

# Java and C# in depth

ETH Zurich

Date: 3 June 2010

Family name, first name: .....

Student number: .....

I confirm with my signature, that I was able to take this exam under regular circumstances and that I have read and understood the directions below.

Signature: .....

Directions:

- Exam duration: 105 minutes.
- Use a pen (**not** a pencil)!
- Please write your student number onto **each** sheet.
- All solutions have to be written directly onto the exam sheets. If you need more space for your solution ask the supervisors for a sheet of official paper. You are **not** allowed to use other paper.
- You should answer all questions (no questions are optional).
- All personal documents are allowed. Exchanging documents during the examination would mean failing the examination.
- Electronic equipment (laptops, cell phones, PDA, etc.) are **not** allowed. Using them would mean failing the examination.
- Only one solution can be handed in per question. Invalid solutions need to be crossed out clearly.
- Please write legibly! We will only correct solutions that we can read.
- Manage your time carefully (take into account the number of points for each question).
- Please **immediately** tell the supervisors of the exam if you feel disturbed during the exam.

**Good luck!**

Question	Number of possible points	Points
1	16	
2	15	
3	17	
4	15	
5	10	
TOTAL	73	

## 1 C# and Java Fundamentals (16 Points)

All questions below refer to the Java language version 5.0 and C# language version 3.0 as taught in the course. Put checkmarks in the checkboxes corresponding to the correct answers. Multiple correct answers are possible; 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.

**Example.** Which of the following statements are true?

- |  |                                     |            |
|--|-------------------------------------|------------|
| a. The sun is a mass of incandescent gas.      | <input checked="" type="checkbox"/> | 0.5 points |
| b. $2 \times 2 = 4$                            | <input type="checkbox"/>            | 0 points   |
| c. Britney Spears is a honoured doctor of ETH. | <input type="checkbox"/>            | 0.5 points |
| d. "Rösti" is a kind of sausage.               | <input checked="" type="checkbox"/> | 0 points   |

1. Consider the following Java code:

```
String a = "Good luck!";
String b = "Good";
String c = b;
b += " luck!";
System.out.print(a == b);
System.out.print(' ');
System.out.print(b == c);
System.out.print(' ');
System.out.print(a.equals(b));
System.out.print(' ');
System.out.print(a.equals(c));
```

What is printed?

- |                            |                          |
|----------------------------|--------------------------|
| a. true false true false   | <input type="checkbox"/> |
| b. false true true true    | <input type="checkbox"/> |
| c. false false false false | <input type="checkbox"/> |
| d. false false true false  | <input type="checkbox"/> |

2. Consider the following C# code (similar to the Java code from the previous question):

```
string a = "Good luck!";
string b = "Good";
string c = b;
b += " luck!";
Console.Write(a == b);
Console.Write(' ');
Console.Write(b == c);
Console.Write(' ');
Console.Write(a.Equals(b));
Console.Write(' ');
Console.Write(a.Equals(c));
```

What is printed?

- |                            |                          |
|----------------------------|--------------------------|
| a. true false true false   | <input type="checkbox"/> |
| b. false true true true    | <input type="checkbox"/> |
| c. false false false false | <input type="checkbox"/> |
| d. false false true false  | <input type="checkbox"/> |

3. You would like a method of your **public** C# class to be visible to other classes inside the same assembly, as well as to every subclass (including those outside the assembly). Which visibility modifier provides exactly the desired access?

- a. **internal**
- b. **protected**
- c. **protected internal**
- d. It is not possible to express this level of visibility in C#.
- e. This is not needed, because it is not allowed to add subclasses outside the assembly.

4. Consider the following C# code:

```
1 class Test {
2     public static int x = 3;
3     public static int y;
4
5     public int a = x;
6     public int b;
7
8     static Test() {
9         x = 5;
10    }
11
12    public Test() {
13        x++;
14    }
15
16    static void Main() {
17        Test t1 = new Test();
18        Test t2 = new Test();
19        Console.WriteLine(Test.x);
20        Console.WriteLine(' ');
21        Console.WriteLine(Test.y);
22        Console.WriteLine(' ');
23        Console.WriteLine(t2.a);
24        Console.WriteLine(' ');
25        Console.WriteLine(t2.b);
26    }
27 }
```

What is printed as a result of running Main? (A question mark denotes an undefined value, i.e., any integer value can be printed.)

- a. 6 0 5 0
- b. 7 0 6 0
- c. 6 ? 5 ?
- d. 3 0 3 ?
- e. 4 0 4 0
- f. The code does not compile

5. Consider the following Java code:

```
try {
    try {
        throw new RuntimeException();
    } catch (RuntimeException e) {
        System.out.println("Inner runtime exception");
        throw e;
    } catch (Exception e) {
        System.out.println("Inner exception");
    } finally {
        System.out.println("Finally!");
        throw new Exception();
    }
} catch (RuntimeException e) {
    System.out.println("Outer runtime exception");
} catch (Exception e) {
    System.out.println("Outer exception");
}
```

Which of the following lines are printed?

- a. "Inner runtime exception"
- b. "Inner exception"
- c. "Finally!"
- d. "Outer runtime exception"
- e. "Outer exception"
- f. The code does not compile

6. Which of the following declarations produce a compilation error in Java? (Remember that Integer is a subclass of Number and ArrayList is a subclass of List.)

- a. Number[] a = new Integer[10];
- b. ArrayList<int> list1 = new ArrayList<int>(10);
- c. List<Integer> list2 = new ArrayList<Integer>(10);
- d. ArrayList<Number> list3 = new ArrayList<Integer>(10);
- e. ArrayList<?> list4 = new ArrayList<Integer>(10);
- f. ArrayList<? extends Number> list5 = new ArrayList<Integer>(10);
- g. ArrayList list6 = new ArrayList<Integer>(10);

## **2 Inheritance, polymorphism, dynamic binding: a comparison between C# and Java (15 Points)**

Illustrate and compare the characteristics of inheritance, polymorphism, and dynamic binding in Java and C#, specifying differences and common features. The presentation should be concise, clear and self contained. You can assume a general knowledge of object-oriented concepts. You are welcome to include a few clear examples.

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### 3 Java Persistence (17 Points)

Consider the evolution of a simple class `BankAccount`, and the corresponding management of its stored instances.

1. The following method `Main.main` creates a `BankAccount` object, performs some operations on it, prints some information on the console, and finally serializes the object previously created.

In comment (-1-), provide the console output produced after executing line 9.

```
1 //Used with class BankAccount version 1 only
2 public class Main
3 {
4     public static void main(String [] args) throws Exception
5     {
6         BankAccount ba = new BankAccount("001");
7         ba.deposit(new BigDecimal("1.50"));
8         ba.withdraw(new BigDecimal("3"));
9         System.out.println(ba);
10
11         // -1 - .....
12
13         MySerializer s = new MySerializer();
14         s.serialize(ba);
15     }
16 }
```

```
1 public class MySerializer
2 {
3     public void serialize(Serializable target) throws Exception{
4         OutputStream os =
5             new FileOutputStream("exam_ser_test.txt");
6         ObjectOutput oo = new ObjectOutputStream(os);
7         oo.writeObject(target);
8         oo.close();
9     }
10
11     public Object deserialize() throws Exception {
12         InputStream is =
13             new FileInputStream("exam_ser_test.txt");
14         ObjectInput oi = new ObjectInputStream(is);
15         Object obj = oi.readObject();
16         oi.close();
17         return obj;
18     }
19 }
```

```
1 public class BankAccount implements Serializable //Version 1
2 {
3
4     private static final long serialVersionUID = 1L;
5     private String code;
6     private BigDecimal total_withdrawals;
7     private BigDecimal total_deposits;
8     private transient String lastOperation;
9
10    public BankAccount(String custCode) {
11        setCode(custCode);
12        total_deposits = BigDecimal.ONE;
13        total_withdrawals = BigDecimal.ZERO;
14        setLastOperation("creation");
15    }
16
17    public void setCode(String code) {
18        this.code = code;
19        setLastOperation("set code");
20    }
21
22    public BigDecimal getBalance() {
23        setLastOperation("view balance");
24        return new BigDecimal(
25            total_deposits.subtract(total_withdrawals)
26            .toString());
27    }
28
29    public void deposit(BigDecimal amount) {
30        total_deposits = total_deposits.add(amount);
31        setLastOperation("deposit");
32    }
33
34    public void withdraw(BigDecimal amount) {
35        total_withdrawals = total_withdrawals.add(amount);
36        setLastOperation("withdraw");
37    }
38
39    public String toString() {
40        return "Account: " + code + " .Balance: " +
41            getBalance().toString() +
42            ". Last op.: " + lastOperation;
43    }
44
45    public void setLastOperation(String lastOperation) {
46        this.lastOperation = lastOperation;
47    }
48 }
```

2. The following method `Main2.main` retrieves the object previously stored. In comment (-2-), provide the console output produced when the execution (on the object serialized by method `Main1.main`) reaches line 7, assuming the same version 1 of class `BankAccount` is available to `Main2.main`

```

1 public class Main2
2 {
3     public static void main(String [] args) throws Exception
4     {
5         MySerializer s = new MySerializer ();
6         BankAccount ba2 = (BankAccount)(s.deserialize ());
7         System.out.println (ba2);
8
9         // - 2 - .....
10
11        // - 3 - .....
12
13        // - 5 - .....
14    }

```

3. Consider now re-executing the same method `Main2.main` with a new version 2 of class `BankAccount`, shown in the following page. In comment (-3-), provide the console output produced when the execution (on the object serialized by method `Main1.main` with version 1 of `BankAccount`) reaches line 7, assuming version 2 of class `BankAccount` is available to `Main2.main`.
4. In comment (-4-) in the following page, implement a method `readObject()` of class `BankAccount` that helps to correctly retrieve a `BankAccount` object previously stored in version 1 into a `BankAccount` object based on version 2. "Correctly" means that no exception is raised and all attributes are initialized to their correct values.
5. Consider now one more execution of method `Main2.main`. In comment (-5-), provide the console output produced when the execution (on the object serialized by method `Main1.main` with version 1 of `BankAccount`) reaches line 7, assuming version 2 of class `BankAccount` is available to `Main2.main`, including your implementation of method `readObject()`.

**Hints:** The following API of class `ObjectInputStream` will be useful:

- The abstract static nested class `ObjectInputStream.GetField` of class `ObjectInputStream` provides access to the persistent fields read from the input stream.
- The method **abstract** `Object get(String name, Object val)` of the nested class `ObjectInputStream.GetField` gets the value of the field referenced by name from the stream. Argument `val` is the default value to use if the field referenced by name does not have a value.
- The method `ObjectInputStream.GetField readFields()` of class `ObjectInputStream` reads the persistent fields from the stream and makes them available by name.

```
1 public class BankAccount implements Serializable //Version 2
2 {
3     private static final long serialVersionUID = 1L;
4     private String code;
5     private transient String lastOperation;
6     private BigDecimal balance;
7
8
9     public BankAccount(String custCode)    {
10         setCode(custCode);
11         balance = BigDecimal.ONE;
12         setLastOperation("creation");
13     }
14
15     public BigDecimal getBalance() {
16         setLastOperation("view balance");
17         return balance;
18     }
19
20     public void setCode(String code) {
21         this.code = code;
22         setLastOperation("set code");
23     }
24
25     public void deposit(BigDecimal amount) {
26         balance = balance.add(amount);
27         setLastOperation("deposit");
28     }
29
30     public void withdraw(BigDecimal amount) {
31         balance = balance.subtract(amount);
32         setLastOperation("withdraw");
33     }
34
35     public String toString() {
36         return "Account: " + code + " .Balance: " +
37             getBalance().toString() +
38             ". Last op.: " + lastOperation;
39     }
40
41     public void setLastOperation(String lastOperation) {
42         this.lastOperation = lastOperation;
43     }
44 }
```

```
1 public class BankAccount implements Serializable {
2     //Version 2, continued
3
4     private void readObject(ObjectInputStream ois)
5         throws IOException, ClassNotFoundException {
6
7         // - 4 - .....
8
9         .....
10        .....
11        .....
12        .....
13        .....
14        .....
15        .....
16        .....
17        .....
18        .....
19        .....
20        .....
21        .....
22        .....
23        .....
24        .....
25        .....
26        .....
27        .....
28        .....
29        .....
30     }
31 }
```

## 4 C# Threads (15 Points)

Suppose you are writing a C# program that simulates some physical process and visualizes the results.

A class `Model` encapsulates the functionalities related to simulation, whereas another class `Viewer` is for the visualization tasks. The interface of `Model` consists of method `int NextValue()`, which performs a simulation step and returns the resulting value (of type `int`) of the observed quantity. The interface of `Viewer` consists of method `void Display(int value)`, which includes a new value to the graphical representation of the process under simulation. Assume that both methods require significant CPU time to execute.

Class `MainProgram` uses `Model` and `Viewer` to perform a specified number of simulation steps. On each step the new value of the quantity of interest is calculated using `NextValue` and then visualized using `Display`. Your initial implementation calls these two methods sequentially (see `MainProgram.ExecuteSequentially`), but you are not satisfied with the performance. You speculate that on your two-core machine you could get some speedup if you let `NextValue` start executing the next simulation step while `Display` is still processing the previous value (you implement this behavior in `MainProgram.ExecuteConcurrently`).

Moreover, the `Main` method should compare execution times of the sequential and concurrent versions to check that some speedup is achieved.

### Your task

Fill in the blanks in the following code templates so that:

- `ExecuteConcurrently` executes methods `CalculateAll` and `DisplayAll` in different threads.
- `ExecuteConcurrently` displays the same results as `ExecuteSequentially`.
- Method `Main` indeed measures the execution times of the two variants (sequential and concurrent).

For simplicity, our implementation of `NextValue` and `Display` does not perform any actual computation, but just lets some time elapse.

Note that the number of simulation steps `numSteps` is unspecified and could be arbitrarily large. Correspondingly, your implementation should *not* store a collection of all previous simulation results.

You may add methods and/or attributes to the class `MainProgram` as appropriate.

```
class Model {
    private int value = 0;

    public int NextValue() {
        // Let some time elapse:
        .....
        value++;
        return value;
    }
}

class Viewer {
    public void Display(int value) {
        // Let some time elapse:
        .....
        Console.WriteLine(value);
    }
}

class MainProgram {
    static Model model;
    static Viewer viewer;
    static int numSteps = // unspecified constant

    static void ExecuteSequentially() {
        model = new Model();
        viewer = new Viewer();
        for (int i = 0; i < numSteps; i++) {
            viewer.Display(model.NextValue());
        }
    }

    .....

    .....

    .....

    .....

    .....

    .....

    .....

    static void CalculateAll() {
        for (int i = 0; i < numSteps; i++) {
            .....

            .....

            .....

            .....
        }
    }
}
```

```

    }
}

static void DisplayAll() {
    for (int i = 0; i < numSteps; i++) {
        .....
        .....
        .....
        .....
        .....
    }
}

static void ExecuteConcurrently() {
    model = new Model();
    viewer = new Viewer();

    .....
    .....
    .....
    .....
    .....
    .....
    .....
    .....
    .....
    .....
}

static void Main(string[] args) {
    DateTime start;
    TimeSpan span;

    start = DateTime.Now;
    ExecuteSequentially();
    span = DateTime.Now - start;
    Console.WriteLine(span.TotalMilliseconds);

    start = DateTime.Now;
    ExecuteConcurrently();
    span = DateTime.Now - start;
    Console.WriteLine(span.TotalMilliseconds);
}
}

```



## 5 Methods as Objects in C# and Java (10 Points)

Sometimes we might want to use methods as objects, e.g. to pass them as arguments to other methods, as illustrated by the example in Figure 1.

In Figure 1, method `quickSortCData` sorts an array of `CData` objects (its first argument). To allow for different sorting criteria (e.g., descending order of attribute ID or alphabetical order of attribute name) `quickSortCData` takes a second argument `sorter`, from which the ordering of any two `CData` objects could be queried when necessary.

In the example, class `CData` has in particular the attributes `ID`, of type `int`, and `name`, of type `String`; both classes `OrderInAlphName` and `OrderInDescID` have a method `is_less_than` providing the ordering of two `CData` objects according to their name and ID, respectively; method `sortCDataInOrder` relies on `quickSortCData` to sort.

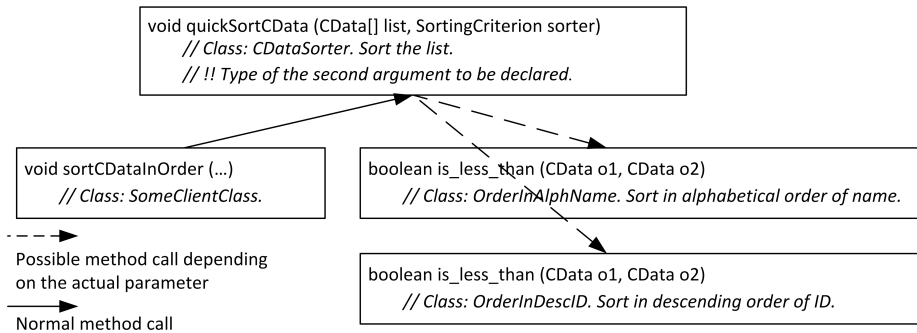


Figure 1: An example of passing methods as arguments.

For each of the following points, provide solutions both in Java and in C#. In the C# solution you have to use delegates.

1. Provide a declaration for the type `SortingCriterion`, i.e. the type of the second parameter of `quickSortCData`;

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2. Describe the relationship among types `SortingCriterion`, `OrderInAlphaName`, and `OrderInDescID`;

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3. Assume that we have an array of `CData` named `dataArray`, and that we want to sort the objects in `dataArray` in descending order of ID. Provide an example of call to `quickSortCData` which achieves this result. Make sure to properly initialize the parameter `sorter` before the actual call to `quickSortCData`.

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