

1 Quik Maths

(a) Fill in the blanks in the main method below. (Fall '16, MT1)

```
public class QuikMaths {
    public static void multiplyBy3(int[] A) {
        for (int i = 0; i < A.length; i += 1) {
            int x = A[i];
            x = x * 3;
        }
    }

    public static void multiplyBy2(int[] A) {
        int[] B = A;
        for (int i = 0; i < B.length; i += 1) {
            B[i] *= 2;
        }
    }

    public static void swap(int A, int B) {
        int temp = B;
        B = A;
        A = temp;
    }

    public static void main(String[] args) {
        int[] arr = new int[]{2, 3, 3, 4};
        multiplyBy3(arr); // Value of arr: {_____}

        arr = new int[]{2, 3, 3, 4};
        multiplyBy2(arr); // Value of arr: {_____}

        int a = 6;
        int b = 7;
        swap(a, b); // Value of a: _____ Value of b: _____
    }
}
```

- (b) Now take a look at the code below. How could we write 'swap' to perform swapping primitive variables in a function? Be sure to use the IntWrapper class below.

```

class IntWrapper {
    int x;
    public IntWrapper(int value) {
        x = value;
    }
}

```

```

public class SwapPrimitives {
    public static void main(String[] args) {
        int a = 6;
        int b = 7;

        -----;

        -----;

        swap(-----, -----);

        a = -----;

        b = -----;

    }

```

```

    public static void swap(-----, -----) {

        -----;

        -----;

        -----;

    }

```

```

}

```

2 Static Books

Suppose we have the following `Book` and `Library` classes.

```

class Book {
    public String title;
    public Library library;
    public static Book last = null;

    public Book(String name) {
        title = name;
        last = this;
        library = null;
    }

    public static String lastBookTitle() {
        return last.title;
    }
    public String getTitle() {
        return title;
    }
}

class Library {
    public Book[] books;
    public int index;
    public static int totalBooks = 0;

    public Library(int size) {
        books = new Book[size];
        index = 0;
    }

    public void addBook(Book book) {
        books[index] = book;
        index++;
        totalBooks++;
        book.library = this;
    }
}

```

- (a) For each modification below, determine whether the code of the `Library` and `Book` classes will compile or error if we **only** made that modification, i.e. treat each modification independently.
1. Change the `totalBooks` variable to **non static**
 2. Change the `lastBookTitle` method to **non static**
 3. Change the `addBook` method to **static**
 4. Change the `last` variable to **non static**
 5. Change the `library` variable to **static**

- (b) Using the original `Book` and `Library` classes (i.e., without the modifications from part a), write the output of the main method below. If a line errors, put the precise reason it errors and continue execution.

```

1  public class Main {
2      public static void main(String[] args) {
3          System.out.println(Library.totalBooks);           -----
4          System.out.println(Book.lastBookTitle());         -----
5          System.out.println(Book.getTitle());             -----
6
7          Book goneGirl = new Book("Gone Girl");
8          Book fightClub = new Book("Fight Club");
9
10         System.out.println(goneGirl.title);               -----
11         System.out.println(Book.lastBookTitle());         -----
12         System.out.println(fightClub.lastBookTitle());    -----
13         System.out.println(goneGirl.last.title);          -----
14
15         Library libraryA = new Library(1);
16         Library libraryB = new Library(2);
17         libraryA.addBook(goneGirl);
18
19         System.out.println(libraryA.index);                -----
20         System.out.println(libraryA.totalBooks);          -----
21
22         libraryA.totalBooks = 0;
23         libraryB.addBook(fightClub);
24         libraryB.addBook(goneGirl);
25
26         System.out.println(libraryB.index);                -----
27         System.out.println(Library.totalBooks);           -----
28         System.out.println(goneGirl.library.books[0].title); -----
29     }
30 }

```