

## Review Q & A - Mar. 10

### Written Test

*Asymptotic Analysis  
Instantiating Generics*

```

① boolean foundEmptyString = false;
② int i = 0;
③ while (!foundEmptyString && i < names.length) {
    ④ if (names[i].length() == 0) {
        /* set flag for early exit */
        foundEmptyString = true;
    }
    ⑤ i = i + 1;
}

```

. . . . ↓

Worst case is when the "!" is never found

→ # iterations =  $|names|$



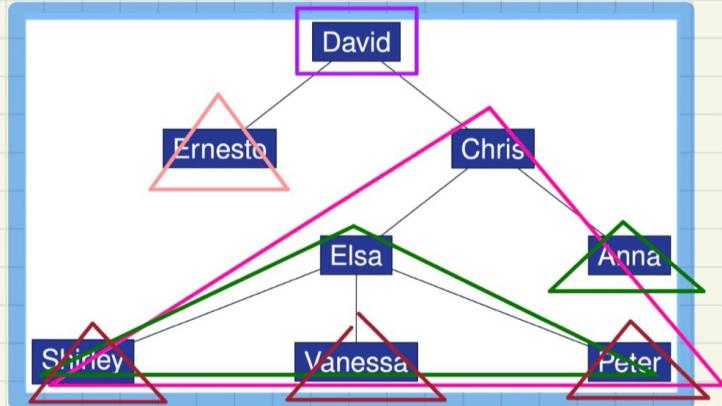
# iterations :  $n$

# times while cond. is evaluated :  $n+1$

$$I + I + (4n+4) + 6n$$

$$= 10n + 6$$

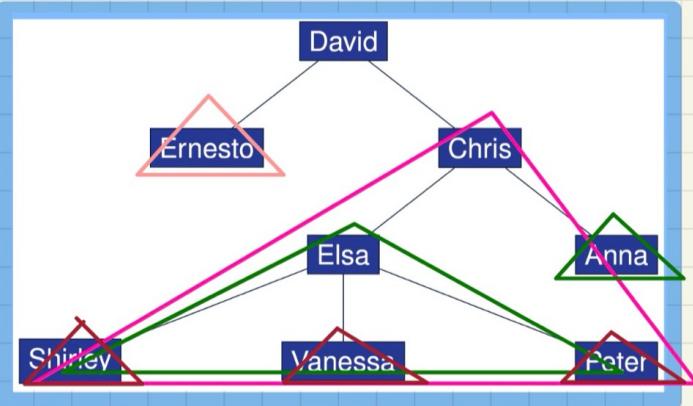
# General Tree Traversals: Pre-Order vs. Post-Order



## Pre-Order Traversal

from the Root

David      Ernesto      Chris      Elsa      S      V      P  
\_\_\_\_\_  
po(E)      po(Chris)      po(Elsa)



## Post-Order Traversal

from the Root

S      V      P      Elsa      Anna      chris      David  
\_\_\_\_\_  
po(E)      po(Chris)      po(Elsa)      po(Anna)      po(P)      po(C)

$al.length == n$   $az.length == m$

boolean contentsMatch (int[] al, int[] az) {

    for (int i = 0; i < al.length; i++) {

        for (int j = 0; j < az.length; j++) {

            // check to see if  $az[j] == al[i]$

O(1)

    for (int i = 0; i < az.length; i++) {

        for (int j = 0; j < al.length; j++) {

            // check to see if  $al[j] == az[i]$

O(1)

$n \cdot m$

$O(n \cdot m \cdot l + m \cdot n \cdot l)$

$= O(\geq \cdot n \cdot m)$

$= O(n \cdot m) m \cdot n$

}

}

al [1 | 2 | 3 | 4]

) true

az [2 | 1 | 4 | 3]

al [1 | 2 | 3]

az [2 | 1]

$S_1 = S_2 \Leftrightarrow S_1 \subseteq S_2 \wedge S_2 \subseteq S_1$

*highest power*

$5n^2 + 3n \cdot \log n + 2n + 5$  is  $O(n^2)$   $g(n)$

$$[c = 15, n_0 = 1]$$

f(n)  
Prove

choose  $C = |5| + |3| + |2| + |5| = 15$

$n_0 = 1$

Verify:  $f(n) \leq C \cdot g(n)$

$$5 \cdot 1^2 + 3 \cdot 1 \cdot \log 1 + 2 \cdot 1 + 5$$

$$\stackrel{?}{\leq} 15 \cdot 1^2 = 15$$

**I S B**

```
public class MyClass<T, U, V> {
    private T a; B S
    public U m1 (V p1, W p2) {
        /* details of implementation omitted */
        return null;
    }
    public void m2 (W p1, G p2) {
        /* details of implementation omitted */
    }
}
```

obj1

**B S I**

```
public class MyClass<G, H, I> {
    private G a; I S
    public H m1 (I p1, H p2) {
        /* details of implementation omitted */
        return null;
    }
    public void m2 (H p1, G p2) {
        /* details of implementation omitted */
    }
}
```

obj2

Now consider the following declarations from another class (which intends to use the above generic class):

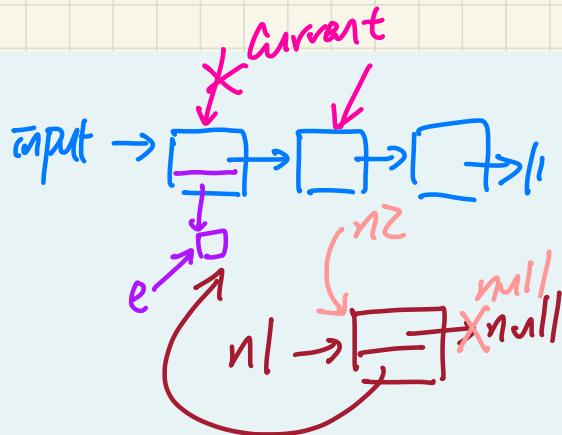
```
Boolean b;
String s;
Integer i;
MyClass<Integer, String, Boolean> obj1; ✓
MyClass<Boolean, String, Integer> obj2; ✓
```

<b>x</b>	<b>void</b>	<b>s = obj1.m2 ("alan", 5);</b>	<b>Choose...</b>
<b>b = obj2.m2 ("alan", false);</b>	<b>void</b>	<b>Choose...</b>	<b>Choose...</b>
<b>obj1.m2 ("alan", 5);</b>	<b>✓</b>	<b>Choose...</b>	<b>✓</b>
<b>obj2.m2 ("alan", false);</b>	<b>✓</b>	<b>Choose...</b>	<b>✓</b>
<b>x S X I</b>	<b>obj1.m2 (5, "alan");</b>	<b>Choose...</b>	<b>Choose...</b>
<b>obj2.m2 (false, "alan");</b>	<b>Choose...</b>	<b>Choose...</b>	<b>Choose...</b>
<b>i = obj1.m1 (true, "mark");</b>	<b>Choose...</b>	<b>Choose...</b>	<b>Choose...</b>
<b>b = obj2.m1 (3, "mark");</b>	<b>Choose...</b>	<b>Choose...</b>	<b>Choose...</b>
<b>b = obj1.m1 (true, "mark");</b>	<b>Choose...</b>	<b>Choose...</b>	<b>Choose...</b>
<b>i = obj2.m1 (3, "mark");</b>	<b>Choose...</b>	<b>Choose...</b>	<b>Choose...</b>

*does not compile*

Consider the following method which intends to reverse the input chain of nodes:

```
public Node<String> reverseOf(Node<String> input) {  
    Node<String> n2 = null;  
    Node<String> current = input;  
    while(current != null) {  
        String e = current.getElement(); ✓  
        Node<String> n1 = new Node<String>(e, null); ✓  
        /* missing some line(s) of code */ n1.setNext(n2);  
        n2 = n1; ✓  
        current = current.getNext();  
    }  
    return n2;  
}
```



In the above method, some line or lines of code are missing (from where the comment is) in order for the implementation to be correct. Choose the line or all lines that are needed.

- n1.setNext(n2);
- n2 = n1;
- n2.setNext(n1);
- n1.setNext(current);
- n1 = n2;
- n2 = current;

Your answer is incorrect.

The correct answers are:

```
n1.setNext(n2);,  
n2 = n1;
```