1 Old Town Code

Next to each line, write out in words what you think the code will do when it is run. Assume the Singer class exists and that the code below compiles.

Comments are above the line they describe.

```java
/* Declares a variable of type int and assigns it the value 7. */
int x = 7;

/* Declares a variable of type String and assigns it the value
   "Thank u, next". In Java, all variables must be declared before
   they are used. */
String chorus = "Thank u, next";

/* Declares a variable of type Singer and initializes it using the Singer
   constructor with the argument "Ariana". */
Singer queen = new Singer("Ariana");

/* Checks if x is greater than 0. If so, subtracts 1 from x, then calls
   queen’s sing method with argument "Thank u, next", then goes back
   to the beginning of the loop. The queen object calls the sing function
   with parameter "Thank u, next" a total of 7 times. */
while (x > 0) {
    x -= 1;
    queen.sing(chorus);
}

/* Declares a variable of type String array and initializes it to
   hold four Strings. */
String[] phrases = {"love", "patience", "pain", "what does the fox say?"};

/* Declares variable i, initializes to 0, and checks if it is less than 3.
   If so, prints the String at index i, adds one to i, then goes back to
   the beginning of the loop and re-checks that i < 3. Prints out
   "One taught me love", "One taught me patience", and "One taught me pain"
   on separate lines. */
for (int i = 0; i < 3; i += 1) {
    System.out.println("One taught me " + phrases[i]);
}

/* Prints "what does the fox say?" to standard output. */
System.out.println(phrases[phrases.length - 1]);
```
Hint: For reference, here is an equivalent Python program.

```python
x = 7
chorus = "Thank u, next"
queen = Singer("Ariana")

while (x > 0):
    x -= 1
    queen.sing(chorus)

phrases = ["love", "patience", "pain", "what does the fox say?"]

for i in range(3):
    print("One taught me " + phrases[i])

print(phrases[len(phrases) - 1])
```

2 Reading Code: A Mystery

Below is a function (or method) called mystery1. It takes in two arguments and returns an integer, answer. The first argument it takes in is an array of integers called inputArray, and the second argument it takes in is an integer, k.

```java
public static int mystery1(int[] inputArray, int k) {
    int x = inputArray[k];
    int answer = k;
    int index = k + 1;
    while (index < inputArray.length) {
        if (inputArray[index] < x) {
            x = inputArray[index];
            answer = index;
        }
        index = index + 1;
    }
    return answer;
}
```

Write the return value of mystery1 if inputArray is the array {3, 0, 4, 6, 3} and k is 2. What is the significance of the value returned by mystery1 (what is the significance of answer)?

The mystery1 function returns 4. mystery1 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 at runtime.

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:** Below is another function called `mystery2`. It takes an array of integers called `inputArray` as an argument and returns nothing.

```java
public static void mystery2(int[] inputArray) {
    int index = 0;
    while (index < inputArray.length) {
        int targetIndex = mystery1(inputArray, index);
        int temp = inputArray[targetIndex];
        inputArray[targetIndex] = inputArray[index];
        inputArray[index] = temp;
        index = index + 1;
    }
}
```

Describe what `mystery2` will do and return if `inputArray` is the array `{3, 0, 4, 6, 3}`. Then, explain in English what the method `mystery2` does.

`mystery2` doesn’t return anything because its return type is `void`.

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. (For those of you who are interested, `mystery2` performs selection sort.)

At the beginning of each iteration of the while loop, the first `index` elements of the array are in sorted order. Then the method `mystery1` 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 `mystery1` is then swapped with the element at position `index` so that the first `index + 1` elements of the array are in sorted order.

### 3 Recursion Practice: Fibonacci

Implement `fib1` recursively. `fib1` takes in an integer `N` and returns an integer representing the `Nth` Fibonacci number. The Fibonacci sequence is 0, 1, 1, 2, 3, 5, 8, 13, 21, …, where 0 is the 0th Fibonacci number. As a reminder, the `Nth` Fibonacci number is calculated as follows:

\[
\text{fib}(N) = \text{fib}(N - 1) + \text{fib}(N - 2)
\]

Note: The solution assumes that `N >= 0`, which works because it does not make sense to have a `Nth` fibonacci number where `N` is negative (for example, the -1st fibonacci number does not exist).

```java
public static int fib1(int N) {
    if (N <= 1) {
        return N;
    } else {
        return fib1(N - 1) + fib1(N - 2);
    }
}
```
Extra: Implement fib2 in 5 lines or fewer that avoids redundant computation. fib2 takes in an integer N and helper arguments k, f0, and f1 and returns an integer representing the Nth Fibonacci number. If you’re stuck, try implementing fib1 iteratively and then see how you can transform your iterative approach to implement fib2.

```java
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);
    }
}
```

*Hint:* To compute the Nth fibonacci number, call fib2(N, 0, 0, 1).