

## CSE 1322 Lecture Test 1A Cover Sheet

# Spring 2020

In taking this test you affirm that you have neither given nor received inappropriate help and that the answers you submit are wholly your own.

## Print your Name, ID# and NetID on each page.

- 1) THERE ARE FIVE (5) QUESTIONS AND AN EXTRA CREDIT QUESTION ON THIS TEST. CHECK EACH PAGE TO MAKE SURE YOU HAVE ALL QUESTIONS!
- 2) Student has 45 minutes to complete the exam
- 3) Student cannot use any books, notes, electronic devices, calculator, smart watch, ear phone, etc.
- **4)** Your code must be exact source code (include all required symbols, syntax, and indentation). It should be written to where a compiler would allow that code to run without any changes from the reader.
- 5) Student is not allowed any electronic devices that can be used to look up or store answers.
- 6) All answers are to be your own, without the assistance of others
- 7) Partial credit will be given where appropriate

Student Name (Please write clearly): \_\_\_\_\_\_

Student KSU ID#

Student NetID (Please write clearly):\_\_\_\_\_

	Student Signature:	Da	ate:
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1. [20 points] What is the output of the following code segment?

```
int x = 0, y = 0;
for (int i = 0; i<5; i++)
    {
        PRINT("x = " + x++ + "\\t");
        PRINTLN("y = " + ++y);
        ++x;
     }
</pre>
```

# **Output:**

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2. [20 points] In details and step-by-step, show how you apply the *Bubble Sort* algorithm on the following list of values. Your answer should show all <u>inner</u> and <u>outer</u> loops entries in each pass of the sort algorithm (i.e. list all 5 numbers in pass one, then list all 5 numbers in pass two, then list all 5 numbers in pass three... etc.)

19, 18, 25, 17, 27

Answer [No Algorithm / Pseudocode / C# / Java Program needed]

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3. [20 points] Using your choice of C# or Java, (i) declare the main() method with its full signature; (ii) Then declare a **3x4 matrix** named myData and assign its elements with the following 12 data values {1, 4, 7, 4, 2, -7, 4, 5, 6, 7, -3, 6}; (iii) complete the method that searches in the myData to check how many times the target number 7 exists in it. For instance, "**The target value 7 exists 2 times**"; (iv) If the target value 7 does not exit your program will display that "**The target value 7 does not exist**". No hardcoded output is accepted. You don't need to declare any class.

Answer is in Pseudocode:  C#:  Java:	Answer is in Pseudocode: 🗆	C#: □	Java: 🗆
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```
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```

4. [20 pts] Given the Car and CarMain classes below and there are 12 correct/incorrect statements (A thru L) in the main() method. In the choice boxes below mention any **Five** statements (e.g., A, B, C, ... ) that are **Not-Correct**. Assume that String == string (Java and C#)

```
Choice 1
          Choice 2
                    Choice 3
                              Choice 4
                                         Choice 5
class Car {
     private String vin;
     public static String make;
     public String model;
     private int mileage;
     public String getVin() { return vin; }
     public void setVin(String carID) { this.vin = carID;}
     public int getMileage() { return mileage;}
     public void setMileage(int m) {this.mileage = m;}
     public static void carDetail() {/*... */}
}
public class CarMain {
     public static void main(String[] args) {
     Car c1 = new Car();
     /* A) */ Car.model = "CRV";
     /* B) */ c1.setVin("2020S91010");
     /* C) */ c1.setModel();
     /* D) */ c1.vin = 202081010;
     /* E) */ c1.make = "Mustang";
     /* F) */ Car.make = "Mustang";
     /* G) */ Car.setVin();
     /* H) */ c1.getVin();
     /* I) */ c1.getMileage();
     /* J) */ c1.color = "Red";
     /* K) */ Car.carDetail();
     /* L) */ carDetail();
     }
}
```

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5. [20 points] Using your choice of C# or Java, define a class for a Dog. (i) A Dog object should have three attributes: a name, an age, and weight. Your class should have (ii) a constructor that takes three arguments and copies them to the attributes; (iii) setters (mutators) and getter (accessors) or properties (C#) only for one the attributes; (iv) override the toString()/ToString() method to display the Dog's attributes on screen; and (v) a main() method that creates a Dog object, assigns values to its attributes, and displays them by using the PRINT() method.

Answer is in Pseudocode: 🗆	C#: □
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Java: 🗆

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Remaining part of the previous question's answer (if needed)

6) [ 1 point] Extra Credit Question:

50 / 5 \* (5-0) = ?

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