

## CS100M Lab Exercise 14

In today's set of exercises, you will practice working with two-dimensional arrays in Java. There are more questions than usual—the questions that you do not finish in the lab are for your practice as you study for the exam!

1. Given a 2-d array `m`, re-order the rows such that the row with the highest row sum is the first row. Think about what the algorithm should be for a moment, then download the skeleton file `Array2d.java` and complete the solution.

Next you will implement several `static` methods in the class `MatrixFun`. To begin, download the file `MatrixFun.java` from the course web site. There is a lot of code in the file, but most of it is for testing later. You will complete three (or four including the challenge question) methods.

2. Implement the method `largestColumnFirst()`. This method takes a two-dimensional array of integers  $M$ , finds the column with the largest sum, and switches it with the first column in  $M$ . You can assume that  $M$  represents a rectangular matrix (i.e. it is not ragged).

For example:

	6	7	<b>9</b>	4	8		<b>9</b>	7	6	4	8
	3	2	<b>7</b>	4	1	⇒	<b>7</b>	2	3	4	1
	9	4	<b>5</b>	8	3		<b>5</b>	4	9	8	3

*Hint:* Once you find the largest-sum column, you will need to swap its entries with the first column, element-by-element. Notice that this is different from the way rows can be swapped, as was shown in the previous example. Can you see why?

3. Implement the method `transpose()`. This method takes a two-dimensional array of integers  $M$ , representing a square  $n \times n$  matrix, and swaps the row and column of each element in  $M$  (i.e. reflects the contents of  $M$  over the main diagonal).

For example:

	<b>6</b>	7	8	0		<b>6</b>	3	1	2
	3	<b>2</b>	4	5	⇒	7	<b>2</b>	5	0
	1	5	<b>8</b>	2		8	4	<b>8</b>	9
	2	0	9	<b>3</b>		0	5	2	<b>3</b>

4. A two-dimensional array with  $n$  rows is said to be a *lower triangular matrix* if each row  $k$  has exactly  $k$  columns, for  $k = 1 \dots n$ . Implement the method `triToSym()` which takes a two-dimensional array  $T$  of integers as a parameter. If  $T$  is a lower triangular matrix, `triToSym()` returns a new square symmetric matrix with elements of  $T$  reflected above the main diagonal. Otherwise, the method returns `null`.

For example:

	<b>6</b>					<b>6</b>	3	1	2
	3	<b>2</b>			RETURNS	3	<b>2</b>	5	0
	1	5	<b>8</b>			1	5	<b>8</b>	9
	2	0	9	<b>3</b>		2	0	9	<b>3</b>
	<b>6</b>	7	8	0					
	3	<b>2</b>	4	5	RETURNS				<b>null</b>
	1	5	<b>8</b>	2					
	2	0	9	<b>3</b>					

**Challenge Exercise:** Implement the method `raggedToSquare()`, which takes as a parameter a ragged two-dimensional array  $R$  of integers. Let  $r$  be the number of rows in  $R$ ,  $c$  be the maximum number of columns in any row, and  $n = \max(r, c)$ . Your method should return a new  $n \times n$  square matrix which encompasses the original ragged 2-D array  $R$ , and fills the matrix coordinates not present in  $R$  with random integers ranging between the minimum and the maximum values in  $R$ .

For example:

	-3	7				
	4	2	1	-7	8	
For example:	-1	5	-4			
	<b>9</b>					

RETURNS

-3	7	-5	0	3
4	2	1	-7	8
-1	5	-4	7	-2
<b>9</b>	-6	-4	8	-1
-1	4	9	-3	2

In the above example,  $r = 4$ ,  $c = 5$ , and the minimum and maximum values are **-7** and **9**, respectively. In the returned matrix, the slanted numbers represent entries randomly added to make the matrix square. Note that an entire new row needed to be added, since  $c > r$ .

Finally, note that if the matrix  $R$  is square, then your method should return a new matrix that is an identical copy of  $R$ .

**Please delete your files from the computer before you leave!**