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);
    }
    public static void run(Q x) {
        x.a(); /* Output: ____________ */
        x.b(); /* Output: ____________ */
        x.c(); /* Output: ____________ */
        ((R)x).c(); /* Output: ____________ */
        x.d(); /* Output: ____________ */
        ((R)x).d(); /* Output: ____________ */
    }
}
```

In `run`, write what gets printed next to each line when it is called from `main`. 

2 Reduce

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

```java
import java.util.ArrayList;
import java.util.List;
public class ListUtils {
    /** If the list is empty, return 0.
     * If it has one element, return that element.
     * Otherwise, apply a function of two arguments cumulatively to the
     * elements of list and return a single accumulated value.
     * Does not modify the list. */
    public static int reduce(BinaryFunction func, List<Integer> list) {

        public static void main(String[] args) {
            ArrayList<Integer> integers = new ArrayList<>();
            integers.add(2); integers.add(3); integers.add(4);
            __________ add = ____________________;
            __________ mult = ____________________;
            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 below:
```
3 Interleaving IntLists

Implement `interleave(IntList A, IntList B)` so that it returns an IntList whose contents are the result of interleaving IntLists A and B, beginning with the first item in A if possible. This method should interleave the items in-place and should therefore be destructive. For example, if A is (1 -> 3 -> 5 -> 7) and B is (2 -> 4), then calling `interleave(A, B)` should return the list (1 -> 2 -> 3 -> 4 -> 5 -> 7). Because this process is destructive, both A and B may become modified in the process. A and B are not guaranteed to be the same length and may be null.

```java
public IntList interleave(IntList A, IntList B) {
    if (A == null) {
        return B;
    } else if (B == null) {
        return A;
    }

    IntList curr = A;
    IntList other = B;
    IntList save;

    // Add code here

    return A;
}
```
4 Inheritance Infiltration

Access modifiers are critical when it comes to security. Look at the `PasswordChecker` and `User` classes below.

```java
public class PasswordChecker {
    /** Returns true if the provided login and password are correct. */
    public boolean authenticate(String login, String password) {
        // Does some secret authentication stuff...
    }
}

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

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

Even though the `username` and `password` variables are private, the `login` and `authenticate` methods are both public. We can use inheritance to take advantage of this and extract the password of any given `User` object. Complete the `PasswordExtractor` class below so that calling `extractPassword` returns the password of a given `User`. You may not modify the provided classes (i.e. you may not change the implementations of `PasswordChecker` or `User`).

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

    public String extractPassword(User u) {
        login(u); // Are there any other methods that we need to implement?
    }
}
```

*Hint:* The `login` method of `User` passes in the `username` and `password` fields as parameters to the `authenticate` method of a given `PasswordChecker`. Think about how we can take advantage of method overriding to gain access to the password.