Mock Exam 2

ETH Zurich

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Name: ________________________________

Group: ______________________________

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1 Multiple choice (10 points)

Put checkmarks in the checkboxes corresponding to the correct statements. There is at least one correct answer per question. A correctly checked or unchecked box is worth 0.5 points. An incorrectly checked or unchecked box is worth 0 points. Completely unanswered questions are worth 0 points.

Example:

Which of the following statements are true?

a. The sun is a mass of incandescent gas. ☒ 0.5 points
b. $2 \times 4 = 8$ □ 0 points
c. “Rösti” is a kind of sausage. ☒ 0 points
d. C is an object-oriented programming language. □ 0.5 points

1. Data structures.
   a. Hashtables map keys to values. □
   b. Arrays provide constant-time ($O(1)$) access in the worst case. □
   c. Hashtables are commonly implemented using binary search trees. □
   d. Every node in a linked list stores a reference to the next node, if it exists. □
   e. Binary trees provide log-time ($O(\log n)$) access in the worst case. □

2. Inheritance and polymorphism.
   a. In Eiffel, some classes do not share a common ancestor. □
   b. If class B inherits from class A, all of A’s features are available to it. □
   c. It is impossible to inherit from two classes directly. □
   d. Depending on the dynamic type of x, two calls to x.f may execute different instructions. □
   e. If class B inherits from class A, then type A conforms to type B. □

3. Objects and classes
   a. All types are either reference or expanded. □
   b. If an object is of an expanded type, its fields cannot be modified at runtime. □
   c. Suppliers of class C can use all the features of class C. □
   d. A class can be both a supplier and a client. □
   e. If C is a deferred class, then no entity can exist in a program with static type C. □

4. Design by Contract
   a. An empty postcondition is equivalent to the postcondition True. □
   b. An empty precondition is equivalent to the precondition False. □
   c. When reasoning about a creation procedure make, you are allowed to assume that the class invariant of the object being created holds at the beginning of make. □
   d. The invariant of a descendant class implies the invariant of its ancestor. □
   e. A (non-creation) procedure with an empty contract and an empty body is correct. □
2 Quadratic Contracts (14 points)

As you probably remember from the school math course, a quadratic equation is an equation of the form

\[ ax^2 + bx + c = 0, \]

where \( x \) is a variable, \( a, b, c \in \mathbb{R} \) are the coefficients, with \( a \neq 0 \).

The standard way of solving a quadratic equation is to first calculate its discriminant \( \Delta \). If \( \Delta > 0 \) the equation has two real solution, if \( \Delta = 0 \) — a single real solution and if \( \Delta < 0 \) — no real solutions.

2.1 Your Task

Below you will find a skeleton of a class that stores and solves quadratic equations (uninteresting routine bodies are omitted). The class also contains mathematical functions that are useful in the specification and/or implementation of the main features. Your task is to fill in the contracts (preconditions, postconditions and class invariants) according to the description given above and the header comments of the features. Note that the number of dotted lines does not indicate the number of contract clauses you have to provide.

You can use the following operations on real numbers: +, −, *, /, >, ≥, <, ≤. Do not use precise equality (=), as it produces unexpected results on machine floating point numbers. Instead use the function \( \text{approx} \ (x, y: \text{REAL}): \text{BOOLEAN} \) defined below, which determines whether two real numbers are equal with finite precision \( \varepsilon \) (in other words \( |x - y| < \varepsilon \)).

```java
class QUADRATIC_EQUATION

create
make

feature {NONE} -- Initialization
make (coef_a, coef_b, coef_c: REAL)
-- Create an equation with coefficients 'coef_a', 'coef_b', and 'coef_c'.
-- Do not solve the equation yet.
require

............................

............................
do
...ensure

............................

............................
```

3
feature −− Coefficients
   a, b, c: REAL
   −− Quadratic, linear and constant coefficients.

feature −− Math
   abs (x: REAL): REAL
   −− Absolute value of ‘x’.
   require

   do
     ...
   ensure

   end

approx (x, y: REAL): BOOLEAN
   −− Is ‘x’ equal to ‘y’ with precision ‘epsilon’?
   require

   do
     ...
   ensure

   end

epsilon: REAL = 1.e−10
   −− Precision with which reals are compared.

sqrt (x: REAL): REAL
   −− Square root of ‘x’.
   require
do
...
ensure
feature -- Solutions
    solution_count: INTEGER
    -- Number of solutions.
    solution (i: INTEGER): REAL
    -- Solution number 'i'.
    require

    do
        if i = 1 then
            Result := x_1
        else
            Result := x_2
        end
    ensure

end
feature -- Basic operations
    solve
    -- Solve the equation and store correct number of solutions in 'solution_count'.
    require

    local
d: REAL
do
\[ d := \text{delta} \]
\[
\text{if } \approx (d, 0) \text{ then} \\
\quad \text{solution\_count} := 1 \\
\quad x_1 := -b / (2 * a) \\
\text{elseif } d > 0 \text{ then} \\
\quad \text{solution\_count} := 2 \\
\quad x_1 := (-b + \sqrt{d}) / (2 * a) \\
\quad x_2 := (-b - \sqrt{d}) / (2 * a) \\
\]

\textbf{end}

\textbf{ensure}

\begin{verbatim}

\end

\textbf{delta}: \text{REAL} \\
\quad -- Discriminant of the equation.
\textbf{do} \\
\quad ... \\
\textbf{end}

\textbf{feature} \{ \textit{NONE} \} -- Implementation
\textbf{x_1, x_2}: \text{REAL} \\
\quad -- Solutions.

\textbf{invariant}

\begin{verbatim}

\end
3 Recursion: Deleting directories (16 Points)

In this question you will work with the FILE class, which represents both directories and regular files. You can iterate through the files contained in a directory using an internal cursor:

```
from directory.start until directory.after loop
    -- Do something with 'directory.item'
directory.forth
end
```

The delete command of class FILE physically deletes the file from disk and changes the value of the exists query on the corresponding FILE object to False. For a directory this command only works if the directory is physically empty (i.e. no files physically exist in the directory).

3.1 Task 1

Take a look at the following procedure delete_all. It deletes a given directory with all its content using recursion:

```
delete_all (directory: FILE)
    require
        directory /= Void and then (directory.exists and directory.is_directory)
    do
        from directory.start until directory.after loop
            if directory.item.is_directory then
                delete_all (directory.item)
            else -- regular file
                directory.item.delete
            end
            directory.forth
        end
        directory.delete
        ensure not directory.exists
    end
```

Your task is to rewrite delete_all so that it does not use recursion (the procedure is not allowed to call itself). You are not allowed to add new features. You are only allowed to call those features of class FILE that are already used in the recursive implementation of delete_all. You can use the class LIST for this task. An excerpt is given at the end of the question.
do
ensure directory.exists not
end

3.2 Task 2

With the following example directory and the invocation

\texttt{delete\_all (create\ \{FILE\}\.make ("C:\ Temp\ to\_del"))}

please give the order in which the files will be deleted for (a) the given recursive algorithm and (b) your non-recursive algorithm (e.g.: 3, 6, 7, 8, 9, 2, 5, 4, 1).

\begin{verbatim}
1 C\ Temp\to\_del
2 C\ Temp\to\_del\1
3 C\ Temp\to\_del\1\foo.txt
4 C\ Temp\to\_del\2
5 C\ Temp\to\_del\2\3
6 C\ Temp\to\_del\2\3\foobar.txt
7 C\ Temp\to\_del\2\bar.txt
8 C\ Temp\to\_del\another\_file\.txt
9 C\ Temp\to\_del\file\.txt
\end{verbatim}

\begin{itemize}
  \item[a)] .................................................. \\
  \item[b)] ..................................................
\end{itemize}
3.3 LIST \([G]\) (Excerpt)

class \(LIST\ [G]\)

feature \(\quad\) Access
  \(first\) : like \(item\)
  \(\quad\) -- Item at first position

  \(item\) : \(G\)
  \(\quad\) -- Current item

  \(last\) : like \(item\)
  \(\quad\) -- Item at last position

feature \(\quad\) Status report
  \(after\) : \(BOOLEAN\)
  \(\quad\) -- Is there no valid cursor position to the right of cursor?

  \(before\) : \(BOOLEAN\)
  \(\quad\) -- Is there no valid cursor position to the left of cursor?

  \(is\_empty\) : \(BOOLEAN\)
  \(\quad\) -- Is the list empty?

feature \(\quad\) Cursor movement
  \(back\)
  \(\quad\) -- Move to previous item.

  \(finish\)
  \(\quad\) -- Move cursor to last position. (Go before if empty.)

  \(forth\)
  \(\quad\) -- Move cursor to next position.

  \(start\)
  \(\quad\) -- Move cursor to first position. (Go after if empty.)

feature \(\quad\) Element change
  \(extend\_back\ (v\ :\ like\ item)\)
  \(\quad\) -- Add ‘v’ to end. Do not move cursor.

  \(extend\_front\ (v\ :\ like\ item)\)
  \(\quad\) -- Add ‘v’ to beginning. Do not move cursor.

  \(remove\_back\)
  \(\quad\) -- Remove last item. Move cursor after if on last.

  \(remove\_front\)
  \(\quad\) -- Remove first item. Move cursor before if on first.

end \(\quad\) class \(LIST\)