

King Saud University

College of Computer and Information Sciences Computer Science Department

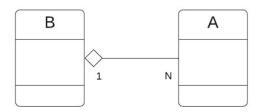
			Course Code:	CSC 113		
			Course Title:	Computer Programming II		
			Semester:	Fall 2022		
			Exercises Cover Sheet:	Midte	rm Exam	
Student N	Name	<u>:</u>				
Ct d a .a.t. I	D.					
Student I	υ:					
Student S	Sectio	on No/ Time.				
Tick the Relevant	Computer Science B.Sc. Program ABET Student Outcomes			Question No. Relevant Is Hyperlinked	Covering%	
	a) Apply knowledge of computing and mathematics appropriate to the computer science;					
	b) Analyze a problem, and identify and define the computing requirements appropriate to its solution					
	c) Design, implement and evaluate a computer-based system, process, component, or program to meet desired needs;					
	d) Function effectively on teams to accomplish a common goal;					
	e) Understanding of professional, ethical, legal, security, and social issues and responsibilities;					
	f) Communicate effectively with a range of audiences;					
	g) Analyze the local and global impact of computing on individuals, organizations and society;					
	h) Recognition of the need for, and an ability to engage in, continuing professional development;					
	i) Use current techniques, skills, and tools necessary for computing practices.					
	j) Apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices;					
_	k) Apply design and development principles in the construction of software systems of varying complexity;					

QUESTION 1:

Write the answers in the following table: 11 marks

1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	
11.	

1- When the relationship between two classes as follows, then deleting B will delete _____ of A elements



- A. all
- B. some
- C. one
- D. none
- 2- Which of the following keywords can be used in a subclass to call the constructor of the parent class?
 - A. super
 - B. this

- C. parent
- D. extend

Name:	ID:

3- What is the output of the below Java program (assume no compilation/syntax errors)?

```
class Game
{ int runs; }

class Testing
{
  public static void main(String[] args)
  {
    Game g1 = new Game();
    g1.runs = 250;
    Game g2;
    g2 = g1;
    g2.runs = 300;
    System.out.println("Runs= " + g1.runs);
  }
}
```

- A. Runs=0
- B. Runs= 250
- C. Runs= 300
- D. Error
- 4- In a Multi-Level Inheritance in Java, the last subclass inherits methods and properties of ...
 - A. Only one immediate Superclass
 - B. Two classes above it.
 - C. All classes above it.
 - D. None
- 5- Subclass always has access to the superclass attributes and methods
 - A. True
 - B. False
- 6- Choose a correct statement about Java Interfaces.
 - A. Interface contains only abstract methods by default
 - B. A Java class can implement multiple interfaces
 - C. An Interface can extend or inherit another Interface
 - D. All the above

Name:	ID:

7- Which is the missing code to successfully compile the below Java program with abstract classes and Interfaces?

```
public interface A
{  void a(); }
public abstract class B implements A
{  abstract void b (); }

public class C extends B
{
    // Missing methods
}
```

A	В	С	D
@Override	@Override	@Override	@Override
<pre>public void a()</pre>	<pre>public void a()</pre>	<pre>void b() {}</pre>	public void
{ }	{ }		A.a() { }
@Override			@Override
<pre>void b() {}</pre>			<pre>void B.b() {}</pre>

8- What will be the output of the following Java program (assume no compilation/syntax errors)?

- A. 10
- B. 6
- C. 0
- D. Infinite loop
- 9- What will be the output of the following Java program (assume no compilation/syntax errors)?

```
public static void main(String args[])
{
    int sum = multiplier(4);
        System.out.println(sum);
}

mul = in * multiplier(int in) {
    int mul = 0;
    if (in == 1) {
        return 1;
    }
    mul = in * multiplier(in - 2);
    return mul;
}
```

Name:	ID:	

- A. 24
- B. 8
- C. 0
- D. Infinite loop
- 10- Which of these is NOT a correct statement?
 - A. Every class containing abstract method must be declared abstract
 - B. Abstract class defines only the structure of the class not its implementation
 - C. Abstract class can be initiated by new operator
 - D. Abstract class can be inherited
- 11- What is the error in the following Java program?

```
class A
{
    private int i;
    protected int j;
    void display()
}

super.j = 3;
    System.out.println(i + " " + j);
}
```

- A. class B cannot inherit since it is final
- B. j is defined in class A and B
- C. display cannot access data member i

Name:	ID:

Question 2: What is the output of main method (assume no compilation/syntax errors)?

```
public class Base {
                                               public class SubA extends Base {
    public Base() {
                                                   public SubA() {
        System.out.println("Con Base 1");
                                                       System.out.println("Con SubA");
    public Base(String name) {
        System.out.println("Con Base 2");
                                                   public void m2() {
                                                       System.out.println("SubA m2");
    public void m1() {
                                                   }
        System.out.println("Base m1");
                                               }
    public void m2() {
        System.out.println("Base m2");
}
public class SubB extends Base {
                                               public class SubC extends SubB {
    public SubB() {
        super("Constructor");
                                                   public void m2() {
        System.out.println("Con subB");
                                                       System.out.println("Sub C method
                                               2");
    public void m1() {
                                               }
       System.out.println("Sub B method 1");
class main {
    public static void main(String args[]) {
        Base[] array = {
            new SubB(),
            new SubC(),
        };
        for (int i = 0; i < array.length; i++) {
            array[i].m1();
            array[i].m2();
    }
```

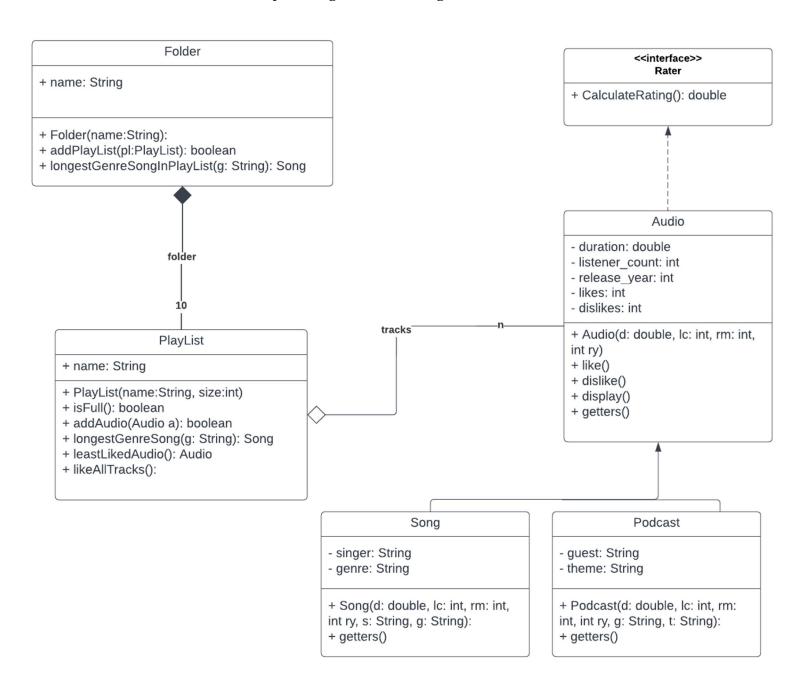
Name:	ID:

Answer: 4 marks

Con Base 2	
Con subB	
Con Base 2	
Con subB	
Sub B method :	1
Base m2	
Sub B method :	1
Sub C method 2	2

Name:	ID:	

Question 3: Consider the following UML class diagram:



Name:	ID:

Interface Class Rater:

- o Methods:
 - *CalculateRating():* this method calculate the rating of the audio based on its type as follows:
 - *Song* returns the rating based on the following formula:
 - (likes/(likes+ dislikes)) * 100
 - *Podcast* returns the rating based on the following formula:
 - (likes/(likes+(dislikes*1.2))) * 100

Class Audio:

- o Attributes:
 - **duration:** the duration of an audio in seconds.
 - **listener count:** number of lisinter for the audio.
 - release year: the year of release date.
 - *likes:* number of likes for the audio.
 - *dislikes:* number of dislikes for the audio.
- o Methods:
 - Audio(d: double, lc: int, rm: int, int ry): constructor.
 - *like():* increase the number of likes by 1.
 - *dislike():* increase the number of dislikes by 1.
 - display(): prints all the information of the object.
 - *getters()*: return the value of each attribute.

Class Song:

- o Attributes:
 - *singer:* the name of the singer.
 - *genre*: category of the song
- O Methods:
 - Song(d: double, lc: int, rm: int, int ry, s: String, g: String): constructor.
 - *getters()*: return the value of each attribute.

Class *Podcast*:

- o Attributes:
 - *guest:* the name of the guest for the podcast.
 - *theme:* category of the podcast

Name:	ID:

- o Methods:
 - Podcast(d: double, lc: int, rm: int, int ry, g: String, t: String): constructor.
 - *getters()*: return the value of each attribute.

Class *PlayList*:

- o Attributes:
 - *name*: the name of the playlist.
 - size: the size of the playlist
- o Methods:
 - PlayList(name:String, size:int): constructor
 - *isFull():* return true if the playlist is full, and false otherwise.
 - *addAudio(a: Audio):* This method will add the audio *a* to the array. The method will return true if the audio is added successfully. Otherwise, it will return false.
 - *longestGenreSong(g: String):* This method will return the longest song in duration from genre **g**.
 - leastLikedAudio(): This method will return the audio that has the minimum number of likes
 - *LikeAllTracks():* this method will like all the audio files in the playlist.

Class Folder

- o Attributes:
 - *name*: the name of the folder.
- o Methods:
 - Folder (name:String).
 - addPlaylist(pl:PlayList): This method will the playlist pl in the array.
 - **longestGenreSongInPlayList(g: String):** This method returns the longest song from genre g in all playlists.

Name:	ID:

Answer the following questions: 2 marks

A. Name the class(es) that will implement display() method?

```
Answer: Audio, song, podcast
```

B. Name the class(es) that will implement calcualteRating() method?

```
Answer: song, podcast
```

1- Complete the following methods.

```
public boolean addAudio(Audio a){ 2 marks

    if(isFull())
        return false;

    else{
        tracks[nb++] = a;
        return true
    }

public Audio leastLikedAudio() { 3 marks

Audio min = tracks[0];
    for(int i=0; i < nb; i++)
        if(tracks[i].getlikes() < min.getlikes())</pre>
```

Name : ______ ID: _____ min = tracks[i]; return min; } public Song longestGenreSong(String g) { 3 marks Song longest = null; for (int i = 0; i < nb; i++) if (tracks[i] instanceof Song && (Song) tracks[i].getGenre().equlas(g)) { if (longest == null) { Longest = (Song) tracks[i]; } else if (longest.getDuration() <</pre> tracks[i].getDuration()) { Longest = (Song) tracks[i]; } } return longest;

Name :		ID:	
}			