Sample midterm questions for CS 315 - Software Design

1. Consider the following specification for a Counter class and 2 potential subtypes.

   a. (10 points) For each class, does the implementation meet the specification? If not explain, why not.

   b. (10 points) For each of the potential subtypes, indicate whether you believe it is a legitimate subtype. In particular, does it follow or violate the rules we discussed concerning how specifications may change in subtypes.

```java
public class Counter {
    protected int value;

    /** Initializes the counter to 0 */
    public Counter () {
        value = 0;
    }

    /** Returns the value of the counter */
    public int get() {
        return value;
    }

    /** Increments the counter by 1. */
    public incr () {
        value++;
    }
}

public class Counter2 extends Counter {
    /** Initializes the counter to 0 */
    public Counter2 () {
        value = 0;
    }

    /** Doubles the counter. */
    public incr () {
        value = value * 2;
    }
}

public class Counter3 extends Counter {
    /** Initializes the counter to 0 */
    public Counter3 () {
        value = 0;
    }
}
```
/** Initializes the counter to n */
public Counter3 (int n) {
    value = n;
}

/** Increases the value in the counter by n.
   * @param n the value to increase by.  n must be > 0.
   */
public incr (int n) {
    if (n > 0) {
        value = value + n;
    }
    else {
        value = n;
    }
}

2. For this question, I would like you to examine the API for part of the Collections hierarchy provided by Java. The overview comment for java.util.Collection states:

The root interface in the collection hierarchy. A collection represents a group of objects, known as its elements. Some collections allow duplicate elements and others do not. Some are ordered and others unordered. The SDK does not provide any direct implementations of this interface: it provides implementations of more specific subinterfaces like Set and List. This interface is typically used to pass collections around and manipulate them where maximum generality is desired.

Bags or multisets (unordered collections that may contain duplicate elements) should implement this interface directly.

All general-purpose Collection implementation classes (which typically implement Collection indirectly through one of its subinterfaces) should provide two "standard" constructors: a void (no arguments) constructor, which creates an empty collection, and a constructor with a single argument of type Collection, which creates a new collection with the same elements as its argument. In effect, the latter constructor allows the user to copy any collection, producing an equivalent collection of the desired implementation type. There is no way to enforce this convention (as interfaces cannot contain constructors) but all of the general-purpose Collection implementations in the Java platform libraries comply.

The "destructive" methods contained in this interface, that is, the methods that modify the collection on which they operate, are specified to throw UnsupportedOperationException if this collection does not support the operation. If this is the case, these methods may, but are not required to, throw an UnsupportedOperationException if the invocation would have no effect on the collection. For example, invoking the addAll(Collection) method on an unmodifiable collection may, but is not required to, throw the exception if the collection to be added is empty.

Some collection implementations have restrictions on the elements that they may contain. For example, some implementations prohibit null elements, and some have restrictions on the types of their elements. Attempting to add an ineligible element throws an unchecked exception, typically NullPointerException or
Reading on we see that `Collection` specifies the following methods as required of all implementations:

- public int size ()
- public boolean isEmpty ()
- public Iterator iterator ()
- public Object [] toArray ()
- public Object [] toArray (Object [] a)
- public boolean equals (Object o)
- public int hashCode ()

The following methods may fail depending on what types of things the collection contains, for example, they may throw `ClassCastException` if the collection contains only instances of a specific type (like `Polynomial`) and the parameter passed in does not have that type:

- public boolean contains (Object o)
- public boolean containsAll (Collection c)

The following methods may be unsupported in any implementing class, that is, their implementations may throw `UnsupportedOperationException`:

- public boolean add (Object o)
- public boolean addAll (Collection c)
- public boolean remove (Object o)
- public boolean removeAll (Collection c)
- public boolean retainAll (Collection c)
- public void clear ()

a. (10 points) Examine the documentation for the `Collection` interface. You are free to look at the online API documentation provided by Sun. If somebody writes the following code, what possible outcomes are there? You may assume the code compiles.

```java
public void addToCollection (Collection c, Object o) {
    c.add (o);
}
```

b. (15 points) Propose another way to organize the Collections hierarchy to provide mutable collections and immutable collections. Your reorganization should provide compile-time errors if the programmer attempts to modify an immutable collection.

c. (15 points) Why do you think Sun organized their Collection hierarchy the way they did rather than the way you proposed in part c?