

Name: \_\_\_\_\_ Prism ID (gtx000x, jsmith0): \_\_\_\_\_

## CS 1316, Summer Quiz 1

1. Who is your grading TA? [1 pt] **Kristin or Rory.**

**+1pts for correct answer**

2. Which of the following lines of Java code are POSSIBLY valid? Circle the correct choices. [5 pts]

(a) **double x;**                      (b) **real x = 0.0;**                      (c) **double x = 9.0;**                      (d) **x = 9.0;**

(e) **double real = new Color(255, 255, 255);**

**+2pts for each correct answer (a,c,d), (max +5)**

**- 2pts for each incorrect answer (b,e), (max -4)**

(3) The following function goes through all the numbers from 1 to 10, multiplying them together and returns the product (i.e. the factorial 10!). Complete the first line of the `for` loop so that the function works correctly. [6 pts]

```
int factorial10() {
    int product = 1;
    for ( _____
; _____ ; _____ )
        product = product * i;
    return product;
}
```

**+2pts for each part, (max +6)**

**-1pt per each type of syntax error**

**-1pt per logical error**

**Acceptable answers for part 1:**

**int i = 1;**

**Acceptable answers for part 2:**

**i <= 10;**

**i < 11;**

**Acceptable answers for part 3:**

**i++**

**i=i+1**

(4) The following method in the class `Picture` decreases the blue in the picture (and therefore makes it look more yellow). However, there are several errors in the code. Mark the code below to correct the errors. [6 pts]

```
def void decreaseBlue():
    Pixel[] pixels = getPixels(this);
    width = this.getWidth();
    int area == width * this.getHeight()
    int pixNum = 0;
    while (pixNum <= area):
```

```

Pixel pix = pixels.pixNum;
blueValue = pix.getBlue();
pix.setBlue((int) (blueValue * 0.5));
pixNum++ = pixNum + 1

```

**Answer:**

```

public void decreaseBlue()÷ {
    Pixel[] pixels = this.getPixels(this);
    width = this.getWidth();
    int area == width * this.getHeight();
    int pixNum = 0;
    while (pixNum <= area)÷ {
        Pixel pix = pixels.[pixNum];
        blueValue = pix.getBlue();
        pix.setBlue((int) (blueValue * 0.5));
        pixNum++ = pixNum + 1;
    }
}

```

**Errors:**

- def should be public or deleted
- : and indentation should be { and }
- getPixels(this) should be this.getPixels()
- == should be =
- area line should end in ;
- : and indentation should be { and }
- pixels.pixNum should be pixels[pixNum]
- should just be pixNum++; or pixNum= pixNum+1;

+1pt for each error that is corrected (max +6).

-1pt for correcting something that did not need correcting (max -6).

(5) Write Java code that draws a rectangle that is twice as long as it is high, where height is given to be 100 pixels. [7 pts]

```

public class TurtleSquares {
    public static void main(String[] args) {
        // Write your code below
    }
}

```

**1<sup>st</sup> case**

Students were allowed to hardcode in the height and width. The following solution reflects this:

```

public class TurtleSquares {
    public static void main(String[] args) {
        // Write your code below
        World w = new World();
        Turtle t = new Turtle(w);
        t.forward(100);
        t.turn(90);
        t.forward(200);
        t.turn(90);
        t.forward(100);
        t.turn(90);
        t.forward(200);
    }
}

```

```
}
```

## 2<sup>nd</sup> case

Student may have also tried to calculate the width from the given height though both were given during the quiz. The following solution reflects this case:

```
public class TurtleSquares {  
    public static void main(String[] args) {  
        // Write your code below  
        World w = new World();  
        Turtle t = new Turtle(w);  
        int height = 100;  
        t.forward(height);  
        t.turn(90);  
        t.forward(2*height);  
        t.turn(90);  
        t.forward(height);  
        t.turn(90);  
        t.forward(2*height);  
    }  
}
```

- +1pt correct declaration of World or blank Picture
- +1pt correct declaration of Turtle
- +5pts correct Turtle movements to draw the rectangle desired
  - -2pts (regards 2<sup>nd</sup> case) a variable that represents either the height or width is not declared but used within calculations for Turtle movements
  - -2pts for inverting the height and the width
- -1pts for each type of minor syntax error
- No points off forgetting to close the `main` method and the class declaration, but be sure to mark it for the student on the paper.