General instructions:

- Please wait to open this exam booklet until you are told to do so.
- This examination booklet has 14 pages. You also have been issued a bubble sheet.
- Write your name, university ID number and date, and sign your name below. Also, write your name and ID number on your bubble sheet, and fill in the bubbles for your ID.
- You may have up to five pages of your own notes. No electronic devices or books may be used.
- The exam is worth a total of 137 points. Your grade counts for 10% of your final grade.
- You have 1.25 hours to complete the exam. Be a smart test taker: if you get stuck on one problem go on to the next.
- Use your bubble sheet to answer all multiple-choice questions. Make sure that the question number and the bubble row number match when you are answering each question.

On my honor, I affirm that I have neither given nor received inappropriate aid in the completion of this exam.

Signature: 
Name: 
ID Number: 
Date: 

<table>
<thead>
<tr>
<th>Question</th>
<th>Points</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generics</td>
<td>25</td>
<td></td>
</tr>
<tr>
<td>Lists, Queues and Stacks</td>
<td>40</td>
<td></td>
</tr>
<tr>
<td>Sets and Maps</td>
<td>30</td>
<td></td>
</tr>
<tr>
<td>Graphical User Interfaces</td>
<td>30</td>
<td></td>
</tr>
<tr>
<td>Enumerated Data Types</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>Total:</td>
<td>137</td>
<td></td>
</tr>
</tbody>
</table>
Part I. Generics

1. (5 points) Will the following code compile?

```java
public class Foo<E extends Comparable<E>> {
    E a;
    
    public Foo(E a){
        this.a = a;
    }
    
    public int compareTo(E b){
        return a.compareTo(b);
    }
}
```

A. Yes  B. No  C. Answer not shown

2. (5 points) Will the following code compile?

```java
public class Foo<E> implements Comparable<E> {
    E a;
    
    public Foo(E a){
        this.a = a;
    }
    
    public int compareTo(E b){
        return a.compareTo(b);
    }
}
```

A. Yes  B. No  C. Answer not shown
3. (5 points) Consider the following code:

```java
LinkedList<Integer> LL1 = new LinkedList<Integer>();
LinkedList<Double> LL2 = new LinkedList<Double>();
display(LL1);
display(LL2);
```

What is the proper method header for a method that will display the list that is passed to it? (this method header must work in both cases)

A. `public static void display(LinkedList<? super Number> list){...};`

B. `public static void display(LinkedList<? implements Number> list){...};`

C. `public static void display(LinkedList<? extends Number> list){...};`

D. `public static void display(LinkedList<Number> list){...};`

E. None of the above will compile

4. (5 points) Will the following code compile?

```java
public class Foo<E> {
    int a;

    public Foo(int a){
        this.a = a;
    }
}
```

A. Yes  B. No  C. Answer not shown

5. (5 points) Generic types are checked:

A. never  B. compile time  C. run time  D. compile time and run time  E. Answer not shown
Part II. Lists, Queues and Stacks

6. (6 points) What is printed by this block of code?

```java
PriorityQueue<String> q = new PriorityQueue<String>();
q.add("sews");
q.add("clothes");
q.add("sue");
q.add("crow's");
while (!q.isEmpty()){
    System.out.print(q.remove() + " ");
}
```

A. sews clothes sue crow’s
B. clothes crow’s sews sue
C. crow’s sue clothes sews
D. sue sews crow’s clothes
E. Answer not shown

7. (6 points) What is printed by this block of code?

```java
Stack<String> s = new Stack<String>();
s.push("battle");
s.push("paddle");
s.push("puddle");
s.push("beetle");
s.push("tweetle");
while (!s.isEmpty()){
    System.out.print(s.pop() + " ");
}
```

A. tweetle puddle paddle beetle battle
B. battle paddle puddle beetle tweetle
C. battle beetle paddle puddle tweetle
D. tweetle beetle puddle paddle battle
E. Answer not shown
Consider the following class definition:

```java
public class Item implements Comparable<Item>{
    private String description;
    private double cost;

    public static class ItemComparator implements Comparator<Item>{
        public int compare(Item i1, Item i2) {
            if(i1.cost < i2.cost) return -1;
            if(i1.cost > i2.cost) return 1;
            return 0;
        }
    }

    public static class ItemComparator2 implements Comparator<Item>{
        private int sign;
        public ItemComparator2(int sign){
            this.sign = sign;
        }
        public int compare(Item i1, Item i2) {
            if(i1.cost < i2.cost) return -sign;
            if(i1.cost > i2.cost) return sign;
            return 0;
        }
    }

    public Item(String description, double cost) {
        this.description = description;
        this.cost = cost;
    }

    public int compareTo(Item i) {
        int val = description.compareTo(i.description);
        if(val == 0) {
            if(cost < i.cost) return -1;
            if(cost > i.cost) return 1;
        }
        return val;
    }

    public String toString(){
        return description + "(" + cost + ")";
    }

    public static void displayList(List list){
        for(Object o: list){
            System.out.print(o + ", ");
        }
        System.out.println("\n");
    }
}
```
And consider the following main method (part of the same class):

```java
public static void main(String[] args) {
    LinkedList<Item> list = new LinkedList<Item>();
    list.addFirst(new Item("mouse", 22));
    list.addLast(new Item("keyboard", 35));
    list.addFirst(new Item("disk", 49));
    list.addLast(new Item("mouse", 16));
    Item.displayList(list); // Line 1
    Collections.sort(list);
    Item.displayList(list); // Line 2
    Collections.sort(list, new ItemComparator());
    Item.displayList(list); // Line 3
    Collections.sort(list, new ItemComparator2(-1));
    Item.displayList(list); // Line 4
}
```

8. (7 points) What is printed on Line 1 of the output?
A. mouse(22), keyboard(35), disk(49), mouse(16),
B. disk(49), keyboard(35), mouse(22), mouse(16),
C. mouse(16), mouse(22), keyboard(35), disk(49),
D. disk(49), mouse(22), keyboard(35), mouse(16),
E. disk(49), keyboard(35), mouse(16), mouse(22),

9. (7 points) What is printed on Line 2 of the output?
A. mouse(22), keyboard(35), disk(49), mouse(16),
B. disk(49), keyboard(35), mouse(22), mouse(16),
C. mouse(16), mouse(22), keyboard(35), disk(49),
D. disk(49), mouse(22), keyboard(35), mouse(16),
E. disk(49), keyboard(35), mouse(16), mouse(22),

10. (7 points) What is printed on Line 3 of the output?
A. mouse(22), keyboard(35), disk(49), mouse(16),
B. disk(49), keyboard(35), mouse(22), mouse(16),
C. mouse(16), mouse(22), keyboard(35), disk(49),
D. disk(49), mouse(22), keyboard(35), mouse(16),
E. disk(49), keyboard(35), mouse(16), mouse(22),
11. (7 points) What is printed on Line 4 of the output?
   A. mouse(22), keyboard(35), disk(49), mouse(16),
   B. disk(49), keyboard(35), mouse(22), mouse(16),
   C. mouse(16), mouse(22), keyboard(35), disk(49),
   D. disk(49), mouse(22), keyboard(35), mouse(16),
   E. disk(49), keyboard(35), mouse(16), mouse(22),
Part III. Sets and Maps
Consider the following code block:

```java
TreeMap<Integer, ArrayList<String>> m = new TreeMap<Integer, ArrayList<String>>();
ArrayList<String> l1 = new ArrayList<String>();
ArrayList<String> l2 = new ArrayList<String>();
l1.add("Foo");
l1.add("Bar");
m.put(2332, l1);
m.put(1860, l2);
```

12. (6 points) What is printed by this following block of code?

```java
System.out.println(m.get(1860).get(1));
```

A. Foo   B. Bar   C. baz   D. end   E. Answer not shown or Null Pointer Exception

13. (6 points) What is printed by this following block of code?

```java
for (Integer i : m.keySet()){
    System.out.print(m.get(i).get(0) + " ");
}
```

A. baz Foo   B. Foo baz   C. Bar end   D. end Bar   E. Answer not shown or Null Pointer Exception
14. (6 points) What is printed by this block of code?

```java
TreeMap<Integer, Integer> map = new TreeMap<Integer, Integer>();
map.put(13, 19);
map.put(3, 7);
map.put(19, 29);
map.put(7, 13);
map.put(29, 37);
System.out.println(map.get(map.get(7)));```

A. 3  B. 7  C. 13  D. 19  E. Answer not shown

15. (6 points) What is printed by this block of code?

```java
HashSet<Integer> set = new HashSet<Integer>();
set.add(7);
set.add(16);
set.add(42);
set.add(7);
set.add(37);
System.out.println(set.size() + "-" + set.contains(3));```

A. 5-true  B. 4-true  C. 5-false  D. 4-false  E. Answer not shown

16. (6 points) What is printed by this block of code?

```java
TreeMap<Integer, Integer> map = new TreeMap<Integer, Integer>();
map.put(13, 19);
map.put(19, 29);
map.put(3, 7);
map.put(29, 37);
map.put(7, 13);
for(int i: map.keySet()){
    System.out.print(map.get(i) + " ");
}
```

A. 7 13 19 29 37  B. 13 19 3 29 7  C. 3 7 13 19 29  D. 19 29 7 37 13  E. Answer not shown
Part IV. Graphical User Interfaces

Consider the following program:

```java
public class GUI1 extends JFrame{
    private JPanel panel;
    private JButton b1;
    private JButton b2;
    private JTextField t1;
    private int i = 0;

    public GUI1(){
        super("Save Window");
        panel = new JPanel();
        add(panel);
        panel.setLayout(new GridLayout(2,0));
        b1 = new JButton("press here");
        b2 = new JButton("press there");
        t1 = new JTextField("start");
        panel.add(b1);
        panel.add(b2);
        panel.add(t1);
        b1.addActionListener(new ActionListener(){
            public void actionPerformed(ActionEvent arg0) {
                i++;
                t1.setText("" + i);
            }
        });
        b2.addActionListener(new ActionListener(){
            public void actionPerformed(ActionEvent arg0) {
                i = 0;
            }
        });
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        pack();
        setVisible(true);
    }

    public static void main(String[] args){
        GUI1 f = new GUI1();
    }
}
```
17. (7 points) When the program first starts, what is displayed?

A.  

B.  

C.  

D.  

E. Answer not shown

18. (6 points) If the buttons are pressed in the following order, what is displayed in the JTextField?

here-here

A. start  B. 0  C. 2  D. 3  E. Answer not shown

19. (6 points) If the buttons are pressed in the following order, what is displayed in the JTextField?

here-here-here-there-here

A. start  B. 1  C. 2  D. 3  E. Answer not shown

20. (5 points) Which of the following statements is true?

A. GUI1 is-a JFrame and has-a JPanel  
B. GUI1 has-a JFrame and has-a JPanel  
C. GUI1 has-a JFrame and is-a JPanel  
D. JFrame has-a GUI1 and GUI1 is-a JPanel  
E. Answer not shown or multiple statements are true
21. (6 points) If the buttons are pressed in the following order, what is displayed in the JTextField?
   here-here-here-there
   A. start B. 1 C. 2 D. 3 E. Answer not shown
Part V. Enumerated Data Types
Consider the following class definition:

```java
public enum CSCourse {
    CS1323("Intro", 4),
    CS2334("Abstractions", 4),
    CS2413("Structures", 3);

    private int units;
    private String name;

    private CSCourse(String name, int units) {
        this.name = name;
        this.units = units;
    }

    public String toString() {
        return name + " (" + units + ")";
    }

    public int getUnits() {
        return units;
    }
}
```

22. (6 points) What is printed by the following line of code?

```java
System.out.println(CSCourse.CS2413);
```

A. Structures  B. CS2413  C. CSCourse.CS2413  D. Structures(3);  E. This line would not compile

23. (6 points) What is the correct implementation of a method that tests whether a course is CS2334?

A. ```java
public static boolean testCourse(CSCourse course) {
    return course == 2334;
}
```  

B. ```java
public static boolean testCourse(CSCourse course) {
    return course == CSCourse.CS2334;
}
```  

C. ```java
public static boolean testCourse(CSCourse course) {
    return course.equals("Abstractions");
}
```  

D. ```java
public static boolean testCourse(CSCourse course) {
    return course == "CS2334";
}
```
E. None of the implementations are correct