CS100J
Prelim 1
February 13, 2001
7:30 PM – 9:00 PM

Statement of integrity: I did not, and will not, break the rules of academic integrity on this exam:

(Signature)

Circle Your Section:

<table>
<thead>
<tr>
<th>Tuesday</th>
<th>Wednesday</th>
</tr>
</thead>
<tbody>
<tr>
<td>HO 306</td>
<td>PH 213</td>
</tr>
<tr>
<td>HO 401</td>
<td>UH 111</td>
</tr>
<tr>
<td>12:20</td>
<td>5: Barr</td>
</tr>
</tbody>
</table>
| 1:25    | 2: Scovetta
| 2:30    | 3: Barr   |
| 3:35    | 4: Barr   |
|         | 6: Renaud|
|         | 8: Swamy  |

Instructions:

- Read all instructions carefully, and read each problem completely before starting it!
- This test is closed book – no calculators, reference sheets, or any other material allowed.
- You may use pen or pencil, but nothing red.
- Conciseness, clarity, and style all count. Show all work to receive partial credit.
- Carefully comment each control structure and major variable.
- If you use `break` (not in `switch`) or `System.exit` to exit any control structure, you will lose points!
- You may not use Java arrays or any MATLAB code.
- You may not alter, add, or remove any code that surrounds the blanks and boxes.
- Only one statement, expression, modifier, type, or comment per blank!
- Use the backs of pages if you need more space or scrap. You may request additional sheets from a proctor.
- If you supply multiple answers, we will grade only one.

Core Points:

1. ________ (18 points) _________
2. ________ (38 points) _________
3. ________ (44 points) _________
Total: ________/(100 points) _________

Bonus Points:

Bonus: ________/(3 points)
Problem 1  [18 points] Short-answer: course policies, fundamental concepts, literals, operators, expression statements

1a  [5 points]  Fill in the following blanks:

Programming is automating problem solving.

MATLAB stands for Matrix Laboratory.

Java is strongly typed.

David I. Schwartz's office is in 513 7 Upson Hall.

1b  [6 points]  Fill in the blanks for the following code fragment that swaps the contents of $a$ with $b$ without directly assigning 1 to $b$ and 2 to $a$. Hint: Use tmp:

```java
int a=1, b=2, tmp;

tmp = a; a = b; b = tmp;
```

1c  [1 point]  Fill in the blank for the output for the following statement:

```java
System.out.println("Output c: " + ( true && ( false || !( true || false ) ) ));
```

Output c: false

1d  [1 point]  Fill in the blank for the output for the following statement:

```java
System.out.println("Output d: " + (1-2-3-4) );
```

Output d: -8

1e  [3 points]  Show the output for the following statement:

```java
System.out.println("Hi\nBye!");
```

Hi

Bye!

1f  [2 points]  Fill in the blanks for the output for the following statements:

```java
int x=2, y=1;
x = y-- -x;
System.out.println("x: "+x+" y: "+y);
```

x: -1  y: 0
Problem 2  [38 points] Selection statements, processing input, remainder operator, Strings, relations, user I/O

Complete the following code in class Problem2 by filling in the blanks and boxes. The user is prompted to enter an integer-valued temperature, which is rated using Strings according to the following criteria:

<table>
<thead>
<tr>
<th>temperature</th>
<th>rating</th>
<th>temperature</th>
<th>rating</th>
<th>temperature</th>
<th>rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>90 – 92</td>
<td>&quot;almost hot&quot;</td>
<td>93 – 96</td>
<td>&quot;hot&quot;</td>
<td>97 – 99</td>
<td>&quot;very hot&quot;</td>
</tr>
<tr>
<td>80 – 82</td>
<td>&quot;almost warm&quot;</td>
<td>83 – 86</td>
<td>&quot;warm&quot;</td>
<td>87 – 89</td>
<td>&quot;very warm&quot;</td>
</tr>
<tr>
<td>70 – 72</td>
<td>&quot;OK&quot;</td>
<td>73 – 76</td>
<td>&quot;OK&quot;</td>
<td>77 – 79</td>
<td>&quot;OK&quot;</td>
</tr>
<tr>
<td>60 – 62</td>
<td>&quot;very cool&quot;</td>
<td>63 – 66</td>
<td>&quot;cool&quot;</td>
<td>67 – 69</td>
<td>&quot;almost cool&quot;</td>
</tr>
<tr>
<td>50 – 52</td>
<td>&quot;very cold&quot;</td>
<td>53 – 56</td>
<td>&quot;cold&quot;</td>
<td>57 – 59</td>
<td>&quot;almost cold&quot;</td>
</tr>
</tbody>
</table>

To determine the rating, your program will:

- obtain a user input temperature. The user must enter an integer. If the user enters an out-of-bounds value, the program finishes. Assume that the user does not enter an illegal type.
- determine an initial rating based on initial temperature ranges: 90 – 99, 80 – 89, 70 – 79, 60 – 69, and 50 – 59.
- modify rating based on the specific temperature range, as demonstrated in the chart above. Note that the rating modifications of "warm" and "hot" are different from the modifications of "cool" and "cold". For instance, given a temperature of 81, the rating is "almost warm", but for a temperature of 51, the rating is "very cold". Hint: A remainder operation (using %) can help identify the specific portion of the initial range.
- print Done! when finished processing input.

Example session:
Enter temperature: 52
Your temperature is very cold.
Enter temperature: 67
Your temperature is almost cool.
Enter temperature: 99
Your temperature is very hot.
Enter temperature: 32
Done!

public class Problem2 {
    public static void main(String[] args) {
        // Initialize variables. Assume user enters integers:
        TokenReader in = new TokenReader(System.in); // input reader
        System.out.print("Enter temperature: "); // prompt for temperature
        int temperature = in.readInt(); // user-input temperature
        String rating; // temperature rating

        // Rate temperatures until user enters out-of-bounds integer:
        while (temperature > 49 && temperature < 100) {
            // Apply initial temperature rating:
            if (temperature >= 90) rating = "hot";
            else if (temperature >= 80) rating = "warm";
            else if (temperature >= 70) rating = "OK";
            else if (temperature >= 60) rating = "cool";
            else rating = "cold";

            System.out.println("Your temperature is "+rating);
            System.out.print("Enter temperature: ");
            temperature = in.readInt();
        }

        System.out.println("Done!");
    }
}

// Modify $rating$ based on specific portion of temperature range:

int rem = temperature % 10; // portion of temperature range

// warm and hot conditions:
if (temperature >= 80) {
    if (rem < 3)
        rating = "almost" + " " + rating;
    else if (rem > 6)
        rating = "very" + " " + rating;
}

// cool and cold conditions:
else if (temperature <= 69) {
    if (rem > 6)
        rating = "almost" + " " + rating;
    else if (rem < 3)
        rating = "very" + " " + rating;
}

// Output the modified temperature rating:
System.out.println("Your temperature is " + rating + ".");

// Process next temperature:
System.out.print("Enter temperature: ");

    temperature = in.readInt();

} // end while
System.out.println("Done!"); // finished processing

} // method main
} // class Problem2
Problem 3  [44 points] Algorithms, Repetition: conditional update, accumulation

Background: DIS.com needs to ship boxes to consumers but is too cheap to hire more than one worker. A random amount of boxes (between 1 and 3, inclusive) spews forth from a chute into a bin with no boxes initially inside. The lonely worker must take boxes out of this bin and place them in a truck for shipping. Because of sporadic back pains, the worker will take a random amount of boxes (between 1 and 3, inclusive) out of the bin. Unfortunately, the bin may hold a maximum of 7 boxes. To prevent the bin from filling up and shutting down the whole operation, the worker must keep working. Although the worker starts completely refreshed, all this work tires the worker. So, every four trips between the bin and truck the worker’s efficiency drops by 25% of the previous value. Eventually the worker will cease carrying enough boxes, and thus, the bin will fill up.

Algorithm: You will simulate this problem with a program that has this algorithm:

- Set up initial values.
- Attempt to add boxes to bin.
- If the bin is not full:
  - remove boxes that the worker is able to extract.
  - obtain more boxes from the chute.
  - repeat.
- Otherwise, stop the simulation and report the results.

Tasks: Fill in the blanks below to complete the code that performs the simulation:

- Initialize variables that represent these initial amounts: boxes to add to the bin (boxesToAdd), boxes taken from the bin (boxesTaken), boxes inside the bin (boxesInBin), and total amount boxes extracted by the worker (totalBoxes).
- Use a loop to perform each cycle of the algorithm. Each cycle consists of checking if the bin is full, updating the count of cycles and amounts of boxes (added, taken, total), decreasing worker efficiency (if necessary), and obtaining a new batch of boxes to add to the bin.
- Report the count of cycles of the simulation and the total amount of boxes taken by the worker.

Notes: Remember that you may not use arrays. You must use the code and blanks supplied for you!

```java
public class Problem3 {
    public static void main(String[] args) {
        // Initialize variables:
        int MIN = 1;       // minimum number of boxes for chute and worker
        int MAX = 3;       // maximum number of boxes for chute and worker
        int MAXBOXES = 7;  // maximum number of boxes that the bin can hold
        // random amount of boxes (MIN to MAX, inclusive) for adding to bin:
        int boxesToAdd =  
           (int) (Math.random()*(MAX-MIN+1) + MIN) ;
        int boxesInBin = 0;    // current # of boxes in bin
        int boxesTaken = 0;    // current # of boxes taken from the bin
        int totalBoxes = 0;    // total # of boxes taken so far
        double eff = 1;        // worker efficiency, which starts at 100%
        int count = 0;         // count of cycles so far
    }
```
// Process each cycle of the simulation:
while ((boxesInBin + boxesToAdd) <= MAXBOXES) {
    count++ ; // increment # of cycles
    boxesInBin += boxesToAdd ; // increment # of boxes in bin

    // Determine current # of boxes taken from bin. The worker may not
    // extract more boxes than are already in the bin:
    boxesTaken =
        (int) (eff * (Math.random()*(MAX-MIN+1) + MIN)) ;
    if ( boxesTaken <= boxesInBin ) {
        totalBoxes += boxesTaken ;
        boxesInBin -= boxesTaken ;
    } else {
        totalBoxes += boxesInBin ;
        boxesInBin = 0 ;
    }

    // Reduce worker's efficiency by 25% every 4th cycle of the simulation:
    if ( count % 4 == 0 )
        eff = eff * 0.75 ;

    // Obtain new boxes to attempt adding in bin for the next cycle:
    boxesToAdd = (int) (Math.random()*(MAX-MIN+1) + MIN) ;
} // end while

// Report results:
System.out.println("Total boxes taken:\t" + totalBoxes ) ;
System.out.println("Number of cycles of simulation:\t" + count ) ;
} // method main
} // class Problem3
Checklist: Congratulations! You reached the last page of Prelim 1. Make sure your name, ID, and section are clearly indicated. Also, re-read all problem descriptions/code comments/instructions. If you reached this part before exhausting the allotted time, check your test! Maybe you made a simple mistake? Please check the following:

- maintained all assumptions
- remembered semicolons
- didn’t confuse equals with assign operators
- completed all tasks
- filled in ALL required blanks
- given comments when necessary
- declared all variables
- maintained case-sensitivity
- handled “special cases” correctly
- indicated which solution to grade if you wrote multiple attempts

Bonus: [3 points] Remember that bonus points do not count towards your core-point total! You will lose additional points from your entire CS100J bonus score for “inappropriate” language. To receive bonus points, tear this sheet off from the exam, make sure the proctor records the points on the front page, and put it in a separate pile to maintain anonymity.

1) What are 1 to 3 things we can do to improve lecture? (You may also say what you like, as well.)

2) What are 1 to 3 things we can do to improve section? (You may also say what you like, as well.)

3) What are 1 to 3 things we can do to improve CS100J, overall? (You may also say what you like, as well.)