
1 Boxes and Pointers II

Draw a box and pointer diagram for each code block.

(a)

```
int[] x = {1, 2, 3};
int[] y = x;
y[2] = 7;
```

x and y should both point to an array with values [1, 2, 7].

(b)

```
IntList l = IntList.list(1, 2, 3);
IntList l2 = l;
l.tail.tail.head = 7;
```

l and l2 should both point to an IntList with values [1, 2, 7].

(c)

```
IntList[] ll = new IntList[3];
ll[0] = IntList.list(1, 2);
ll[1] = IntList.list(2);
```

ll should point to an array, where the first two elements point to IntLists and the third is null.

2 Min/Max

Given an array A, return a 2 element array B where B[0] is the minimum element of A and B[1] is the maximum element of A.

```
import static java.lang.Math.max; // max(a, b) returns max of a, b
import static java.lang.Math.min; // min(a, b) returns min of a, b

public static int[] minMax(int[] A) {
    int maxVal = Integer.MIN_VALUE; // smallest int in Java
    int minVal = Integer.MAX_VALUE; // largest int in Java

    int[] B = new int[2];

    for (int i = 0; i < A.length; i+= 1) {
        maxVal = max(maxVal, A[i]);
        minVal = min(minVal, A[i]);
    }
    B[0] = minVal;
    B[1] = maxVal;
    return B;
}
```

3 Reverse

Given an array A, reverse its elements in place (i.e. do not create any new arrays; this should be a destructive method).

```
public static void reverse(int[] A) {  
  
    for (int i = 0; i < A.length / 2; i++) {  
        int temp = A[A.length - i - 1];  
        A[A.length - i - 1] = A[i];  
        A[i] = temp;  
    }  
  
}
```

4 Beast Mode: Matrix Multiplication

Given two matrices A and B, return the matrix AB. For instance if $A = \begin{bmatrix} 1 & 2 \end{bmatrix}$ and $B = \begin{bmatrix} -1 & 2 \end{bmatrix}$, then $AB = \begin{bmatrix} 3 \end{bmatrix}$. You may assume that A and B are not ragged and that the number of columns of A equals the number of rows of B (i.e. we can actually multiply A and B).

```
public static int[][] multiply(int[][] A, int[][] B) {  
  
    int ARows = A.length;  
    int ACols = A[0].length;  
    int BCols = B[0].length;  
    int[][] AB = new int[ARows][BCols];  
    for (int i = 0; i < ARows; i++) {  
        for (int j = 0; j < BCols; j++) {  
            for (int k = 0; k < ACols; k++) {  
                AB[i][j] += A[i][k] * B[k][j];  
            }  
        }  
    }  
    return AB;  
  
}
```