

COS126 Prep for Sequence Alignment Assignment

- Group Activity: Calling non-static methods, Edit distance, Recovering the alignment, static constants.

1. Calling non-static methods. Non-static methods will be associated with a data type. Call them using a variable name declared as that data type.

What does the following code fragment print? (p. 339)

```
String a = "now is ";
StdOut.println(a.length());
StdOut.println(a.charAt(4));
```

2. Manually computing the edit distance from 2 aligned strings.

```
A A C A G T T A C C
T A A G G T C A - -
1 0 1
edit distance:
```

```
A A C A G T T A C C
T A - A G G T - C A
1 0 2
edit distance:
```

3. Manually computing the edit distance from 2 strings.

Suppose you have two matching characters. $x = "A"$, $y = "A"$ The bottom row and rightmost column are your "base cases." The bottom row represents no more x characters. The rightmost column represents no more y characters.

```
x\y A -
A
-
```

Suppose you have a mismatch in the last two characters. $x = "A"$, $y = "C"$.

```
x\y C -
A
-
```

Fill in the matrix for the strings: $x = \text{"ATAG"}$, $y = \text{"TAC"}$

x\y	T	A	C	-
A				8
T				6
A				4
G	5	3	1	2
-	6	4	2	0

4. Recover the alignment for $x = \text{"ATAG"}$, $y = \text{"TAC"}$, using the completed matrix from the previous part.

x y penalty

5. Recover the alignment for $x = \text{"bb"}$, $y = \text{"bbb"}$ using the following matrix.

x\y	b	b	b	-	x y penalty
b	2	0	2	4	
b	4	2	0	2	
-	6	4	2	0	

6. static constants are constants which are declared and initialized inside the class block, but outside any methods. These constants are then available to any method in the class, including `main()`.

To make your code easier to read, and to avoid hardwiring constants, declare the three penalty values as static constants.

```
public class EditDistance {
    private static final int GAP = 2;
    private -----
    private -----

    // methods . . .
}
```