Solutions to Quiz 1 (March 22, 2017)

Problem 1 (Specifications) (**21 points**).
Given the code, answer the questions below.

```
1  /** Schedule represents a schedule of non-overlapping events */
2  public class Schedule {
3      private final List<Event> events;
4       // events is sorted in increasing order of start time
5       // AND for all i<j, events[i].end <= events[j].start
6
7      /**
8       * Make a new Schedule
9       * @param events   a list of non-overlapping events sorted by increasing start time
10      */
11     public Schedule(List<Event> events) {
12         this.events = events;
13         checkRep();
14     }
15
16     private void checkRep() {
17         ...
18     }
19     ...
20 }
21
22 /** Event represents an immutable event with a name, a start time, and an end time. */
23 interface Event {
24     public String name();
25     public Date start();
26     public Date end();
27 }
```

(a) Write the line number(s) that state the preconditions of a creator operation for the `Schedule` ADT.

Solution. 9, 11. Line 11 specifies the types of the parameters, which are part of the precondition. ■

(b) Write the line number(s) that state the rep invariant of the `Schedule` ADT.

Solution. 4-5. (`checkRep()` on lines 16-18 could be considered a statement of the rep invariant as well.) ■

(c) Write the line number(s) that state the rep of the `Schedule` ADT.

Solution. 3. ■

Consider the following independent changes to this code. What effect do they have on the spec of the `Schedule` ADT?

(d) If "sorted by increasing start time" is removed from line 9, the spec for `Schedule` is:

A. stronger
B. weaker
C. same
D. incomparable

Solution. A. ■

(e) If the call to `checkRep()` is removed from line 13, the spec for `Schedule` is:

A. stronger
B. weaker
C. same
D. incomparable

Solution. C. ■

(f) If we add code to the `Schedule` constructor that satisfies the rep invariant regardless of whether the client satisfied the precondition, the spec for `Schedule` is:

A. stronger
B. weaker
C. same
D. incomparable

Solution. C. ■

Problem 2 (Testing) (**16 points**).
Given this specification:

```
/**
 * Split a string on a delimiting character.
 *
 * @param text   a string
 * @param delim  a delimiter by which to split the string
 * @param limit  an upper bound on the number of elements to return;
 *               if limit < 0, there is no upper bound; limit != 0
 * @return a list of strings [s1, s2, ..., sN] such that:
 *           - text = s1 + delim + s2 + delim + ... + delim + sN
 *           - N <= limit if limit > 0
 *           - none of s1, s2, ..., sN contain delim
 * @throws IllegalArgumentException if limit > 0 and
 *         there are more than limit-1 occurrences of delim in text.
 */
public static List<String> split(String text, char delim, int limit);
```

(a) Start implementing a systematic testing strategy for this function by writing **one good partitioning** of the input space on **input `limit` alone**, i.e., the partition should not mention either `text` or `delim`.

Solution.

E.g., `limit < 0, limit = 1, limit > 1`

■

(b) Now, write **one good partitioning** of the input space on the **relationship between `limit` and the occurrences of `delim` in `text`**. Your partition should mention all three inputs.

Solution. Let `N` be the number of times `delim` appears in `text`. One reasonable partition is:

`N < limit-1, N = limit-1, N >= limit`

Another good one uses the boundary points at 0 and one as well:

`N = 0, N = 1, 1 < N < limit-1, N = limit-1, N >= limit`

■

Problem 3 (ADTs) (**25 points**).
Given this code:

```
1 /** An immutable class representing a dog show. */
2 public class DogShow {
3     private final Map<String,Integer> dogs;
4
5     public DogShow(List<String> dogsInShow) { ... }
6     public DogShow copy() { ... }
7     public List<String> getDogs() { ... }
8     ...
9 }
```

(a) Classify each operation according to its type, using the letters C, M, O, P.

```
DogShow() is a _______

   copy() is a _______

getDogs() is a _______
```

Solution. DogShow is a creator (C), copy is a producer (P), and getDogs is an observer (O). ■

(b) Which of the following are possible *abstraction functions* for this ADT? (circle all that apply)

A. AF: dogs in a dog show are stored in `dogs`, with their weights as values

B. AF(`dogs`) = a dog show where `dogs.get(breed)` is the number of dogs in the show with the given breed

C. AF(`dogs`) = a map from a dog's name to its weight in grams

D. AF(`dogs`) = a dog show where the nth dog to appear onstage is the dog whose name maps to n in `dogs`

Solution. B, D. ■

(c) Which of the following are possible *rep invariants* for this ADT? (circle all that apply)

A. `dogs` contains no negative integers as values
B. `dogs.size()` is 0, 1, >1
C. `dogsInShow` has no repeats
D. each dog in `dogs` represents a dog
E. `dogs.size()` is <= 50

Solution. A, E. ■

(d) If this ADT had good *rep independence*, which of the following would be true? (circle all that apply)

A. the implementer could change the precondition of the constructor without telling the client
B. the implementer could change the rep invariant without telling the client
C. the implementer could change the return type `List<String>` in the signature of `getDogs()` without telling the client
D. the implementer could make the abstraction function one-to-one without telling the client
E. the implementer could change `dogs` to a `Map<String,String>` without telling the client

Solution. B, D, E. ■

(e) For each implementation below, is the rep *safe* or *exposed*? **Briefly explain**.

```
1  /** An immutable class representing a dog show. */
2  public class DogShow {
3      private final List<String> dogs;
4
5      public DogShow(List<String> dogsInShow) {
6          dogs = Collections.unmodifiableList(dogsInShow);
7      }
8
9      public DogShow copy() {
10         return new DogShow(dogs);
11     }
12
13     public List<String> getDogs() {
14         return dogs;
15     }
16 }
```

Safe? (Y/N)

Reason:

Solution. No, not safe. The constructor has rep exposure because the Collection.unmodifiableList() merely wraps the List object that was passed in, instead of making a copy of it. So the client has an alias to a mutable object in the rep.

copy() is safe and getDogs() is safe, because they are using unmodifiable lists. ■

(f)

```
1  /** An immutable class representing a dog show. */
2  public class DogShow {
3      private final List<String> dogs;
4
5      public DogShow(List<String> dogsInShow) {
6          this.dogs = new ArrayList<>();
7          dogs.addAll(dogsInShow);
8      }
9
10     public DogShow copy() {
11         return new DogShow(dogs);
12     }
13
14     public List<String> getDogs() {
15         return Collections.unmodifiableList(dogs);
16     }
17 }
```

Safe? (Y/N)

Reason:

Solution. Yes, safe. The rep is private, so clients can't reassign any of its fields. There is defensive copying in the constructor, which the producer also takes advantage of, and the observer returns an unmodifiable view of the rep. ■

Problem 4 (Code Review) (**20 points**)**.**
Alyssa P. Hacker wrote the following method and asked Ben Bitdiddle to review her code:

```
1  /**
2   * @param start the start node, must be a key in edges
3   * @param target the target node, must be a value in edges
4   * @param edges a map where a key-value pair represents a directed edge from
5   *              the key to the value
6   * @return the number of edges that must be traversed to get from start to
7   *         target, or -1 if no path exists
8   */
9  public static int pathLength(final String start, final String target,
10                               final Map<String, String> edges) {
11     String current = start;
12     String next;
13     int edgesTraversed = 0;
14     while (edges.containsKey(current)) {
15         next = edges.get(current); // traverse edge
16         edgesTraversed++;
17         if (next.equals(target)) return edgesTraversed;
18         edges.remove(current); // avoid entering an infinite cycle
19         current = next;
20     }
21     return -1;
22 }
```

Ben wrote a series of code review comments. For each comment below,

1. indicate whether you AGREE or DISAGREE with the comment;
2. provide *one sentence explaining why*.

(a) Ben says: "on line 18, removing entries from `edges` will be disallowed by Java at runtime because `edges` is declared as **`final`**."

AGREE or DISAGREE?

Explanation:

Solution. DISAGREE. Though `edges` cannot be reassigned, its value can be mutated. ■

(b) Ben says: "on line 18, the implementation doesn't satisfy the spec."

AGREE or DISAGREE?

Explanation:

Solution. AGREE. Mutation of parameters has to be explicitly allowed in the spec.

```
<!– if (next.equals(start)) return -1; // avoid entering an infinite cycle –>
```

■

(c) Ben says: "on line 17, `next` and `target` are `String`s, so they should be compared using `==` instead of `.equals()`."

AGREE or DISAGREE?

Explanation:

Solution. DISAGREE. `String`s are not primitives, so you must use `.equals()` to check for equality. ■

(d) Ben says: "On line 12, the scope of the variable `next` should be minimized."

AGREE or DISAGREE?

Explanation:

Solution. AGREE. 'next' is only used within the body of the while loop, so it should be declared there. ■

(e) Ben says: "The implementation doesn't fail fast on inputs that violate the precondition."

AGREE or DISAGREE?

Explanation:

Solution. AGREE. It could fail faster by asserting the precondition at the start of the method.

```
assert edges.containsKey(start);
assert edges.containsValue(target);
```

■

Problem 5 (Multiple Choice) (**18 points**). **(a)** Suppose you have the following class:

```
public class Square {
    private int sideLength;         // 1
    // Rep invariant: ...           // 2
    // Abstraction function: ...    // 3

    /**
     * @return area of this shape   // 4
     */
    public int getArea() {
    ...
    }
}
```

Now suppose that you'd like to separate your class out and have it implement an interface, like so:

```
public interface Shape {
    ...
}

public class Square implements Shape {
    ...
}
```

For each of the following commented lines (1, 2, 3, 4) in the old class, denote whether you think it belongs in the new interface or the new implementation class:
(circle **one best answer**)

A. 1, 2, and 4 belong in the implementation; 3 belongs in the interface.

B. 1, 2, and 3 belong in the implementation; 4 belongs in the interface.

C. 1 and 2 belong in the implementation; 3 and 4 belong in both.

D. 1, 2, 3, and 4 belong in the implementation.

E. 1, 2, 3, and 4 belong in both.

Solution. B. Everything related to the rep should go into the implementation, while specs and method signatures belong in the interface. ■

(b) Given the following snippet of code:

```
int[] numbers = new int[] { 1, 2, 3, 4, 5 };
for (int i = 0; i < numbers.length; i++) {
    numbers[i] /= 2;
}
System.out.println(Arrays.toString(numbers));
```

Which of the following happens when you try to run it?
(circle **one best answer**)

A. The code has a static type error because it tries to assign **`double`** values to **`int`** variables.

B. The code will have a dynamic `ArrayIndexOutOfBoundsException`.

C. The code runs successfully and prints out `[0, 1, 1, 2, 2]`.

D. The code runs successfully and prints out `[0.5, 1, 1.5, 2, 2.5]`.

Solution. C. The code runs without error. Since you're performing integer division and updating the results, the output of the program will be integer values. ■

(c) In a version control system, what would a cycle in the commit history graph indicate? (circle **one best answer**)

A. One commit undid the changes of a previous commit.
B. Commits were made in multiple clones of the same repository but not yet merged.
C. One commit is the result of merging multiple diverging changes.
D. This occurs when you cannot automatically merge two changes.
E. This is impossible.

Solution. E. If a cycle occurred, that would mean that a commit was its own ancestor–that would be very bad! ■

(d) Consider the following function:

```
public static double SquarePyramidVolume(int h, int s) {
    double pyramidDenominator = 3.0;
    return s*s*h/pyramidDenominator;
}
```

What are some constructive code review comments you could make? (circle **all that apply**)

A. A better method name would be a verb phrase and written in camelCase.
B. The extra variable `pyramidDenominator` is unnecessary, and you could replace the **`return`** statement in the function with `s*s*h/3`.
C. The variable `pyramidDenominator` should be a **`final`** constant.
D. The parameters to the function should be renamed to something more descriptive like `height` and `baseWidth`.
E. The variable `pyramidDenominator` should be named `p` to match the style of the method parameters.

Solution. A, C, and D. B would result in the addition of a magic number, and the suggested variable name in E is not descriptive. A, C, and D are good suggestions mentioned in the Code Review reading. ■

(e) Suppose you have the following class:

```
public class Name {
  private final String name;
  ...
  public boolean equals(Object obj) {
    if (!(obj instanceof Name)) return false;
    Name that = (Name)obj;
    return this.name.toLowerCase().equals(that.name);
  }
}
```

Which of the following expressions return true? (circle **all that apply**)

A. `new Name("Mary").equals(new Name(""))`
B. `new Name("Mary").equals(new Name("Mary"))`
C. `new Name("Mary").equals(new Name("MARY"))`
D. `new Name("Mary").equals(new Name("mary"))`
E. `new Name("mary").equals("mary")`

Solution. D, because the equals method first converts "Mary" to lowercase "mary", and then compares it with `that.name`. Note that E returns false, because the ‘obj‘ being passed is a ‘String‘, not a ‘Name‘. ■

(f) Which of the following are properties of an equivalence relation that this `Name.equals()` method violates? Ignore null references. (circle **all that apply**)

A. antisymmetry
B. invariance
C. reflexivity
D. rep independence
E. symmetry

Solution. C, E. Any name with capital letters will never compare equal to itself, and `new Name("Mary").equals(new Name("mary"))` is true but `new Name("mary").equals(new Name("Mary"))` is false. ■