
1 Our First Java Program

Below is our first Java program of the semester. Next to each line, write out what you think the code will do when run.

```
1   int size = 27; //Declares a variable of type int and assigns it the value
      27. In Java, all variables must be declared before they are used
2   String name = "Fido"; //Declares a variable of type String and assigns it
      the variable "Fido"
3   Dog myDog = new Dog(name, size); //Declares and initializes a new
      variable of type Dog. Calls the Dog constructor to create a new
      object of type Dog
4   int x = size - 5; //Declares a new variable of type int and assigns it
      the value 22
5   if (x < 15) { //If x is less than 15, calls the bark method on an
      instance of the Dog class. Since x is 22, myDog.bark is not called
6       myDog.bark(8);
7   }
8
9   while (x > 3) { //Checks if x is greater than 3 and if so calls myDog's
      play method. Subtracts 1, and as long as x is bigger than 3, goes
      back to the beginning of the loop. Play happens a total of 19 times.
10      x -= 1;
11      myDog.play();
12  }
13
14  int[] numList = {2, 4, 6, 8}; //Declares a numList, an array of ints, and
      initializes it to {2, 4, 6, 8}
15  System.out.print("Hello "); //Prints the String "Hello " to the standard
      output
16  System.out.println("Dog: " + name); //Prints the String "Dog: Fido" to
      the standard output and then terminates the line
17
18  System.out.println(numList[1]); //Prints the String "4" to the standard
      output and then terminates the line. In Java, arrays are indexed from
      0
19  if (numList[3] == 8) { //numList[3] is equal to 8
20      System.out.println("potato"); //Prints the String "potato" to the
      standard output and then terminates the line
21  }
```

Acknowledgement: This exercise is adapted from page 5 of our textbook Head First Java.

2 Mystery

```
1  /** This is a function (a.k.a. method). It takes an array
2     * of integers as an argument, and returns an integer. */
3  public static int mystery(int[] inputArray, int k) {
4     int x = inputArray[k];
5     int answer = k;
6     int index = k + 1;
7     while (index < inputArray.length) {
8         if (inputArray[index] < x) {
9             x = inputArray[index];
10            answer = index;
11        }
12        index = index + 1;
13    }
14    return answer;
15 }
16
17 /** Extra for experts. This is another function. It takes an
18     * array of integers and returns nothing at all. */
19 public static void mystery2(int[] inputArray) {
20     int index = 0;
21     while (index < inputArray.length) {
22         int targetIndex = mystery(inputArray, index);
23         int temp = inputArray[targetIndex];
24         inputArray[targetIndex] = inputArray[index];
25         inputArray[index] = temp;
26         index = index + 1;
27     }
28 }
```

- What does `mystery` return if `inputArray` is the array 3, 0, 4, 6, 3, and `k` is 2?

It returns 4.

- Describe, in English, what `mystery` returns.

It returns the index of the smallest element that occurs at or after index `k` in the array. If `k` is greater than or equal to the length of the array or less than 0, an `ArrayIndexOutOfBoundsException` will be thrown, though this exception is not something you'd know without running the program.

The variable `x` keeps track of the smallest element found so far and the variable `answer` keeps track of the index of this element. The variable `index` keeps track of the current position in the array. The while loop steps through the elements of the array starting from index `k + 1` and if the current element is less than `x`, `x` and `answer` are updated.

- Extra for experts: What does `mystery2` do if `inputArray` is the array 3, 0, 4, 6, 3? Describe, in English, what `mystery2` does to the array.

If `mystery2` is called on the array 3, 0, 4, 6, 3 then after the method runs, the array will be 0, 3, 3, 4, 6. Given any array, the method `mystery2` sorts the elements of the array in increasing order.

At the beginning of each iteration of the while loop, the first `index` elements of the array are in sorted order. Then the method `mystery` is called to find the index of the smallest element of the array occurring at or after `index`. The element at the index returned by `mystery` is then swapped with the element at position `index` so that the first `index + 1` elements of the array are in sorted order.

3 Writing Your First Program

```
/** fib(N) returns the Nth Fibonacci number, for N ≥ 0.
 * The Fibonacci sequence is 0, 1, 1, 2, 3, 5, 8, 13, 21, ... */
public static int fib(int N) {
    if (N <= 1) {
        return N;
    } else {
        return fib(N - 1) + fib(N - 2);
    }
}
```

We can also write this iteratively:

```
/** fib(N) returns the Nth Fibonacci number, for N ≥ 0.
 * The Fibonacci sequence is 0, 1, 1, 2, 3, 5, 8, 13, 21, ... */
public static int fib(int N) {
    int f0 = 0;
    int f1 = 1;
    while (N > 0) {
        int temp = f1;
        f1 = f0 + f1;
        f0 = temp;
        N -= 1;
    }
    return f0;
}
```

Extra for experts: Complete `fib2` in 5 lines or less. Your answer must be efficient.

```
public static int fib2(int n, int k, int f0, int f1) {
    if (n == k) {
        return f0;
    } else {
        return fib2(n, k + 1, f1, f0 + f1);
    }
}
```

To compute the N^{th} fibonacci number using `fib2`, call `fib2(N, 0, 0, 1)`.