1  WeirdList

Below is a partial solution to the WeirdList problem from homework 3 showing only the most important lines.

**Part A.** Complete the implementation of WeirdList by adding a field. Then complete the lines in UseWeirdList (on the next page) such that **wlOne** is a WeirdList containing only the number 1, and **wlTwoOne** contains the numbers 2 and 1. Ignore map for now.

Throughout this problem, do not use any if, switch, while, for, do, or try statements, and do not use the ‘?:’ operator.

```java
public class WeirdList {
    private int head;
    private WeirdList tail;

    /** add a field (aka member variable) here to complete implementation */

    /** Returns the number of elements in the sequence that
     * starts with THIS. */
    public int length() { return 1 + tail.length(); }

    public WeirdList(int h, WeirdList t) { head = h; tail = t; }

    /** Apply FUNC.apply to every element of THIS WeirdList in
     * sequence, and return a WeirdList of the resulting values. */
    public WeirdList map(IntUnaryFunction func) {
        return new WeirdList(func.apply(head), tail.map(func));
    }
}

public class WeirdListEmpty extends WeirdList{
    public int length() {
        return 0;
    }

    public WeirdListEmpty() {
        super(0, null);
    }

    public WeirdList map(IntUnaryFunction func) {
        return; // ignore for part A.
    }
}

public interface IntUnaryFunction {
    /** Return the result of applying this function to X. */
    int apply(int x);
}
```
public class UseWeirdList {
    /** Sets wlOne to be a WeirdList containing one.
     * and wlTwoOne to be a WeirdList containing two, then one. */
    public static void main(String[] args) {
        WeirdList wlOne =
        WeirdList wlTwoOne =
    }

    /** Returns the maximum non-negative integer in W. If
     * no non-negative integers exist, return -1 instead.
     * Do not use recursion in the code for this method. */
    public static int maxPos(WeirdList w) { //ignore for part A.
        }
    }

Part B. Complete the WeirdListEmpty implementation by filling in the return statement for the map function. If you do not know how to proceed, ask your neighbors. If you know the answer, help out your neighbors. Do it quick, the next part is the interesting part.

Part C. Implement the maxPos function. Hint: You'll need to create another class! Do not make recursive calls in your maxPos function or your new class. As throughout this entire problem, do not use any if, switch, while, for, do, or try statements, and do not use the ‘?:’ operator.

Part D. Follow-up: In your solution, did your return value for the apply method matter?
2  TrReader

A complete solution to the TrReader problem from Homework 3 is given below. The Reader
class is abstract, requires that subclasses implement at least the close() and read(char[],
int, int) abstract methods, and provides a default implementation for a no-argument read() method that uses the abstract read(char[], int, int) method to do the real work.

```java
public class TrReader extends Reader {
    private final Reader subReader;
    private final String from, to;

    public TrReader(Reader str, String f, String t) {
        subReader = str; from = f; to = t;
    }

    public void close() throws IOException { subReader.close(); }

    private char translateOneChar(char in) {
        /* omitted for brevity */
    }

    public int read(char[] cbuf, int off, int len) throws IOException {
        int numRead = _subReader.read(cbuf, off, len);
        for (int i = off; i < off + numRead; i += 1) {
            cbuf[i] = translateOneChar(cbuf[i]);
        }
        return numRead;
    }
}
```

Consider the code below:

```java
Reader r = new FileReader("TrReaderTest.java");
Reader trR = new TrReader(r, "import jav.", "josh hug___");
System.out.println(trR.read());
```

For each of the following, state whether the statement is True, False, or Unknown given the information provided.

1. ___ The read(char[], int, int) method is inherited from FileReader by TrReader.
2. ___ Any call to the read(char[], int, int) method of a TrReader object results in
   a call to the read(char[], int, int) of FileReader.
3. ___ The call to trR.read() causes a compilation error since we did not define a read() method in TrReader.
4. ___ The call to trR.read() results in a call to the read(char[], int, int) method of trR.
5. ___ The call to trR.read() results in a call to the read(char[], int, int) method of some instance of the FileReader class.
6. ___ The call to trR.read() results in a call to the read() method of the FileReader class.
3 Extra Questions (not covered in section)

These questions might not make sense until you get around to understanding the basics covered in lectures 12 and 13. If this is the case, make sure to go and understand these lectures, and come back to these questions later.

1. The class RuntimeException has many subclasses. Why do they exist? Why don’t we always throw a RuntimeException?

2. As we learned in class (if we were there), there are two types of exceptions: Checked Exceptions and Unchecked Exceptions. Any exception which is a subclass of Error or RuntimeException is unchecked. All other exceptions are considered checked. What are the two ways to keep the compiler happy if a method might throw a checked exception?

3. It might seem strange at first that exceptions that are subtypes of Exception or Error are treated differently, and are allowed to pass silently without being caught or specified. Why are these particular exceptions allowed to go unchecked?

4. The protected keyword specifies that a member can be accessed by other components of a package AND by subclasses. If we omit a keyword, a member is considered package protected, and may only be accessed by other package components (i.e. not by any subclasses). Why do you think the Java designers did this?

5. Suppose we have a class BundleOfDogs that stores objects of type Dog, which can be added using a put() method. Suppose that BundleOfDogs also has a method randomDogGenerator() that returns an object of type RandomDog. Suppose that the RandomDog class is implemented as a nested class (i.e. a class inside BundleOfDogs.java). Would it make more sense for RandomDog to be an inner class or a static class?