

Midterm 2 Review

CS 302 Spring 2013

Exam Tips

- Use the Reference Sheet
- Prioritize: Some problems take a lot longer than others to do!
- Plan Ahead: Leave space at the top of problems.
- Extra Sheets of Paper at the Back

More Tips

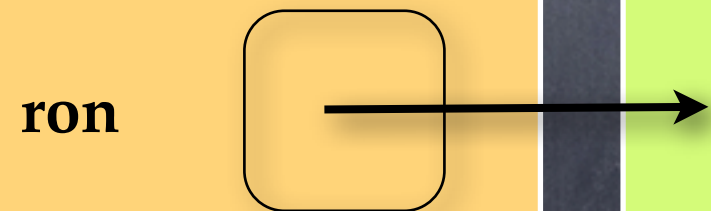
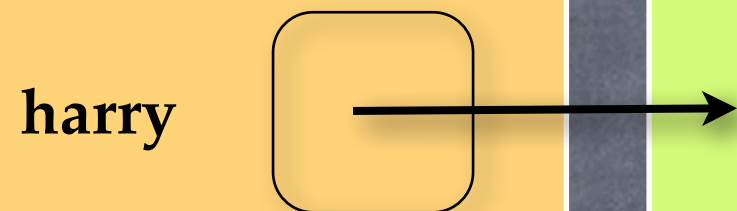
- Write Legibly!
- Every character matters! We will take off for syntax mistakes.
- Do not use symbols: π , \neq , \div , \geq , \div , \bullet , etc.
- Do not write in all caps – uppercase/lowercase matters!

Static Fields

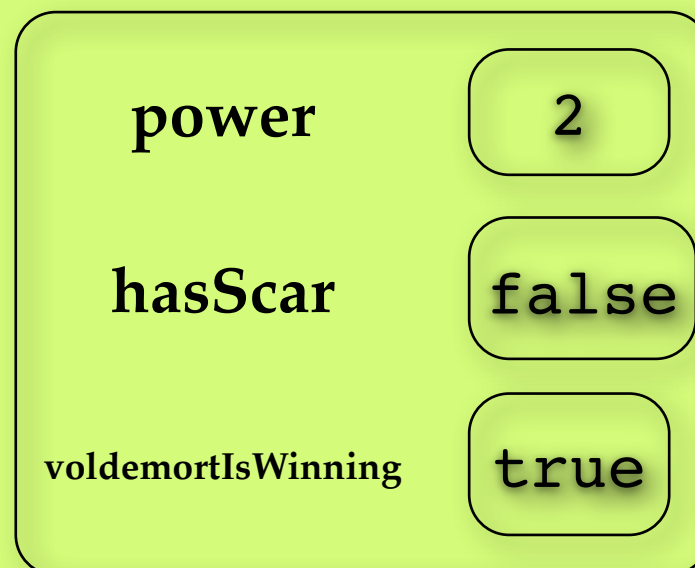
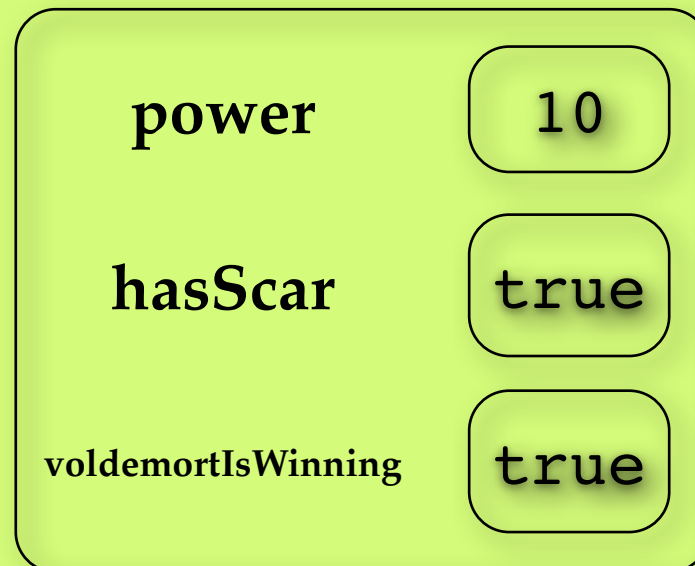

```
public class Wizard{  
    private int power;  
    private boolean hasScar;  
    private boolean voldemortIsWinning;  
}
```

```
Wizard harry = new Wizard();  
Wizard ron = new Wizard();
```

Stack

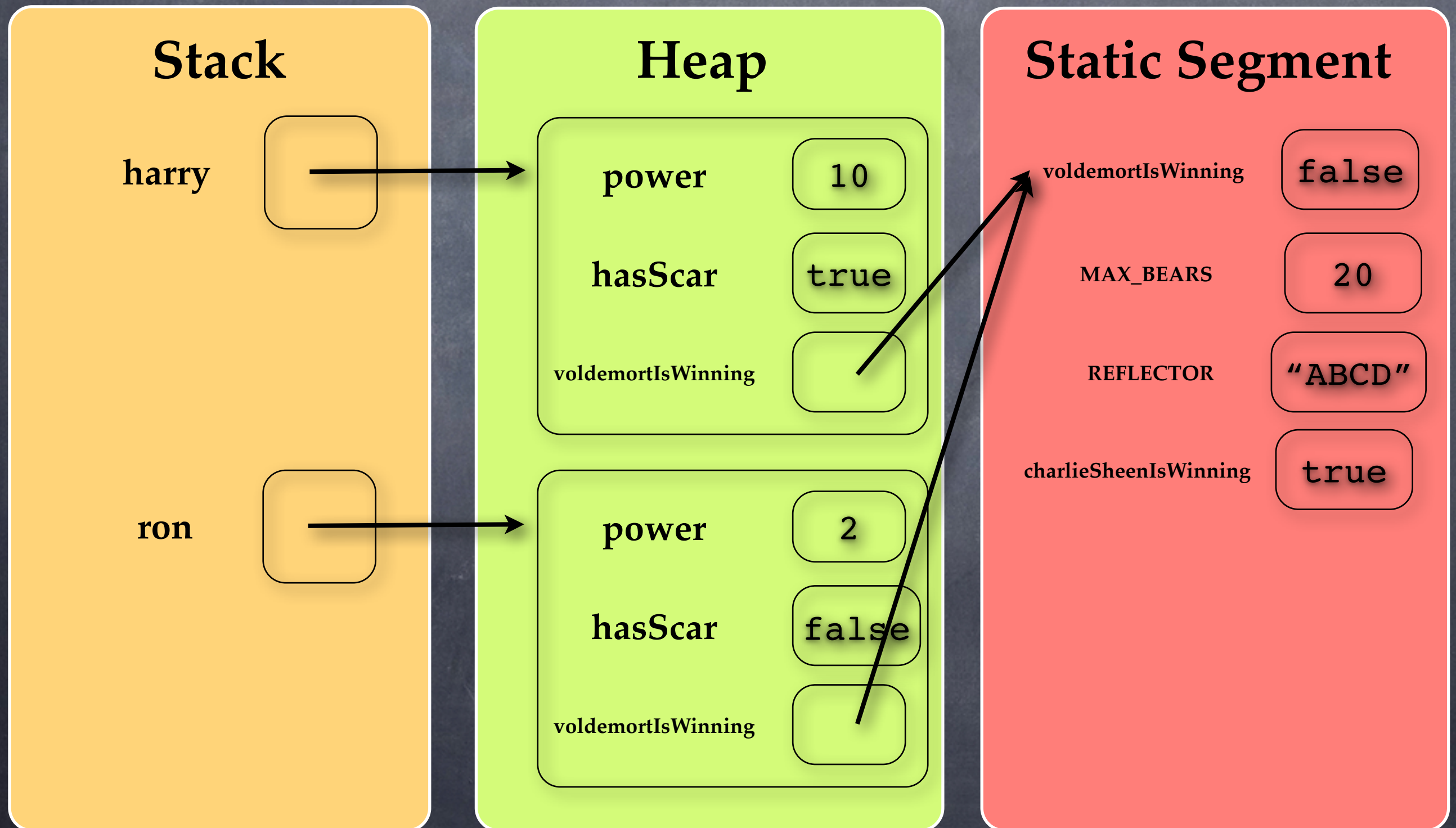


Heap




```
public class Wizard{  
    private int power;  
    private boolean hasScar;  
    private static boolean voldemortIsWinning;  
}
```

```
Wizard harry = new Wizard();  
Wizard ron = new Wizard();
```



Static Members Must be Accessed via the Class Name

```
public class Wizard{  
    public int power;  
    public static boolean voldemortIsWinning;  
}
```

```
public static void main(String[] args){  
    Wizard harry = new Wizard();  
    Wizard ron = new Wizard();  
    harry.power = 4;  
    ron.power = 6;  
    Wizard.voldemortIsWinning = true;  
}
```


Encapsulation

- The process of separating public interface from private implementation.
- Enables the idea of controlled access to managed state.

Encapsulation Example

Public Interface

Private Implementation

```
public class Barn{  
    private ArrayList<Chicken> chickenCoop;  
  
    public int getNumChickens(){  
        return chickenCoop.size();  
    }  
  
    public void addChicken(Chicken chicken){  
        if(chicken.isAGoodChicken()){  
            chickenCoop.add(chicken);  
        }  
    }  
}
```


Think: Cheshire Cat

Public Interface

Benefits:

- Hiding of Complexity
- Guarding of State

```
public class Barn{
```

```
    public int getNumChickens(){
```

```
        public void addChicken(Chicken chicken){
```

```
}
```


Why is `main()` `public static void`?

Why is main() **public static void**?

- **public** so that other classes may call it
- **static** because it does not operate on any instance
- **void** because it does not return anything

Syntax Gotchas

```
int[] array = new int[20];  
ArrayList<Integer> arrayList = new ArrayList<Integer>();  
String str = "Hello World!";
```

```
int a = array.length  
int b = arrayList.size();  
int c = str.length();
```


Declaration & Assignment

// **Declares** a new ArrayList variable and **initializes** it to null

```
ArrayList<String> arrList1 = null;
```

// **Declares** a new ArrayList and **initializes** it to refer

// to a newly-constructed ArrayList

```
ArrayList<String> arrList2 = new ArrayList<String>();
```

// **Assigns** arrList2 to refer to a different ArrayList.

```
arrList2 = new ArrayList<String>();
```


What's the difference
between public and
static?

Public vs. Static ?

- **public** is an access specifier. Access specifiers such as public and private specify who can access a class.
- **static** forces a method to become a class method, which disassociates it from any given instance.

The Special Methods

- Two methods which every class automatically supports:
- `boolean equals(Object other)`
 - Used for comparing instances with each other
- `String toString()`
 - Used commonly for debugging
 - Automatically called when an object is passed in where a String is expected

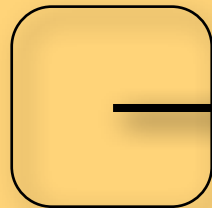
Memory Diagrams


```
int[] array = {1, 22, 4, 5, 7};  
int numBearsInCave = 34;  
Scanner scnr = new Scanner(System.in);
```

Stack

Reference to the Array

array

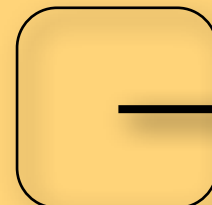


numBearsInCave

34



scnr



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The Actual Array

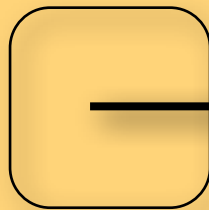



```
int[][] array = new int[4][2];  
array[0][0] = 1;  
array[0][1] = 22;  
etc.
```

Stack

Reference Variable

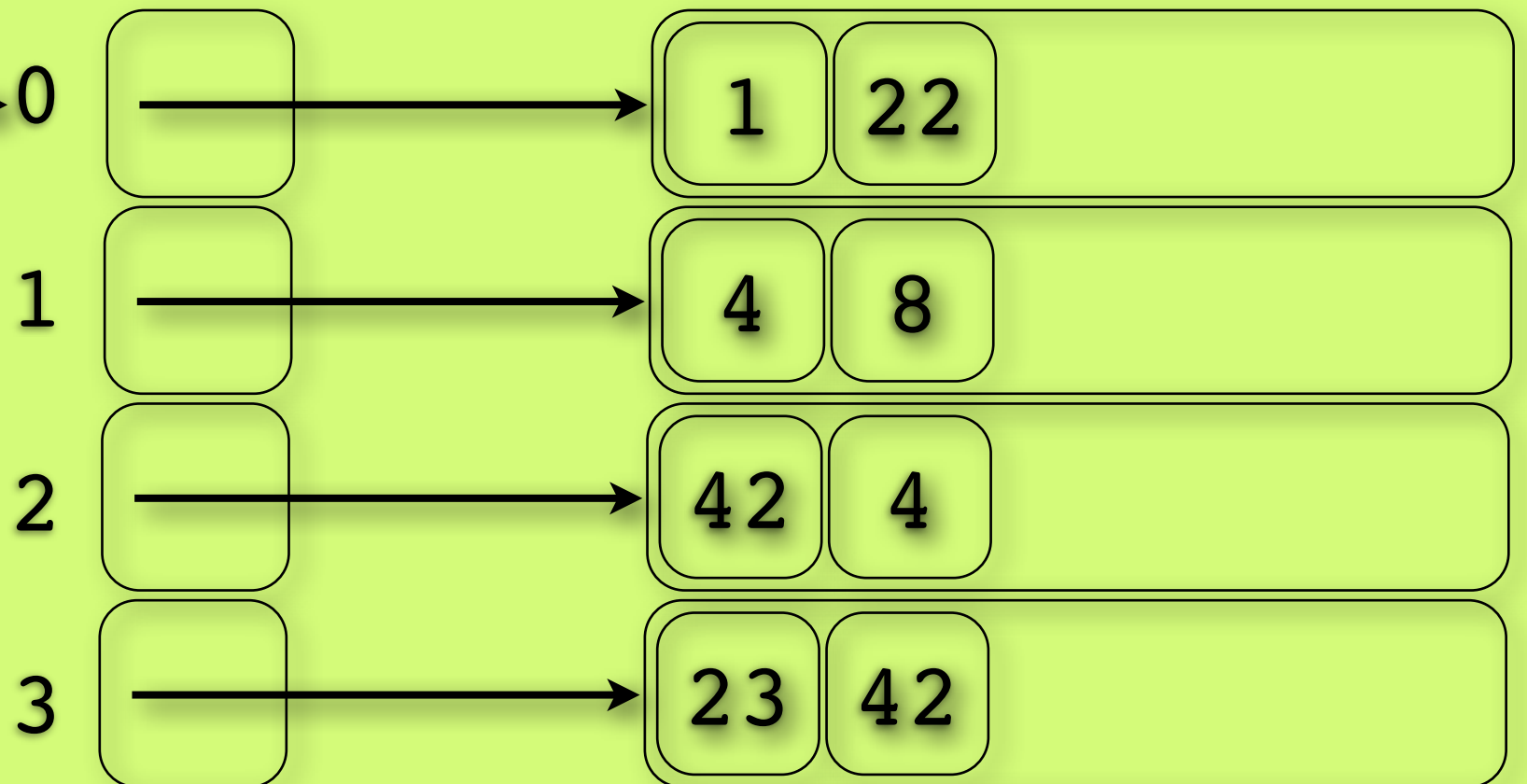
array



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References to each Inner Array

The Actual Arrays



2D Array Indices

CS-Style Array Indices

(0,0)	(0,1)	(0,2)	(0,3)	(0,4)
(1,0)	(1,1)	(1,2)	(1,3)	(1,4)
(2,0)	(2,1)	(2,2)	(2,3)	(2,4)
(3,0)	(3,1)	(3,2)	(3,3)	(3,4)

Remember Input Validation?

```
int userInput = 0;
System.out.println("Enter an integer between 7 and 11");
do{
    while( !scnr.hasNextInt()) {
        System.out.println("Error: not an integer!");
        scnr.next();
    }

    userInput = scnr.nextInt();

    if (userInput < 7 || userInput > 11){
        System.out.println("Error: not between 7 and 11");
    }
}while(userInput < 7 || userInput > 11);
```


Reverse an ArrayList

```
public static ArrayList<String> reverse(ArrayList<String> arr){
```

}

Study Tips

- Try the Sample Exam (And Answers)
- Look at Lecture Notes (on website)
- Look through examples
- Practice with writing P3