CIS 110 — Introduction to Computer Programming  
Fall 2019 — Exam 2

Name: ________________________________________________

Recitation #: ________________________________________________

Pennkey (e.g. eaton): ________________________________________________

My signature below certifies that I have complied with the University of Pennsylvania’s Code of Academic Integrity in completing this examination.

_________________________________________  _______________________
Signature                                   Date

Instructions:

- Do not open this exam until told by the proctor.
- You will have exactly 110 minutes to take this exam.
- Make sure your phone is turned OFF (not on vibrate!) before the exam starts.
- Food, gum, and drink are strictly forbidden.
- You may not use your phone or open your bag for any reason, including to retrieve or put away pens or pencils, until you have left the exam room.
- This exam is closed-book, closed-notes, and closed computational devices.
- If you get stuck on a problem, it may be to your benefit to move on to another question and come back later.
- All code must be written in proper java format, including all curly braces and semicolons.
- Do not separate the exam pages, with one exception: you must tear off scratch paper and the appendix page. You must turn in both your exam and the separated pages. Do not take any sheets of paper with you.
- Only answers on the FRONT of pages will be graded. There are two blank pages at the end of the exam if you need extra space for any graded answers. You may use the back of pages for additional scratch work.
- Use a pencil, or blue or black pen to complete the exam.
- If you have any questions, raise your hand and a proctor will come to you.
- When you turn in your exam, you will be required to show your PennCard. If you forgot to bring your ID, talk to an exam proctor immediately.
- We wish you the best of luck.
## 1.) The Easy One (2 pts)

Write your PennKey (NOT YOUR NAME) on every exam page. This is in case the pages get separated during grading.

## 2.) Short and Sweet

Determine whether each of the following statements is true or false. You must write either TRUE or FALSE. Writing T, F, t, or f will receive no credit.

<table>
<thead>
<tr>
<th>Statement</th>
<th>Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>It is not possible for a class to implement more than one interface</td>
<td></td>
</tr>
<tr>
<td>100101 in binary has a decimal value of 37</td>
<td></td>
</tr>
<tr>
<td>Math.PI is a final variable</td>
<td></td>
</tr>
<tr>
<td>The time complexity of ArrayList.get() is linear and can be represented as</td>
<td></td>
</tr>
<tr>
<td>O(n), where n is the number of elements in the array</td>
<td></td>
</tr>
<tr>
<td>The first element inserted into a queue with enqueue() is the first element to be retrieved by dequeue()</td>
<td></td>
</tr>
<tr>
<td>An object declared as “Candy c = new TwixBar()” is able to access all public methods in both the Candy and the TwixBar classes, including public methods not in the Candy interface. Assume that TwixBar implements Candy.</td>
<td></td>
</tr>
<tr>
<td>References to objects are stored on the heap.</td>
<td></td>
</tr>
<tr>
<td>When a class implements an interface, it must provide values for all member variables declared in that interface.</td>
<td></td>
</tr>
<tr>
<td>If a field in a private inner class is public, it can be accessed in the outer class</td>
<td></td>
</tr>
</tbody>
</table>
PennKey: ___________________
3.) Oh, Sorting!

```java
public static void sort1(int arr[]) {
    int n = arr.length;
    for (int i = 1; i < n; ++i) {
        int key = arr[i];
        int j = i - 1;
        while (j >= 0 && arr[j] > key) {
            arr[j + 1] = arr[j];
            arr[j] = key;
            j = j - 1;
        }
        arr[j + 1] = key;
    }
}

public static void sort2(int arr[]) {
    int n = arr.length;
    for (int i = 0; i < n - 1; i++) {
        int min_idx = i;
        for (int j = i + 1; j < n; j++) {
            if (arr[j] < arr[min_idx]) {
                min_idx = j;
            }
        }
        int temp = arr[min_idx];
        arr[min_idx] = arr[i];
        arr[i] = temp;
    }
}
```

What is the name of the algorithm that is implemented in `sort1`? What is its big-Oh runtime?

What is the name of the algorithm that is implemented in `sort2`? What is its big-Oh runtime?

If `arr` is nearly sorted (such as `{1, 2, 3, 5, 4}`), which will be faster: `sort1`, `sort2`, or will they take equal time?
4.) Bugging Out!

This code is riddled with bugs and unless you can fix it, no one will be able to make new friends at Penn! For each bug that you find, write the line number on the left and write the corrected line (exactly as it should be written in code) in the box on the right. You may or may not need to use all of the spaces provided.

`firstFriends` represents the first friends you make at Penn - you can only make 10! When you make a friend, add them to your array.

```java
1 public class PennStudent {
2    String name;
3    PennStudent[] firstFriends;
4
5    //Constructor to make a new PennStudent
6    public PennStudent(String name) {
7        name = this.name;
8        firstFriends = new PennStudent[10];
9    }
10
11    public void makeFriend(PennStudent name) {
12        firstFriends[0] = this.name;
13        for(int i = 0; i <= firstFriends.length; i++) {
14            if(firstFriends[i] = null) {
15                firstFriends[i] = name;
16                break;
17            }
18        }
19        return firstFriends;
20    }
21
22    public static void main(String [] args) {
23        PennStudent michael = PennStudent("Michael");
24        PennStudent sierra = PennStudent("Sierra");
25        PennStudent rachel = PennStudent("Rachel");
26        PennStudent max = PennStudent("Max");
27        michael.makeFriend(max);
28        michael.makeFriend(sierra);
29        michael.makeFriend(rachel);
30    }
31 }
```
<table>
<thead>
<tr>
<th>Line # of Error/Bug</th>
<th>Corrected Line</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</table>
5.) You can count on it!

Implement the function hasSubsetSum() that takes as input an array of numbers, determines whether or not a particular target value can be achieved by summing any combination of numbers in the array. Numbers in the array can be used at most once in the sum. The table below contains example interactions.

<table>
<thead>
<tr>
<th>Arguments</th>
<th>target</th>
<th>Return Value (and justification)</th>
</tr>
</thead>
<tbody>
<tr>
<td>{3, 2, -9, 4, 1}</td>
<td>8</td>
<td>true (3 + 4 + 1 = 8)</td>
</tr>
<tr>
<td>{3, 2, -9, 4, 1}</td>
<td>2</td>
<td>true (2 = 2)</td>
</tr>
<tr>
<td>{3, 2, -9, 4, 1}</td>
<td>-4</td>
<td>true (3 + 2 + -9 = -4)</td>
</tr>
<tr>
<td>{3, 2, -9, 4, 1}</td>
<td>18</td>
<td>false</td>
</tr>
<tr>
<td>{3, 2, -9, 4, 1}</td>
<td>11</td>
<td>false</td>
</tr>
</tbody>
</table>

Your function must call a recursive helper function (which you must also implement) to receive any credit; the function header and implementation is up to you. If you’re provided with a null array, throw an appropriate exception.

```java
public boolean hasSubsetSum(int[] values, int target) {
    // write your recursive helper here.
}
```
What is the big-Oh runtime of `hasSubsetSum()`?

Now, write 3 JUnit tests for `hasSubsetSum()`. You should have one test for a true case, one for a false case, and one where the input array is `null`. Assume `hasSubsetSum()` is in a class called `Exam`. Do not use any of the examples from the table above. Assume all relevant import statements are already imported - do not rewrite them.

```java
public class ExamTest {
}
```
6.) **Pi(a)zza Par-tay!**

Professors Eaton and Mally are throwing a pizza party to reward the students who consistently attended recitations. Students who attended recitation at least seven times are invited. The names of invited students are stored in a linked list; however, some students who attended fewer than seven recitations were accidentally added to the list.

To help the professors fix the list of invitees, write a class `LinkedList`. Your class should have whatever private instance variables and constructors you typically have in a linked list. You also must write a public method called `uninvite` which removes from the list students with fewer than seven recitation attendances -- the method header and implementation (recursive or iterative) are up to you. There should be no other public methods (e.g., do not implement `add()`).

We have provided `Student` and `Node` classes on page 16 that you must use in your implementation.

```java
public class LinkedList {

```

```java`
```
7.) Seeing Double

In this problem, you will write a program that outputs a new image based on the input image, performing a box blur on the original image. A box blur entails determining the color for a given pixel by averaging its color with the colors of its neighbors. The colors are represented as 32-bit integers, just like in Steganography. For example, in the diagram below, the black pixel would be replaced by the average of itself and all the grey pixels.

Your implementation must account correctly for the pixels on the edge of the image, such as the case shown below. Incorporate neighboring pixels within the bounds of the image, but be sure not to hit index-out-of-bounds errors.

The box blur can also include a distance that describes how far away neighbors can be to be considered part of the box blur of a pixel. For example, if the distance is 2, the value of a pixel would be the average of all of its direct neighbors as well as all of their neighbors.

To implement this program, we will start by first implementing a helper function `blurPixel()` that returns the blurred value for a particular pixel given its location and a search distance. Put your implementation on the next page.
private int blurPixel(int[][] image, int row, int col, int distance) {
}
Now, use that helper function to blur the full image. You should not be modifying the original 2D array in any way. Instead, return a new 2D array that contains the blurred values of each pixel.

```java
public int[][] blurImage(int[][] image, int distance) {

}
```

That's it! Relax and check your answers. **Do not discuss the contents of this exam** (especially on Piazza), as there are students who need to take makeup exams.

Be sure that you separated the last three pages from the exam. Put the scrap paper in one hand, and the exam in the other along with your photo ID, and quietly turn in your exam.
Extra Answers Page

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You may use this page for additional space for answers; keep it attached to this exam.

Clearly note on the original question page that your answer is on this extra page, and clearly note on this page what question you are answering.
Extra Answers Page
(This page is intentionally blank)
You may use this page for additional space for answers; keep it attached to this exam.
Clearly note on the original question page that your answer is on this extra page, and clearly note on this page what question you are answering.
Scrap Paper
(This page is intentionally blank)
Any work on this page cannot be graded.
You **must detach this page from the exam**, and you **must turn it in**.
Scrap Paper

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Any work on this page cannot be graded.
You **must detach this page from the exam**, and you **must turn it in**.
Appendix
You must detach this page from the exam, and you must turn it in.

Classes for Question 6:

```java
public static class Student {
    public int recitationVisits;
    private String name;
    private int age;

    public Student(int rec, String name, int age) {
        this.recitationVisits = rec;
        this.name = name;
        this.age = age;
    }

    public int getRecitationVisits() {
        return this.recitationVisits;
    }

    public String getName() {
        return this.name;
    }

    public int getAge() {
        return this.age;
    }
}

public static class Node {
    public Student val;
    public Node next;

    public Node(Student val) {
        this.val = val;
        this.next = null;
    }
}
```