

COS 126 General Computer Science Fall 2003

Exam 1

1. **Number systems.**

(a) `1111 0011 0111 0110 = F376.`

(b) `C99A`

Repeadely dividing by 16 and reading the remainders backwards isn't too painful with the given integer.

2. **Data types.**

(a) `2.0`

Thinking you had to take the square root of $33/7$ without a calculator should have tipped you off to integer division.

(b) `true`

(c) `12`

The `for` loops repeatedly (i) checks the loop continuation condition, (ii) executes the body of the loop, and (iii) does the increment statement.

(d) `010111010`

String concatenation.

3. **Debugging.**

`b, g, f, i, a`

4. **Loops and conditionals.**

(a) `A . B`
`. A .`
`B . A`

(b) `A . . . B`
`. A . B .`
`. . A . .`
`. B . A .`
`B . . . A`

5. **Input, output, loops, arrays, debugging.**

The program fills up an array of size N with the first N strings in the text file. Then it prints out every 3rd string (with wrap-around).

(a) `thieves`
`scum`
`buckle`
`goes`
`lowlives`
`that`

(b) `infinite loop`

```
thieves
scum
thieves
scum
...
```

(c) `java.lang.ArrayIndexOutOfBoundsException`

The 6 words that `java Lyrics 10` outputs are the input to `java Lyrics 2`. However, the array in the second program only has 2 elements so accessing `a[x]` when `x` is 3 will be out-of-bounds.

6. Using arrays.

`a, d, e`

7. Functions.

```
static int min6(int a, int b, int c, int d, int e, int f) {
    int x = min3(a, b, c);
    int y = min3(d, e, f);
    return min3(x, x, y);
}
```

Or, if you don't mind calling the Java library function `Math.min`.

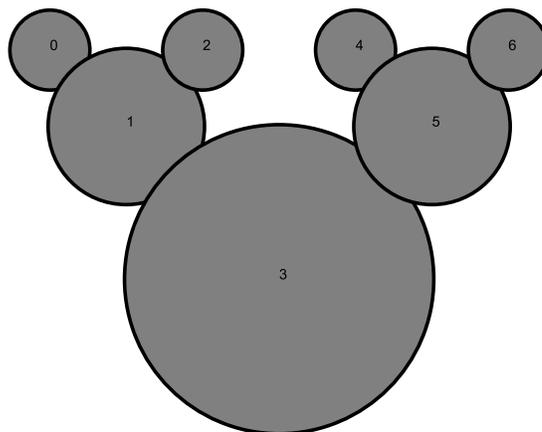
```
static int min6(int a, int b, int c, int d, int e, int f) {
    return Math.min(min3(a, b, c), min3(d, e, f));
}
```

Or, for a more obfuscated solution that doesn't call `min3()`, but satisfies the letter, if not spirit, of the question.

```
static int min6(int a, int b, int c, int d, int e, int f) {
    while (d <= a && d <= b && d <= c && d <= e && d <= f)
        return d;
    return min6(b, d, a, e, f, c);
}
```

8. Recursion.

This recursive function is identical to the one on the H-tree assignment, except that it draws a circle instead of an H, and doesn't make the bottom left or bottom right recursive calls. Also, the `drawCircle` command is in between the two recursive calls. This determines the order in which the calls are made (but not the pattern itself).



9. **TOY I.**

The program loads AAAA into register A and BBBB into register B. It loads the contents of memory cell 02 into register C. If this value is 0, then it writes register A to memory cell 01; otherwise it writes register B to memory cell 00. It's an `if-else` statement in TOY.

```
00: AAAA
01: BBBB
02: 0000

10: 8A00  RA <- mem[00]
11: 8B01  RB <- mem[01]
12: 8C02  RC <- mem[02]
13: CC16  if (RC == 0) goto 16
14: 9A01  mem[01] <- RA
15: C017  goto 17
16: 9B00  mem[00] <- RB
17: 0000
```

(a) BBBB BBBB 0000

(b) AAAA AAAA 0005

10. **TOY II.**

(a) 0000

The program repeatedly reads integers from standard input and XOR them together. It terminates when it reads the value 0000. Recall that XORing a bit with itself always yields 0. Thus, $a \wedge a = 0$ for any integer a .

(b) ACDC

Observe that the XOR of a sequence of integers is independent of the order in which you do it. That is $a \wedge b \wedge a \wedge b = a \wedge a \wedge b \wedge b = 0$. Thus, all the integers cancel each other out except ACDC. a bunch of integers together