1 Inheritance Practice

```java
public class Q {
    public void a() {
        System.out.println("Q.a");
    }
    public void b() {
        a();
    }
    public void c() {
        e();
    }
    public void d() {
        e();
    }
    public static void e() {
        System.out.println("Q.e");
    }
}

public class R extends Q {
    public void a() {
        System.out.println("R.a");
    }
    public void d() {
        e();
    }
    public static void e() {
        System.out.println("R.e");
    }
}

public class S {
    public static void main(String[] args) {
        R aR = new R();
        run(aR);
    }
    static void run(Q x) {
        x.a(); // R.a
        x.b(); // R.a
        x.c(); // Q.e
        ((R)x).c(); // Q.e
        x.d(); // R.e
        ((R)x).d(); // R.e
    }
}
```

In `run`, write what gets printed next to each line.

- `x.a()` will call the `a()` according to the variable’s dynamic type.
- `x.b()`, because `b()` is not overridden, will use the `b()` in `Q`. Then, `b()` selects which `a()` to run based on the variable’s dynamic type.
- `x.c()` runs `Q.c()`, which runs `Q.e()`. Note that `e()` is a static method, so it uses the static type to look up which function to call.
- `((R)x).c()` makes the same series of calls. Again, `e()` is a static method, so it uses the static type to look up which function to call.
- `x.d()` runs `R.d()`, which runs `R.e()`.
- `((R)x).d()` makes the same series of calls.
2 Reduce

We’d like to write a method \texttt{reduce}, which uses a \texttt{BinaryFunction} interface to accumulate the values of a \texttt{List} of integers into a single value. \texttt{BinaryFunction} can operate (through the \texttt{apply} method) on two integer arguments and return a single integer. Note that \texttt{reduce} can now work with a range of binary functions (addition and multiplication, for example). Write two classes \texttt{Adder} and \texttt{Multiplier} that implement \texttt{BinaryFunction}. Then, fill in \texttt{reduce} and \texttt{main}, and define types for \texttt{add} and \texttt{mult} in the space provided.

import java.util.ArrayList;
import java.util.List;

public class ListUtils {
    /** If the list is empty, return 0; if its one element, return it 
     * Otherwise, apply a function of two arguments cumulatively to the 
     * elements of list and return a single accumulated value. */
    public static int reduce(BinaryFunction func, List<Integer> list) {
        if (list.size() == 0) { return 0; }
        int soFar = list.get(0);
        for (int i = 1; i < list.size(); i++) {
            soFar = func.apply(soFar, list.get(i));
        }
        return soFar;
    }

    public static void main(String[] args) {
        ArrayList<Integer> integers = new ArrayList<>();
        integers.add(2); integers.add(3); integers.add(4);
        Adder add = new Adder();
        Multiplier mult = new Multiplier();
        reduce(add, integers); //Should evaluate to 9
        reduce(mult, integers); //Should evaluate to 24
    }
}

interface BinaryFunction {
    int apply(int x, int y);
}

//Add additional classes and interfaces below:
public class Adder implements BinaryFunction {
    public int apply(int x, int y) {
        return x + y;
    }
}

public class Multiplier implements BinaryFunction {
    public int apply(int x, int y) {
        return x * y;
    }
}

We declare an interface \texttt{BinaryFunction} which our \texttt{Adder} and \texttt{Multiplier} classes can implement. Writing a common interface is important, because it allows us to write a \texttt{reduce} function that is capable of accepting many kinds of functions. Note that interface methods are \texttt{public} by default, so \texttt{apply} must be \texttt{public} in \texttt{Adder} and \texttt{Multiplier}.
3 Comparator

We’d like to sort an ArrayList of animals into ascending order, by age. We can accomplish this using Collections.sort(List<T> list, Comparator<? super T> c). Because instances of the Animal class (reproduced below) have no natural ordering, sort requires that we write an implementation of the Comparator interface that can provide an ordering for us. Note that an implementation of Comparator only needs to support pairwise comparison (see the compare method). Remember that we would like to sort in ascending order of age, so an Animal that is 3 years old should be considered "less than" one that is 5 years old. Note: for this question, you do not need to worry about implementing equals.

```java
import java.util.ArrayList;
import java.util.Collections;
public class Animal {
    private String name;
    private int age;
    public Animal(String name, int age) {
        this.name = name;
        this.age = age;
    }
    /** Returns this animal’s age. */
    public int getAge() {
        return this.age;
    }
    public static void main(String[] args) {
        ArrayList<Animal> animals = new ArrayList<>();
        animals.add(new Animal("Garfield", 4));
        animals.add(new Animal("Biscuit", 2));
        AnimalComparator c = new AnimalComparator(); //Initialize comparator
        Collections.sort(animals, c);
    }
}
```

```java
import java.util.Comparator;
public class AnimalComparator implements Comparator<Animal> {
    public int compare(Animal o1, Animal o2) {
        return o1.getAge() - o2.getAge();
    }
}
```

We want to implement Comparator<Animal> because we are concerned with comparing objects of type Animal. Similarly, compare should take objects of type Animal. We would like
younger animals to be considered "less than" older animals, so in compare we can simply return o1.getAge() - o2.getAge() (this way, we return a negative integer if o1 is younger than o2, zero if the two animals are the same age, and a positive integer if o2 is younger than o1). Collections.sort’s second argument is a Comparator, so we initialize our custom implementation on line 18 and pass it in on 19.

For this question, you do not need to worry about implementing equals, as the equals method on a Comparator allows you to indicate that one comparator provides the same ordering as another comparator - an extremely rarely needed functionality.

4 Midterm Practice

```java
public class PasswordChecker {
    /**
     * Asks you to login (by providing your username and password)
     */
    public void loginPrompt(User u) {
        u.login((User) this);
    }

    public boolean authenticate(String a, String b) {
        // Does something secret
    }
}

public class User {
    private String username;
    private String password;

    public void login(PasswordChecker p) {
        p.authenticate(username, password);
    }
}
```

Write a class containing a method `public String extractPassword(User u)` which returns the password of a given user `u`. You may not alter the provided classes. Note the access modifiers of instance variables.

```java
public class PasswordExtractor extends PasswordChecker {
    String extractedPassword;

    public String extractPassword(User u) {
        u.login((User) this);
        return extractedPassword;
    }

    public boolean authenticate(String a, String b) {
        extractedPassword = b;
        return true; // or false. Just need to return something.
    }
}
```

By letting us subclass `PasswordChecker`, we can overwrite the authenticate method to capture the password in a local variable. By calling a user’s `login` method and passing ourselves
in, we can force the user to provide its password. Finally, we can return the extracted password. We could fix this security hole by making PasswordChecker no longer a public class.
5  A Bit on Bits

Complete the following two functions.

/ **
Returns whether the ith bit of num is a 1 or not. i = 0 represents the least
significant bit, i = 1 represents the bit to the left of that, and so on.

For example, if num = 2, then i = 0 for it is not on but i = 1 is on since 2
in binary is 10.
**/ 
public static boolean isBitOn(int num, int i) {
    int mask = 1 << i;
    return (mask & num) != 0;
}

/ **
Returns the input number but with its ith bit changed to a 1. Again, i = 0
represents the least significant bit, i = 1 represents the bit to the
left of that, and so on.

For example, if num = 1, which in binary is 01, then turning its i = 1 bit on
would result in the binary number 11, which is 3.
**/ 
public static boolean turnBitOn(int num, int i) {
    int mask = 1 << i;
    return num | mask;
}