter  $N$  and prints out a pattern, as below.

```
% java Triangle 3
0 . . . . .
1 0 . . . . .
2 1 0 . . . .
3 2 1 0 . . .
4 3 2 1 0 . .
5 4 3 2 1 0 .
6 5 4 3 2 1 0
```

Describe in *10 words or less* how to modify `Triangle` to print a mirror image, as below.

```
% java Triangle 3
0 1 2 3 4 5 6
. 0 1 2 3 4 5
. . 0 1 2 3 4
. . . 0 1 2 3
. . . . 0 1 2
. . . . . 0 1
. . . . . 0
. . . . . 0
```

**3. Java loops and functions. (4 points)**

For each of the following code fragments, how many lines of output (number of calls to `System.out.println()`) does it produce? Circle your answers.

(a)

```
for (int i = 0; i < 100; i++) {  
    i = i*i*i;  
    System.out.println("Princeton");  
}
```

(b)

```
public static void cube(int i) {  
    i = i*i*i;  
}  
  
for (int i = 0; i < 100; i++) {  
    cube(i);  
    System.out.println("Tigers");  
}
```

**4. Debugging and arrays. (8 points)**

Recall the *coupon collector problem*: repeatedly select one of  $N$  card types at random, and continue until you have collected one of each type. The program `Coupon.java` below attempts to simulate this process, printing out the total number of coupons collected.

```
% more Coupon.java

public class CouponCollector {

    public static void main(void) {

        // read number of coupon types from command-line
        N = Integer.parseInt(args[0]);

        int cardcnt = 0;    // number of cards collected
        int valcnt;        // number of distinct cards collected

        // found[i] = true if card type i already collected
        boolean found = new boolean[N];

        // select cards at random, until you collect 1 of each type
        while (cardcnt > 0) {

            // select a new card type at random
            double val = (int) (Math.random() * N);
            cardcnt++;

            // check whether the card has already been collected
            if (found[i] = false)
                found[i] = true;
                valcnt++;

        }

        // print out total number of cards collected
        System.out.println(cardcnt);
    }

}
```

The code has at least 10 *independent* syntax and logical errors. Identify, circle, and correct 8 of them above.



**6. Standard input, standard output, and redirection. (9 points)**

Suppose that you have an input file containing a sequence of students and their grades. The input format consists of the number of assignments  $N$ , followed by a sequence of entries, each consisting of a `String` (the student's last name) followed by  $N$  integer scores.

```
% more data.txt
4
Ananya      96 78 61 83
Andrea      89 90 56 98
Chang       96 78 61 88
Forrest     87 78 61 93
Ganesh      96 78 61 83
Kevin       80 80 80 80
Maia        92 78 61 80
Sid         91 83 54 83
Sonya       94 78 72 81
Tim         88 78 64 83
Woo         87 85 66 83
Yaping     84 78 66 83
Yi          90 88 45 99
```

On the facing page, write a complete Java program `Assignments.java` that reads in data (in the given format) from standard input, and prints each student's name and their average score to standard output. Assume that you have access to the library `StdIn.java`. Do *not* use arrays. Your answer will be graded for correctness and clarity.

Here is a sample execution.

```
% java Assignments < data.txt
Ananya 79.5
Andrea 83.25
Chang 80.75
Forrest 79.75
Ganesh 79.5
Kevin 80.0
Maia 77.75
Sid 77.75
Sonya 81.25
Tim 78.25
Woo 80.25
Yaping 77.75
Yi 80.5
```





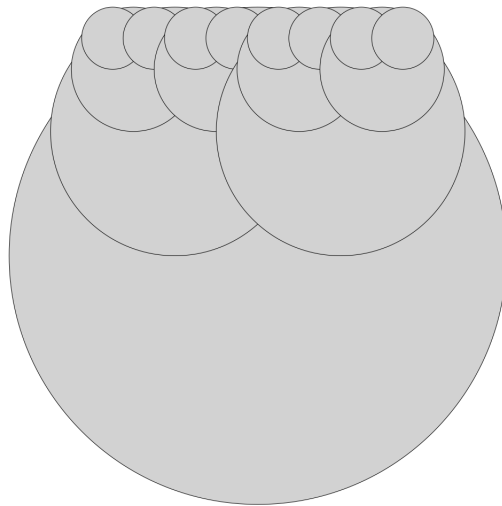
### 7. Recursive graphics. (6 points)

Consider the following recursive Java function.

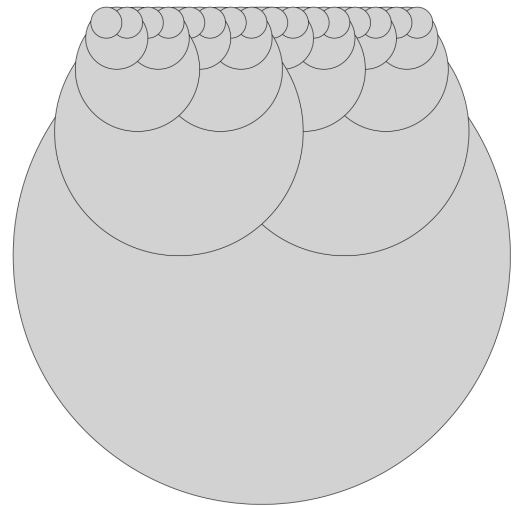
```
public static void circles(int n, double x, double y, double size) {
    if (n == 0) return; // 1
    drawShadedCircle(x, y, size); // 2
    circles(n-1, x - size/3, y + size/2, size/2); // 3
    circles(n-1, x + size/3, y + size/2, size/2); // 4
}
```

The function call `circles(4, .5, .5, .5)` produces the output on the left.

- (a) Give the order in which the 4 statements should appear in `circles()` so that the function call `circles(4, .5, .5, .5)` produces the output on the right. Circle your answer.



1 2 3 4



- (b) Describe what would happen if the statements within `circles()` were ordered 4 3 2 1 and you called `circles(4, .5, .5, .5)`?



## 9. TOY II. (6 points)

Consider the following TOY program, stored in memory locations 10 through 19.

```

10: 73FF          R[3] <- 00FF
11: 7101          R[1] <- 0001
12: 72AA          R[2] <- 00AA
13:              R[3] <- R[3] - R[1] = R[3] - 1
14: A403          R[4] <- mem[R[3]]
15:              if (R[4] == 0) pc <- 18
16:              if (R[4] > 0) pc <- 13
17: 72BB          R[2] <- 00BB
18:              write R[2] to standard output
19: 0000          halt

```

- (a) Fill in the missing machine code above for location 13, 15, 16 and 18.
- (b) Run the program above, given the following values in memory locations FA through FE.

```

FA: 9117
FB: 0000
FC: 4004
FD: 076F
FE: 6FF0

```

What (if anything) is printed to standard output? Circle your answer.

- (c) Give values for FA through FE that yield a different answer from (b).

## TOY REFERENCE CARD

## INSTRUCTION FORMATS

	. . . . .	. . . . .	. . . . .	. . . . .	
Format 1:	opcode	d	s	t	(0-6, A-B)
Format 2:	opcode	d	addr		(7-9, C-F)

## ARITHMETIC and LOGICAL operations

1: add	R[d] <- R[s] + R[t]
2: subtract	R[d] <- R[s] - R[t]
3: and	R[d] <- R[s] & R[t]
4: xor	R[d] <- R[s] ^ R[t]
5: shift left	R[d] <- R[s] << R[t]
6: shift right	R[d] <- R[s] >> R[t]

## TRANSFER between registers and memory

7: load address	R[d] <- addr
8: load	R[d] <- mem[addr]
9: store	mem[addr] <- R[d]
A: load indirect	R[d] <- mem[R[t]]
B: store indirect	mem[R[t]] <- R[d]

## CONTROL

0: halt	halt
C: branch zero	if (R[d] == 0) pc <- addr
D: branch positive	if (R[d] > 0) pc <- addr
E: jump register	pc <- R[d]
F: jump and link	R[d] <- pc; pc <- addr

Register 0 always reads 0.

Loads from mem[FF] come from stdin.

Stores to mem[FF] go to stdout.

16-bit registers

16-bit memory locations

8-bit program counter