

3. Write a segment of code that will shuffle a one-dimensional array of integers. The shuffle should be an interchange shuffle that interchanges two array values at random. The number of interchanges the block must do is five times the length of the array. You do not know the size of the array before this block of code is executed.
4. Write a segment of code that will create an ArrayList that will store doubles and then populate the array with the numbers, 0 , 2π , 4π , 6π , 8π , 10π , 12π , 14π , 16π , 18π , 20π , in that order. Finally print out the ArrayList in a single line.
5. Write a segment of code that will add up all of the entries on the diagonal of a two-dimensional integer array, A. The diagonal of an array are the entries in the $(0, 0)$, $(1, 1)$, $(2, 2)$, \dots , (n, n) positions, where the (n, n) position is the largest possible position that is still in the array. So for a 4×9 array $n = 4$ and for a 5×3 array $n = 3$. You do not know the size of the array before this block of code is executed.

2 Program Traces (15 Points Each)

1. For each of the three runs, give the program output.

```

1  import java.util.ArrayList;
2  import java.util.Collections;
3  import java.util.Scanner;
4
5  public class Exam04Trace1 {
6      public static void alter(ArrayList<Integer> A)
7      {
8          int temp = A.get(0);
9          A.set(0, A.get(A.size() - 1));
10         A.set(A.size() - 1, temp);
11
12         for (int i = 1; i < A.size() - 1; i += 2)
13             A.set(i, i * A.get(i));
14
15         System.out.println("One");
16     }
17
18     public static void alter(ArrayList<Integer> A,
19                             int n) {
20         for (int i = 0; i < A.size() - 1; i++)
21             A.set(i, n * A.get(A.size() - 1 - i));
22
23         System.out.println("Two");
24     }
25
26     public static void alter(ArrayList<Integer> A,
27                             int n, int m) {
28         if (n < 1 || n >= A.size())
29             n = 1;
30
31         if (m < 1 || m >= A.size())
32             m = 1;
33
34         int temp = A.get(n);
35         A.set(n, A.get(m));
36         A.set(m, temp);
37
38         for (int i = 0; i < A.size(); i++)
39             A.set(i, A.get((n*i + m) % A.size()));
40
41         System.out.println("Three");
42     }
43
44     public static void main(String[] args) {
45         ArrayList<Integer> A = new ArrayList<
46             Integer>();
47
48         Scanner keyboard = new Scanner(System.in);
49         System.out.print("Input: ");
50         int entries = keyboard.nextInt();
51
52         for (int i = 0; i < entries; i++) {
53             A.add(keyboard.nextInt());
54         }
55         System.out.println(A);
56
57         if (A.get(1) > 10)
58             alter(A);
59         else if (A.get(1) > 5)
60             alter(A, A.get(0));
61         else
62             alter(A, A.get(0), A.get(1));
63
64         System.out.println(A);
65         Collections.sort(A);
66         System.out.println(A);
67     }
68 }

```

Run #1

Input: 5 2 4 6 8 10 20 30

Run #2

Input: 10 20 15 10 5 0 1 2 3 4 5

Run #3

Input: 6 20 8 5 4 3 2

2. Given the Thing class and the main program below, write the output of the program on the next page. Make sure that you mark all blank spaces with `␣`.

```

1 public class Thing {
2     private int num1;
3     private double num2;
4     private String str;
5
6     public Thing(int i, double d, String s) {
7         num1 = i;
8         num2 = d;
9         str = s;
10    }
11
12    public Thing(int i, double d) {
13        num1 = i;
14        num2 = d;
15        str = "No String";
16    }
17
18    public Thing(int i) {
19        num1 = i;
20        num2 = 3.14159;
21        str = "Approximation to Pi";
22    }
23
24    public Thing() {
25        num1 = 5;
26        num2 = 2.71828;
27        str = "Approximation to Natural Base";
28    }
29
30    public int getInt() {
31        return num1;
32    }
33
34    public double getDouble() {
35        return num2;
36    }
37
38    public String getString() {
39        return str;
40    }
41
42    public String toString() {
43        String retstr = str + "\n";
44        retstr += num1 + "\n";
45        retstr += num2 + "\n";
46        return retstr;
47    }
48
49    public void doSomething() {
50        str = str.substring(0, str.length()/2);
51    }
52
53    public void doSomething(int i) {
54        str = str.substring(i);
55    }
56
57    public void doSomething(int i, String s) {
58        num1 = str.indexOf(s, i);
59    }
60
61    public void up() {
62        num1++;
63        num2 += num1;
64    }
65
66    public void down() {
67        num1--;
68        num2 -= num1;
69    }
70
71    public void three() {
72        str += str + str + str;
73        num1 = str.length();
74        num2 = str.length() / 2;
75    }
76 }

```

```

1 public class Exam04Trace2 {
2
3     public static void printdiv() {
4         System.out.println("-----");
5     }
6
7     public static void main(String[] args) {
8         Thing th1=new Thing(4,7.8,"Easy Trace");
9         System.out.println(th1);
10
11         Thing th2 = new Thing();
12         System.out.println(th2);
13
14         Thing th3 = new Thing(-7, 0.022);
15         System.out.println(th3);
16
17         Thing th4 = new Thing(2);
18         System.out.println(th4);
19
20         printdiv();
21
22         th3.up();
23         System.out.println(th3);
24
25         th3.down();
26         System.out.println(th3);
27
28         printdiv();
29
30         th2.doSomething(3, "to");
31         System.out.println(th2);
32
33         th2.doSomething();
34         System.out.println(th2);
35
36         printdiv();
37
38         th1.doSomething(2, "T");
39         th1.doSomething(th1.getInt());
40         System.out.println(th1);
41
42         th1.three();
43         System.out.println(th1);
44
45         printdiv();
46
47         th4 = th2;
48         System.out.println(th2);
49         System.out.println(th4);
50
51         th2.up();
52
53         System.out.println(th2);
54         System.out.println(th4);
55     }
56 }

```

Program Output

3 Coding (15 Points Each)

1. The main program and output from the program are below. Write the three methods, print, populate, and transpose for the program. The print method is to take in as a parameter only a single two dimensional array of integers, and print the contents of the array in columns that line up and use 6 spaces for each entry. The populate method is to take in as a parameter only a single two dimensional array of integers, and fill the array with random integers between 1 and 100. The transpose method is to take in as a parameter only a single two dimensional array of integers, and output another two dimensional array that transposes the array. The transpose of an array is where each row becomes a column and each column a row. That is, the first row of the original array is the first column of the transpose, and so on. With the transpose method, the original array is not to be altered.

```
public static void main(String[] args) {  
    Scanner keyboard = new Scanner(System.in);  
    System.out.print("Rows: ");  
    int rows = keyboard.nextInt();  
    System.out.print("Columns: ");  
    int cols = keyboard.nextInt();  
  
    int[][] A = new int[rows][cols];  
    populate(A);  
    print(A);  
  
    int[][] B = transpose(A);  
    System.out.println();  
    print(B);  
}
```

Program Output

```
Rows: 3  
Columns: 5  
    79    36     7    94    52  
    39    44    39    28    70  
    93    33    74     9    62  
  
    79    39    93  
    36    44    33  
     7    39    74  
    94    28     9  
    52    70    62
```

Code for print method

Code for populate method

Code for transpose method

2. The main program and output from the program are below. Write the three methods, ColumnSums, and RowSums for the program. The print method is to take in as a parameter only a single one dimensional array of integers, and print the contents of the array on one line that uses 6 spaces for each entry. The ColumnSums method is to take in as a parameter only a single two dimensional array of integers, and return a one dimensional array that contains the column sums of the array. The RowSums method is to take in as a parameter only a single two dimensional array of integers, and return a one dimensional array that contains the row sums of the array. You do not need to write the populate method or the print method for the two dimensional arrays. None of the methods you create are to alter the contents of the input arrays.

```
public static void main(String[] args) {
    Scanner keyboard = new Scanner(System.in);
    System.out.print("Rows: ");
    int rows = keyboard.nextInt();
    System.out.print("Columns: ");
    int cols = keyboard.nextInt();

    int[][] A = new int[rows][cols];
    populate(A);
    print(A);

    int[] colsums = ColumnSums(A);
    System.out.println();
    print(colsums);

    int[] rowsums = RowSums(A);
    System.out.println();
    print(rowsums);
}
```

Program Output

```
Rows: 5
Columns: 4
    77    84    95    41
    43    49    67    48
     8    52    70    90
    66    39    70    86
    48    11    97    94

   242   235   399   359

   297   207   220   261   250
```

Code for print method, for one-dimensional array

Code for ColumnSums method

Code for RowSums method
