Final Exam Review Questions

1. Refer to the P7A handout. Write a boolean-valued instance method `noCrosses` for the class `closedPolyline` that yields true if the polyline does not cross itself.

2. Refer to the P7A handout. Write a constructor `polygon(point P0, point P1, point P2, point P3)` for the class `closedPolyline` that creates a polyline with vertices `P0`, `P1`, `P2`, and `P3`. Set the reference point to (0,0) and assume that `P0`, `P1`, `P2`, and `P3` are distinct. The polyline that is created should have the property that it has no crossovers. (Before you make `P0`, `P1`, `P2`, and `P3` the relative vertices in that order, you should check to make sure that the line segment connecting P0 and P1 does not intersect the line segment that connects P2 and P3. If that is not the case then you will have to "reorder" how `P0`, `P1`, `P2`, and `P3` are 'mapped into" the relative vertex array.)

3. Refer to the P7B handout. Write a boolean-valued instance method `seeHorsey` for the class `chess` that returns true if a rook is threatened by a knight.

4. Refer to the P7B handout. Assume that the chessboard has red and black tiles and that the upper left tile is red. Is there a connection between the color of a tile and the sum of its row and column index? (a) Write an integer-valued instance method `redThreat` for the class `chess` that returns the number of threatened red tiles. (b) Write a boolean-valued instance method `bishopNoBump` for the class `chess` that returns true if there is at most one bishop on a red tile and at most one bishop on a black tile.

5. Suppose `T` is a given `Triangle` object Write a Java fragment that assigns to a boolean variable `singleQuad` the value true if all three vertices are in the same quadrant and false otherwise. Assume that none of `T`'s vertices are on the x or y axis.

6. Assume that `T1` is a `rightTriangle` object and `T2` is a `Triangle3D` object. Write a Java fragment that assigns to the boolean variable `B` the value true if the area of `T1` is smaller than the area of `T2`.

7. Suppose `P` is a given array of points. If n is the length of `P` then there are $m = n(n-1)(n-2)/6$ possible triangles that can be formed by using as vertices points from `P`. For example, if n = 5, then we have triangles P[0]P[1]P[2], P[0]P[1]P[3], P[0]P[1]P[4], P[0]P[2]P[3], P[0]P[2]P[4], P[0]P[3]P[4], P[1]P[2]P[3], P[1]P[2]P[4], P[1]P[3]P[4], and P[2]P[3]P[4]. Write a fragment that assigns to

```
Triangle[] T = new Triangle[m]
```

all of these triangles.

```
// An instance of this class is a triangle.
public class Triangle
{
   protected point P0,P1,P2;    // The triangle’s vertices

   // Constructor for a triangle with vertices v0, v1, v2.
   public Triangle(point v0, point v1, point v2){ }

   // Constructor for equilateral triangle with
   // center cent and radius r.
   public Triangle(point cent, double r) { }

   // Constructor for the empty triangle
   public Triangle(){}

   // Yields the area of this triangle.
   public double Area(){}

   // Yields a 3-by-2 array whose rows house the x and y
   // coordinates of the triangle’s vertices.
   public double[][] getVertices(){}
}

// An instance of this class is a right triangle.
public class rightTriangle extends Triangle
{
   // Constructor for right triangle with 90 degree
   // angle at P0 and legs with length a and b.
   public rightTriangle(point Q, double a, double b){ }

   // The length of the hypotenuse of this triangle.
   public double hypot(){}

   // The area of this triangle.
   public double Area(){}
}

// An instance of this class is a triangle with a z-ccordinate to be
// considered its distance from the observer.
import java.awt.*;
public class Triangle3D extends Triangle
{
   protected double z;   // Distance to observer.
   protected Color c;    // Color


   // Constructor for triangle with vertices v0, v1, v2, and
   // observer distance zVal.
   public Triangle3D(point v0, point v1, point v2, double zVal, Color cVal){}

   // Constructor for equilateral triangle with radius r center cent, and
   // observer distance zVal.
   public Triangle3D(point cent, double r, double zVal, Color cVal){}

   // Yields true if this triangle is closer to the
   // observer than T.
   public boolean closerThan(Triangle3D T){}

   // Yields true if this triangle is smaller in area than T.
   public boolean smallerThan(Triangle3D T){}

   //Yields the color of this triangle
   public Color get_c(){}

   // Permutes the components in T so that the triangles range from closest to furthest away.
   public static void sort(Triangle3D[] T){}
}
```