



Student Name: _____

Please read each question carefully. The total points are 100. You have 180 minutes. Good Luck!

PART I – 70 POINTS

PART I – THEORY

EACH THEORY QUESTION IS WORTH 5 POINTS

- 1) Discuss pass-by-value and pass-by-reference.
- 2) Discuss the scope of local variables, instance variables and parameters.
- 3) What is the purpose of a static field? Give a short example with code.
- 4) Discuss method overloading.
- 5) In a non-static method, how can we access static members of the class?

PART I - EXERCISES

CREATE A PROJECT IN NETBEANS CALLED "STUDENT NAME SURNAME". DEVELOP ALL THE FOLLOWING PROGRAMS WITHIN THE SAME PROJECT.

- 1) Write a Java program that fills with random numbers an array of 100 elements and prints only those that are in even positions in the array. [15 points]
- 2) Write a Java program that takes from keyboard 10 numbers and sorts these numbers. Print the sorted sequence of numbers. [15 points]
- 3) Write a Java program that takes from keyboard an arbitrary number of strings decided from the user. After sorting the list the program prints only those that contain the substring "TEST". [15 points]

PART II – 15 POINTS

- 4) Write a program that fills with random numbers from 1 to 1000 a table 10x10 with values of type **double**. Then the program should print one diagonal (upper-left to bottom-right) of the table and all numbers in row 2 and 4. In addition, it should print all numbers of the table which are multiple of 5. [7.5 points]
- 5) Write a Java program that generates 100.000 random numbers from 1 to 100 and counts the frequency of each random number generated. Print these numbers together with the respective frequency. Find and print the numbers with the lowest frequency. [7.5 points]

PART III – 15 POINTS

- 6) Model the following in a Java program [15 points]:



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A computer manufacturing company needs to develop simple software for the assembly of a computer. The company wants to model these components of the computer: CPU, RAM, Hard Disk and Motherboard.

1. Represent these in a composition model considering that:
 - a. The CPU has these properties: clock frequency (integer), instruction set type (ex. CISC or RISC), type (32 or 64 bit), number of registers, manufacturer (ex. AMD or INTEL).
 - b. The RAM has these properties: size, type (DDR, DDR2 or DDR3), and manufacturer.
 - c. Hard Disk has these properties: size, rpm (integer), and manufacturer.
 - d. Motherboard has these properties: manufacturer, year of production, Chipset version, number of USB ports and max. RAM.

2. Write a class to test the program:
 - a. Create 2 computers with the following features:

First computer:
CPU: 3 GHz, CISC, 32 bit, 64 registers, AMD
RAM: 4 GB, DDR2, Producer Kingston
Hard Disk: 500 GB, 7200 RPM, Maxtor
Motherboard: AMD, 2011, Chipset AMD970, 6 USB ports, Max. 32 GB of RAM.

Second computer:
CPU: 4 GHz, CISC, 32 bit, 32 registers, INTEL
RAM: 8 GB, DDR3, Producer Kingston
Hard Disk: 1000 GB, 7200 RPM, Seagate
Motherboard: MSI, 2011, Chipset Intel Z77, 6 USB ports, Max. 64 GB of RAM.
 - b. Write a method through which we can change the CPU clock frequency of a computer. Use this method in your test program.
 - c. Put the computers in one of the indexed data structures of Java that you have learned.
 - d. Print the information of all the computers from the data structure using the toString() method.