Instructions

This exam contains 11 pages, including this one. Make sure you have all the pages. Write your name on the top of this page before starting the exam. The last page contains a cheat sheet of methods for LinkedLists and Iterators.

Write your answers on the exam sheets. If you finish at least 15 minutes early, bring your exam to the front when you are finished; otherwise, wait until the end of the exam to turn it in. Please be as quiet as possible.

If you have a question, raise your hand. If you feel an exam question assumes something that is not written, write it down on your exam sheet. Barring some unforeseen error on the exam, however, you shouldn’t need to do this at all, so be careful when making assumptions.

You may avail yourself of the punt rule. If you write down punt for any numbered or lettered part of a question, your will earn 1/5 of the points for that question (rounded down).

<table>
<thead>
<tr>
<th>Question</th>
<th>Score</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
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<td>2</td>
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<td><strong>Total</strong></td>
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<td><strong>100</strong></td>
</tr>
</tbody>
</table>
Question 1. Short Answer (25 points).

a. (5 points) What is the difference between white box and black box testing? Explain.

Answer:
White box testing takes the source code into account, using metrics such as statement, branch, and condition coverage to judge the level of completeness. Black box testing does not use the source code, but instead checks the behavior of the code compared to its specification.

b. (5 points) What is an abstract class? Give one example usage of abstract classes (possibly from the class projects or from Java’s libraries) and explain the benefits of using an abstract class in that case rather than using an interface. If you can’t remember a concrete example, make up a hypothetical example and describe it.

Answer:
An abstract class is one in which some of the methods are declared but do not contain code. An example is the `ServletFilter` class from project 1. The benefit compared to interfaces is that subclasses get to reuse some code. If we had made `ServletFilter` an interface, it could not contain code, hence we couldn't get reuse.

c. (5 points) In project 3, our abstract syntax tree accepted a visitor that implemented `NodeVisitor`. We wrote visitors that were subclasses of `NodePrePostVisitor`, and then our `makeVisitor` methods wrapped those to turn them into `NodeVisitors`:

```java
class SomeRefactoring extends NodePrePostVisitor {
    public static NodeVisitor makeVisitor(...) {
        return new PrePostOrderVisitor(new SomeRefactoring(...));
    }
    ...
}
```

What design pattern (aside from Visitor and Factory) describes this idea—this wrapping a `NodePrePostVisitor` in `PrePostOrderVisitor` to be compatible with `NodeVisitor`? Explain.

Answer:
This is an example of the Adapter pattern. We adapt the `NodePrePostVisitor` subclasses to meet the AST’s visitor interface. This is not an example of the decorator or proxy patterns, because `NodePrePostVisitor` does not have the same interface as `NodeVisitor`. It is also not an example of the template pattern, because the invariant part of the algorithm is in `PrePostOrderVisitor`, not in `NodePrePostVisitor`.
d. (5 points) In project 3, each of the abstract syntax tree classes had an accept() method, declared in the Node interface, that looked like the following:

```java
class SomeASTNode implements Node {
    ...
    public void accept(NodeVisitor v) {
        v.visit(this);
    }
}
```

It seems like this is a lot of trouble—we have to copy the definition of accept() to each of the AST node classes, even though the code is always the same. Why couldn’t we just make Node a regular class and include the code for accept() there, while adjusting the definitions of the other AST nodes appropriately? In other words, why didn’t we write

```java
class Node {
    public void accept(NodeVisitor v) {
        v.visit(this);
    }
}
class SomeASTNode extends Node {
    ...
    // inherit accept() from Node
}
```

One reason might be that Node must be an interface, but that’s not a good reason; it’s easy enough to change the other classes so that Node can be a concrete class. Explain the other reason we can’t make this transformation.

e. (5 points) We’ve talked about two kinds of polymorphism during the semester. Explain what we mean by subtype polymorphism and what we mean by parameteric polymorphism.
Question 2. UML Diagrams (15 points). This question is about understanding UML diagrams. The memento design pattern is used to allow a third party to checkpoint internal state without having direct access to it. Below is the structure of this pattern (copied from Gamma et al). Here the Originator has some internal state that is private. A third party can save or restore that state with createMemento and setMemento.

![UML Diagram](image)

Write Java code equivalent to the above structure diagram. That is, write Java code for the classes Originator and Memento. Your code must compile. The state field of the Originator should be a String. (Hint: If you understand the above diagram, this is an easy problem...don’t think it’s complicated.)

```java
public class Originator {
    private String state;

    public void setMemento(Memento m) {
        state = m.getState();
    }

    public Memento createMemento() {
        return new Memento(state);
    }
}

public class Memento {
    private String state;

    public Memento(String state) {
        this.state = state;
    }

    public String getState() {
        return state;
    }
}
```
Question 3. Visitor Pattern (30 points). Write a visitor class that traverses a ClassDef and verifies that

- All IdentifierExpressions refer to variables or fields that are in-scope (according to the usual Java rules).
- At the declaration of a local variable, no other local variable of the same name is currently in scope. But a local variable may have the same name as a field.
- No field has the same name as another field.

Your visitor should throw an IllegalInputProgram(String) exception if it detects an error; otherwise it should do nothing. Make sure you include support for nested compound statements.

For this question, we will use a simplified version of the AST from project 3, described below. The simplifications are (a) the root node is ClassDef (not SourceFile); (b) it doesn’t have as many kinds of nodes; (c) there is no type information; (c) methods have no parameters; and (d) instead of separate classes ArithmeticExpression, AssignExpression, and BinaryOpExpression, we just use the single class BinaryExpression. You can assume there is a NodeVisitor interface that has one (overloaded) visit method for each of the classes (but not for the Statement interface).

Hint: You will probably want to use a LinkedList to maintain the sets of fields and variables currently in-scope.

(This table is repeated on the cheat sheet)

<table>
<thead>
<tr>
<th>Class</th>
<th>Fields</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClassDef</td>
<td>String name</td>
<td>The name of the class</td>
</tr>
<tr>
<td></td>
<td>List fields</td>
<td>A FieldDef list</td>
</tr>
<tr>
<td></td>
<td>List methods</td>
<td>A MethodDef list</td>
</tr>
<tr>
<td>FieldDef</td>
<td>String name</td>
<td>The name of the field</td>
</tr>
<tr>
<td>MethodDef</td>
<td>String name</td>
<td>The name of the method</td>
</tr>
<tr>
<td></td>
<td>CompoundStatement body</td>
<td>The body of the method</td>
</tr>
<tr>
<td>CompoundStatement</td>
<td>List statements</td>
<td>A Statement list</td>
</tr>
<tr>
<td>Statement</td>
<td>(interface)</td>
<td>An VariableDef, IdentifierExpression,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>or BinaryExpression</td>
</tr>
<tr>
<td>VariableDef</td>
<td>String name</td>
<td>The name of the local variable</td>
</tr>
<tr>
<td></td>
<td>Expression init</td>
<td>The initializer of the variable (may be null)</td>
</tr>
<tr>
<td>IdentifierExpression</td>
<td>String id</td>
<td>The name of the identifier</td>
</tr>
<tr>
<td>BinaryExpression</td>
<td>Expression lhs</td>
<td>The left-hand side</td>
</tr>
<tr>
<td></td>
<td>String op</td>
<td>The operation (+, -, &amp;&amp;, =, +=, or -=)</td>
</tr>
<tr>
<td></td>
<td>Expression rhs</td>
<td>The right-hand side</td>
</tr>
</tbody>
</table>
/** Fill this class in. NodeVisitor is just like in project 3, and you can assume each accept(NodeVisitor) method of the AST node classes contain the single statement v.visit(this). */
public class IdentifierCheckVisitor implements NodeVisitor {

    public void visit(ClassDef n) {

    }

    public void visit(FieldDef n) {

    }

    public void visit(MethodDef n) {

    }
}
/* Continue IdentifierCheckVisitor */
  public void visit(VariableDef n) {

  }

  public void visit(CompoundStatement n) {

  }

  public void visit(IdentifierExpression n) {

  }

  public void visit(BinaryExpression n) {

  }
Question 4. Testing (30 points). Below is part of a version of the `LinkedList` class from Java 1.4.2. (We’ve simplified the code a bit.) As you can see, our version of `LinkedList` implements singly-linked lists with a dummy head element. In other words, the empty list contains one Entry node, and a list with one element contains two Entry nodes. We’ve given you the code for the `indexOf(Object)` method, which either returns the index of the first occurrence of the parameter, or -1 if the element isn’t in the list. Notice that we start our search with node `header.next` to skip over the dummy head element. Also notice the support for lists containing null.

```java
public class LinkedList {

    private Entry header = new Entry(null, null);

    private static class Entry { Object element; Entry next; }

    public int indexOf(Object o) {
        int index = 0;
        if (o==null) {
            for (Entry e = header.next; e != null; e = e.next) {
                if (e.element==null)
                    return index;
                index++;
            }
        } else {
            for (Entry e = header.next; e != null; e = e.next) {
                if (o.equals(e.element))
                    return index;
                index++;
            }
        }
        return -1;
    }
}
```

Here is the control-flow graph for the `indexOf(Object)` method.
a. **(15 points)** Write a series of test cases that will collectively cover all branches in the `indexOf(Object)` method. Since the exact kind of object doesn’t matter, use lists of Strings. Don’t write code—instead, write down math-like representations of lists, e.g., \{"foo", "bar"\}. Write down null (no quotes) to denote null. You may write down more than 4 test cases if you need to.

<table>
<thead>
<tr>
<th>LinkedList list</th>
<th>The parameter param in list.indexOf(param)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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b. **(10 points)** Pick one of your test cases above and write a JUnit test class that implements the test. You should both invoke the `indexOf(Object)` method and check that the result is correct (something we did not bother with in part (a)). Use the regular LinkedList methods from the cheat sheet the build the list.

```java
public class indexOfTest extends TestCase {

    // Your test cases here

}
```

c. **(5 points)** Suppose for part (a) instead of branch coverage we had wanted to cover all statements in the program. Would we need more test cases to do so? How are the test cases for statement and branch coverage related in general? Justify your answer.
This page intentionally left blank.
Cheat sheet: Useful classes and methods. You may use methods from these classes that we haven’t listed, if you like.

```java
public class LinkedList implements List {
    /* Constructs an empty list. */
    public LinkedList();

    /* Returns the number of elements in this list. */
    int size();

    /* Appends the specified element to the end of this list */
    void addLast(Object o);

    /* Removes and returns the last element from this list; throws
     * NoSuchElementException if this list is empty. */
    Object removeLast();

    /* Returns true if this list contains the specified element at least once */
    boolean contains(Object o);

    /* Returns an iterator over the elements in this list in proper sequence. */
    Iterator iterator();
}

public class Iterator {
    /* Returns true if the iteration has more elements */
    boolean hasNext();

    /* Returns the next element in the iteration; throws
     * NoSuchElementException if the iterator has no more elements */
    Object next();
}
```

Repeat of table from question 3

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