

EXAM REVIEW II

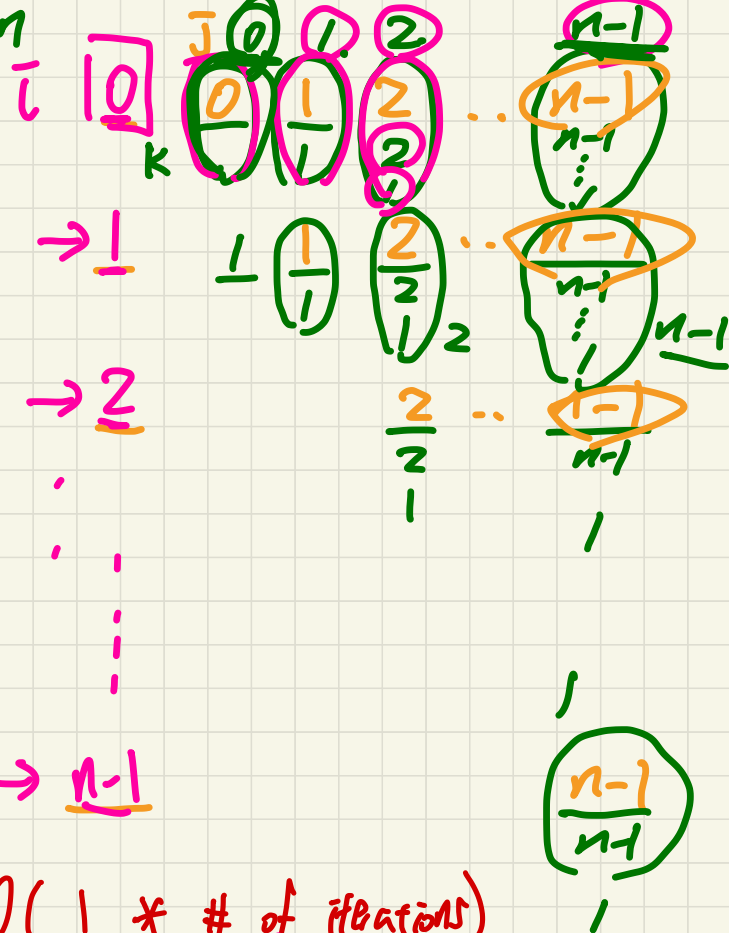
TUESDAY DECEMBER 10

$$a_1 + a_2 + \dots + a_n = \frac{(a_1 + a_n) * n}{2}$$

```

1 void prog(int[] a, int n)
2   for (int i = 0; i < n; i++) {
3     for (int j = i; j < n; j++) {
4       for (int k = j; k > 0; k--) {
5         System.out.println(i * j + k);
6       }
7     }
8   }

```



$$\sum_{i=0}^{n-1} \frac{(i + (n-1)) * (n-i)}{2}$$

body of loop $O(1)$

$$i=0 \quad \frac{(0 + (n-1)) * (n-0)}{2}$$

$$i=1 \quad \frac{(1 + (n-1)) * (n-1)}{2}$$

$$i=n-1 \quad \frac{(n-1 + (n-1)) * (n-(n-1))}{2}$$

$$RT = O(\underbrace{1}_{\text{each iteration}} * \# \text{ of iterations})$$

Exercise -

```
1 void prog(int[] a, int n)
2   for (int i = 0; i < n; i++) { k++
3     for (int j = i; j < n; j++) { k+=2
4       for (int k = j; k < n; k++) {
5         System.out.println(i * j + k);
6       }
7     }
8   }
```

Design an algorithm for X
s.t. $RT(n) \text{ by } n$
 50%
 $RT(n^2)$

Javadocs

1. Read Javadocs.

@param
@return
@throws

```
String m(==--){  
  .  
  .  
}
```

}

@precondition
↳ assume

Unit Testing

1. Read unit tests.
2. No need to write

Unit tests

3. Given problem →
come up with test cases.

Option 1

```

/**
 * @return --
 * @param x ...
 * @param y --
 * @throws  $\pi$  -- */
double divide (double x, double y) {
    if (y == 0) { throw new  $\pi$ (...); }
    return x / y;
}
    
```

when things under your control

defensive about illegal value passed by caller

```

class MyClass {
    void ml() { divide(input, 0);
              [System.out.println(...);]
    }
    private ... divide(...){
    }
}
    
```

under what circumstance may you call divide.

Option 2

```

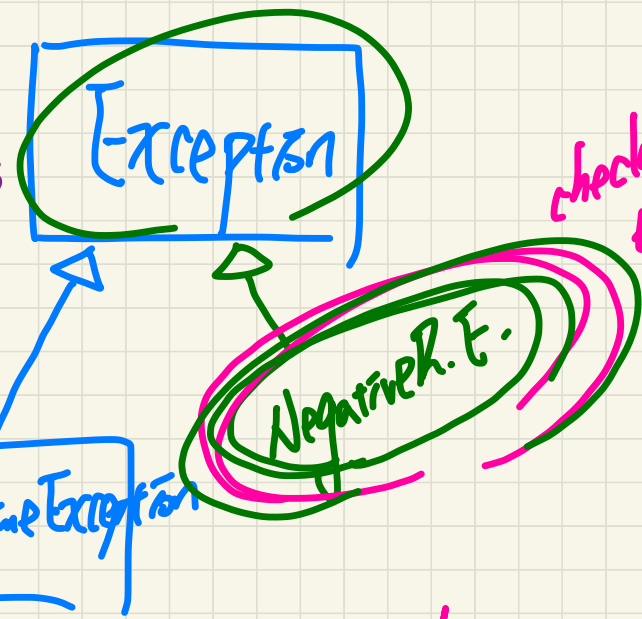
private double divide (double x, double y) {
    @precondition  $y \neq 0$ 
    return x / y;
}
    
```

assume: $y \neq 0$

```

void m(int r) {
  if (r < 0) {
    throw new
    IAE(...);
  }
}

```



checked exception:
 any direct child class
 of Exception.
 (subject to catch or specifying
 Ref.)



unchecked exception:
 any descendants of
 R.E.

```

void m(int r) {
  if (r < 0) {
    throw new NRE(...);
  }
}

```

throws NRE
↓

Exercise

two counters

C1: min -1 } int : 0
max 3 }

C2: min 4 } int : 4
max 7 }

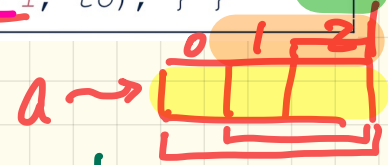
Correctness Proofs: Ideas

$allPosH(a, 0, 2)$
 $\hookrightarrow allPosH(a, 1, 2)$
 $\hookrightarrow allPosH(a, 2, 2)$
 $\hookrightarrow allPosH(a, 3, 2)$

```

1  boolean allPositive(int[] a) { return allPosH(a, 0, a.length - 1); }
2  boolean allPosH(int[] a, int from, int to) {
3    if (from > to) { return true; }
4    else if (from == to) { return a[from] > 0; }
5    else { return a[from] > 0 && allPosH(a, from + 1, to); } }
    
```

Base Case:
Empty Array



Base Case:
Array of Size 1



make recursive call as the I.H.

① Link to the code (line #'s)
② Argue.

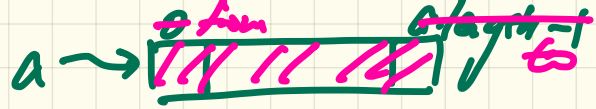
Recursive Case:
Array of size > 1



$a[from] > 0?$

$a[from+1]$
 $a[from+2]$
 $a[to]$

Correctness Proofs

$a \rightarrow$ 

```
1 boolean allPositive(int[] a) { return allPosH(a, 0, a.length - 1);  
2 boolean allPosH(int[] a, int from, int to) {  
3   if (from > to) { return true; }  
4   else if (from == to) { return a[from] > 0; }  
5   else { return a[from] > 0 && allPosH(a, from + 1, to); }
```

I.H. true if $a[from+1]$, $a[from+2]$, ..., $a[to]$ are all pos.

base case
[L3]
[L4]
1-element case

• Via mathematical induction, prove that allPosH is correct:

Base Cases

- In an empty array, there is no non-positive number \therefore result is **true**. [L3]
- In an array of size 1, the only one element determines the result. [L4]

Inductive Cases

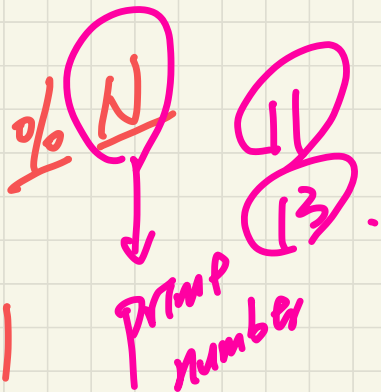
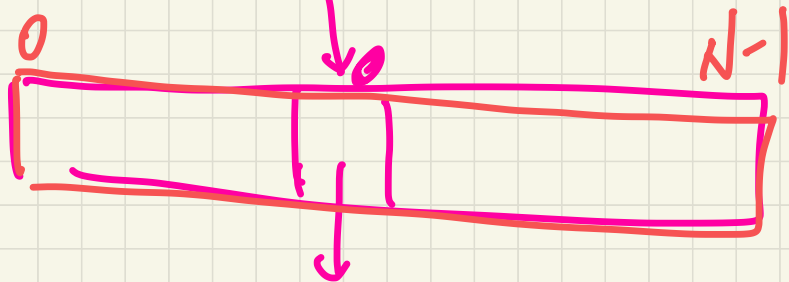
- **Inductive Hypothesis:** $\text{allPosH}(a, \text{from} + 1, \text{to})$ returns **true** if $a[\text{from} + 1], a[\text{from} + 2], \dots, a[\text{to}]$ are all positive; **false** otherwise.
- $\text{allPosH}(a, \text{from}, \text{to})$ should return **true** if: **1)** $a[\text{from}]$ is positive; **and 2)** $a[\text{from} + 1], a[\text{from} + 2], \dots, a[\text{to}]$ are all positive.
- By **I.H.**, result is $a[\text{from}] > 0 \wedge \text{allPosH}(a, \text{from} + 1, \text{to})$. [L5]

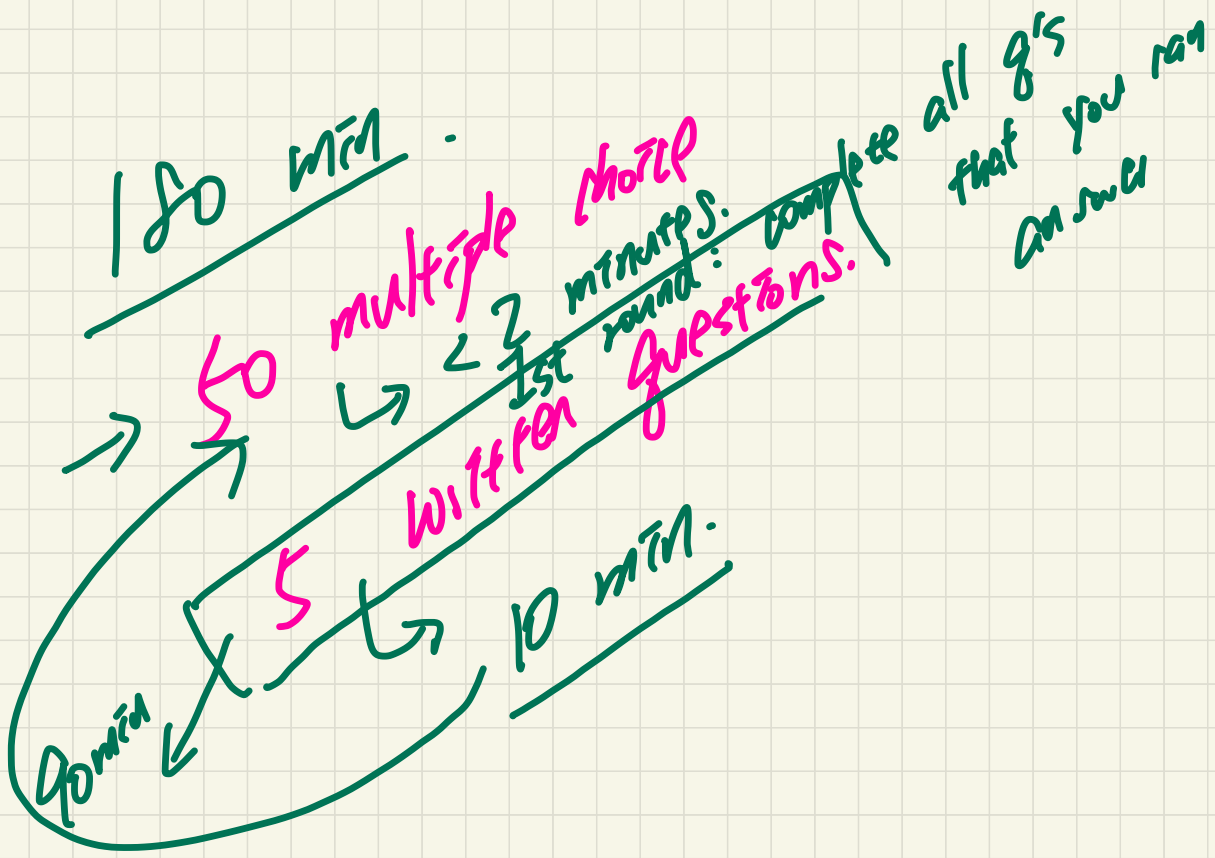
- $\text{allPositive}(a)$ is correct by invoking $\text{allPosH}(a, 0, a.length - 1)$, examining the entire array. [L1]

K (Int, Strings, object)

$k.hashcode()$

↳ design





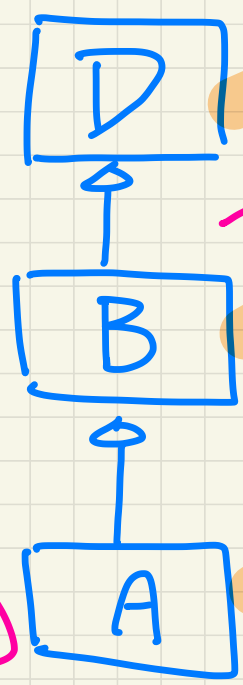
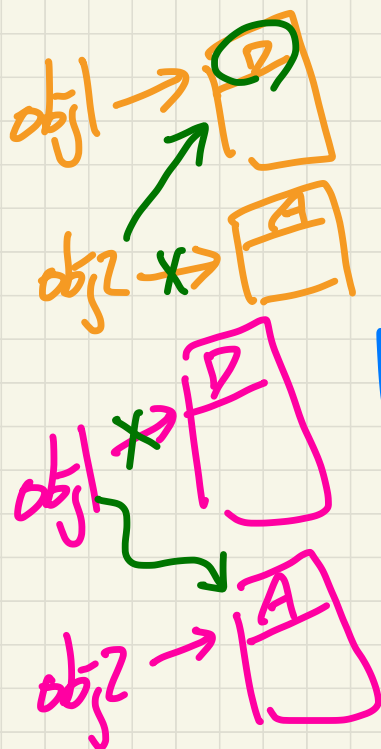
$$hc(k) = k \% 11$$

$$hc(k1) == hc(k2)$$

$$\underbrace{hc(23)}_1 == \underbrace{hc(34)}_1 \checkmark \quad \text{Collision}$$

$$hc(23) == hc(23) \rightarrow \text{JUMP VISIBLE for FHP JUMP Target.}$$

$23 \% 11$ $23 \% 11$



```

dm print("D.dn");
bm print("B.dn");
bm print("B.bn");
dm print("A.dn");
am print("A.an");

```

```

D obj1 = new D();
obj1.bn(); X
ST: D
obj1.dn(); -> "D.dn"

```

```

D obj2 = new A();
obj2.dn(); -> "A.dn"

```

Scenario 1

```

obj1 = obj2;
obj1.dn();
"A.dn"

```

Scenario 2

```

obj2 = obj1;
obj2.dn();
"D.dn"

```

```

class App {
    ... - main(...){
        C oc = new C();
        D obj1 = new A();
        oc.add(obj1, obj1);
        B obj2 = new A();
        oc.add(obj2, obj2);
        oc.add(obj2, obj2);
    }
}

```

Annotations:

- D obj1: D is circled in purple, obj1 is circled in green.
- obj1: circled in green.
- new A: circled in blue.
- obj2: circled in green.
- obj2: circled in green.

Call stack annotations:

- ST: B (at oc.add(obj2, obj2))
- ST: B (at oc.add(obj2, obj2))
- ST: B (at oc.add(obj2, obj2))
- ST: A (at oc.add(obj2, obj2))
- ST: B (at oc.add(obj2, obj2))
- ST: B (at oc.add(obj2, obj2))
- ST: A (at oc.add(obj2, obj2))
- ST: B (at oc.add(obj2, obj2))
- ST: B (at oc.add(obj2, obj2))
- ST: A (at oc.add(obj2, obj2))

```

class C {
    B[] array;
    int noI; /* # of items */
    void add(D d) {
        a[noI] = d;
    }
    void add(B b, A a) {
        a[noI] = b; noI++;
        a[noI] = a;
    }
}

```

Annotations:

- B[] array: B is circled in purple.
- int noI: circled in purple.
- void add(D d): D is circled in purple.
- a[noI] = d: a is circled in purple, noI is circled in purple, d is circled in purple.
- void add(B b, A a): B is circled in purple, b is circled in purple, A is circled in purple, a is circled in purple.
- a[noI] = b: a is circled in purple, noI is circled in purple, b is circled in purple.
- a[noI] = a: a is circled in purple, noI is circled in purple, a is circled in purple.

Call stack annotations:

- ST: B (at void add(B b, A a))
- ST: D (at void add(D d))
- ST: D (at void add(D d))
- ST: A (at void add(D d))
- ST: B (at void add(D d))
- ST: B (at void add(D d))
- ST: A (at void add(D d))
- ST: B (at void add(D d))
- ST: B (at void add(D d))
- ST: A (at void add(D d))

Diagrams:

- A class hierarchy diagram showing A at the bottom, B in the middle, and D at the top. Arrows point from A to B and from B to D. All three classes (A, B, D) are circled in purple.
- A diagram showing a box labeled 'b = obj1' with an arrow pointing to the 'B' parameter in the 'void add(B b, A a)' method signature. The 'B' parameter is circled in purple.
- A diagram showing a box labeled 'a[noI] = d' with an arrow pointing to the 'd' parameter in the 'void add(D d)' method signature. The 'd' parameter is circled in purple.