CIS 120 Final Exam 20 December 2018

SOLUTIONS

1. **OCaml: Binary Search Trees and Higher Order Functions (19 points)**

   Recall the definitions of generic `transform` and `fold` functions for lists and the type of the generic binary search trees, which are all given in Appendix **A**.

   a. (5 points) Circle all trees below that **satisfy** the binary search tree invariant.

```
     (a)             (b)            (c)           (d)           (e)


      3               2              3             3             1
     /               / \            / \           / \
    1               1   2          2   5         2   4
   /                                \           /     \
  0                                  6         1       8
```

   Valid trees are (a), (d) and (e). (b) has two copies of 2, and (c) has 6 to the left of 3.
   Grading Scheme: +1 point per correct answer above.

   We'll use the tree shown below for the remaining questions.

```
t =      5
        / \
       3  8
         / \
        7  10
```

   b. (3 points) Consider the following modification to the `transform` function that now takes in a tree as input.

```
let rec transform_tree (f: 'a -> 'b) (t: 'a tree) : 'b tree =
  begin match t with
  | Empty -> Empty
  | Node(lt, x, rt) -> Node(transform_tree f lt, f x, transform_tree f rt)
  end
```

   If the tree `t` is provided as input to the code shown below, what will be the resulting output tree `t1`? Draw it below.

```
transform_tree (fun x -> x * x) t

  t1 =      25
           / \
          9  64
            / \
           49 100
```

   Grading Scheme: +0.5 attempted the problem OR +2 partially correct OR +3 completely correct

   c. (3 points) Does the `transform_tree` function preserve BST invariants? That is, if the input to the function is a BST and *any* valid function `f`, will it *always* return a valid BST as output? (Choose one.)

   ☐ Yes. If you chose yes, explain why.

   ☒ No. If you chose no, provide an example with a specific valid BST and a function `f` as input.
   Using the tree `t` above, the following function will violate the BST invariants.

```
transform_tree (fun x -> if x = 5 then 100 else x) t
```

Grading Scheme: +1 Selected "no" AND (+1 for partially correct BST and function OR +2 completely correct BST and function)

Consider the following modification to the `fold` function that now takes in a tree as input.

```
let rec fold_tree (combine: 'a -> 'b -> 'b -> 'b) (base: 'b) (t: 'a tree) : 'b =
  begin match t with
  | Empty -> base
  | Node(lt, x, rt) ->
        combine x (fold_tree combine base lt) (fold_tree combine base rt)
  end
```

d. (2 points) What does the following code do? (Choose one.)

```
fold_tree (fun x lacc racc -> 1 + lacc + racc) 0 t
```

- ☐ Sum up the values of all the elements in the tree
- ☒ Count the number of elements in the tree
- ☐ Calculate the height of the tree
- ☐ The code is well-typed, but will produce some other answer than the ones shown above
- ☐ The code will compile, but exhaust stack space when run since it's not tail recursive
- ☐ It is ill-typed

e. (3 points) What does the following code do? (Choose one.)

```
fold_tree (fun x lacc racc -> 1 + (max lacc racc)) 0 t
```

- ☐ Sum up the values of all the elements in the tree
- ☐ Count the number of elements in the tree
- ☒ Calculate the height of the tree
- ☐ The code is well-typed, but will produce some other answer than the ones shown above
- ☐ The code will compile, but exhaust stack space when run since it's not tail recursive
- ☐ It is ill-typed

f. (3 points) What does the following code return? (Choose one.)

```
fold_tree (fun x lt rt -> lt @ [x] @ rt) [] t
```

- ☒ `[3; 5; 7; 8; 10]`
- ☐ `[5; 3; 8; 7; 10]`
- ☐ `[3; 7; 10; 8; 5]`
- ☐ The code is well-typed, but will produce some other answer than the ones shown above
- ☐ The code will compile, but exhaust stack space when run since it's not tail recursive
- ☐ It is ill-typed

2. **Java Typing and Dynamic Dispatch (27 points)**

This problem refers to an interface and several classes that might be part of a program for managing fantastic beasts. You can find them in Appendix **B**.

Which of the following lines is legal Java code that will not cause any compile-time (i.e. type checking) or run-time errors? If it is legal code, check the "Legal Code" box and answer the questions that follow it. If it is not legal, check one of the "Not Legal" options and explain why. (3 points each)

Grading Scheme: For Illegal Code (a, d, e, g, h), +1.5 Selected correct option AND (+0.5 for partially correct reason OR +1.5 for completely correct reason)

Grading Scheme: For Legal Code and static/dynamic type followup (b, f), +1 Selected correct option AND +1 for each correct type

Grading Scheme: For Legal Code and print followup (c), +1.5 Selected correct option AND +0.5 for each print option correctly answered

Grading Scheme: For types (h), +0.5 for each option correctly answered

a. `Animal newt = new Animal();`

- ☐ Legal Code
  - **A.** The static type of `newt` is ____________.
  - **B.** The dynamic class of `newt` is ____________.
- ☐ Not Legal — Will compile, but will throw an `Exception` when run
- ☒ Not Legal — Will not compile

Reason for not legal (in either of the two illegal cases above): Cannot instantiate Interfaces

b.
```
Animal harryPotterEater = new Dragon();
harryPotterEater.eatSomething();
```

- ☒ Legal Code
  - **A.** The static type of `harryPotterEater` is `Animal`.
  - **B.** The dynamic class of `harryPotterEater` is `Dragon`.
- ☐ Not Legal — Will compile, but will throw an `Exception` when run
- ☐ Not Legal — Will not compile

Reason for not legal (in either of the two illegal cases above):
____

c.
```
MythicalAnimal t = new Thestral();
t.eatSomething();
```

- ☒ Legal Code

  The code above will print (Choose all that apply.)
  - ☐ "A mythical animal can eat some imaginary food"
  - ☒ "Thestral just took a bite out of Hagrid"
  - ☐ This method is abstract and not implemented yet

☐ Not Legal — Will compile, but will throw an `Exception` when run

☐ Not Legal — Will not compile

Reason for not legal (in either of the two illegal cases above):

____

d. `RealAnimal wolf = new Direwolf();`
`wolf.printSiblingNames();`

☐ Legal Code

A. The static type of `wolf` is ______________________.

B. The dynamic class of `wolf` is ______________________.

☐ Not Legal — Will compile, but will throw an `Exception` when run

☒ Not Legal — Will not compile

Reason for not legal (in either of the two illegal cases above): `printSiblings` is not defined in the static type `RealAnimal`.

e. `Direwolf direwolf1 = (Direwolf) t;` *// where t is as defined above*

☐ Legal Code

A. The static type of `direwolf1` is ______________________.

B. The dynamic class of `direwolf1` is ______________________.

☐ Not Legal — Will compile, but will throw an `Exception` when run

☒ Not Legal — Will not compile

Reason for not legal (in either of the two illegal cases above): Cannot cast from `Thestral` to `Direwolf` and code will not compile

f. `Direwolf direwolf2 = (Direwolf) wolf;` *// where wolf is as defined above*
`direwolf2.printSiblingNames();`

☒ Legal Code

A. The static type of `direwolf2` is `Direwolf`.

B. The dynamic class of `direwolf2` is `Direwolf`.

☐ Not Legal — Will compile, but will throw an `Exception` when run

☐ Not Legal — Will not compile

Reason for not legal (in either of the two illegal cases above):

____

g. `Dragon drogon = (Dragon) t;` *// where t is as defined above*
`drogon.eatSomething();`

☐ Legal Code

The code above will print (Choose all that apply.)

☐ "A mythical animal can eat some imaginary food"

☐ "Thestral just took a bite out of Hagrid"

☐ This method is abstract and not implemented yet

☒ Not Legal — Will compile, but will throw an `Exception` when run

☐ Not Legal — Will not compile

Reason for not legal (in either of the two illegal cases above): Cannot cast from `Thestral` to `Dragon`, however code will compile

h. _______ `direwolf3 = new Direwolf();`

Which types (there may be one or more) can be correctly used for the declaration of `direwolf3` above?

☒ `Animal`	☐ `Thestral`	☐ `MythicalAnimal`
☐ `Dragon`	☒ `Direwolf`	☒ `RealAnimal`

i.
```
public void printNames(List<Animal> animals) {
   for (Animal a : animals) {
      System.out.println(a.getName());
   }
}

List<MythicalAnimal> animals = new LinkedList<MythicalAnimal>();
animals.add(new Thestral());
animals.add(new Dragon());
printNames(animals);
```

- ☐ Legal Code
  The code above will print (Choose all that apply.)
  - ☐ “HagridsBestFriend”
  - ☐ “HungarianHorntail”
  - ☐ This method is abstract and not implemented yet
- ☐ Not Legal — Will compile, but will throw an `Exception` when run
- ☒ Not Legal — Will not compile

Reason for not legal (in either of the two illegal cases above): `List<MythicalAnimal>` is not a subtype of `List<Animal>`

3. OCaml & Java Immutability (15 points)

Recall that variables are implicitly *immutable* in OCaml and are implicitly *mutable* in Java. In this portion of the assignment we will implement an *immutable* collection in Java. Consider the following list interface in OCaml:

```
module List: sig
  (** cons x xs  is  x :: xs  **)
  val cons : 'a -> 'a list -> 'a list

  (**  Concatenate two lists . Same as the infix operator @. **)
  val append : 'a list -> 'a list -> 'a list

  (** List reversal **)
  val rev : 'a list -> 'a list
end
```

We will translate this OCaml interface into Java. Complete the following implementation of `ImmutableList` that uses an `ArrayList` to store elements. The following `ImmutableList` methods are already implemented for you and you can use them (and no other methods) if you like.

- `add(E e)` (appends the specified element to the end of this list)
- `get(int index)` (returns the element at the specified position in this list)
- `size()` (returns the number of elements in this list)

```
public class ImmutableList<E> {
   private ArrayList<E> list;

   /**
    * create a new ImmutableList
   */
   public ImmutableList() {
      list = new ArrayList<E>();
   }

   /**
    * create a new ImmutableList with the
    * specified initial capacity
    * @param capacity the initial capacity of the list
    */
   public ImmutableList(int capacity) {
      list = new ArrayList<E>(capacity);
   }
```

a. (5 points) Implement `cons` so it has the same behavior as in OCaml.

Grading Scheme: +1 point correct instantiation, +1 add e first, +2 correct iteration and add, +1 correct return

```
public ImmutableList<E> cons(E e, ImmutableList<E> list) {
   ImmutableList<E> res = new ImmutableList<E>(list.sise() + 1);
   res.add(e);
   for(E item : list){
      res.add(item);
   }
   return res;
}
```

b. (5 points) Implement `append` so it has the same behavior as in OCaml.

Grading Scheme: +1 point correct instantiation, +1.5 for each correct copy of list (l1 and l2) elements, +1 correct return

```
public ImmutableList<E> append(ImmutableList<E> l1, ImmutableList<E> l2) {
   ImmutableList<E> res = ImmutableList<E>(l1.size() + l2.size());
   for(E item : l1){
      res.add(item);
   }
   for(E item : l2){
      res.add(item);
   }
   return res;
}
```

c. (5 points) Implement `reverse` so it has the same behavior as in OCaml.

Grading Scheme: +1 point correct instantiation, +1.5 for each correct copy of list (l1 and l2) elements, +3 correct iteration and copy of elements, +1 correct return

```
public ImmutableList<E> reverse(ImmutableList<E> l) {
   ImmutableList<E> res = ImmutableList<E>(l.size());
   for(int i = l.size() -1; i >= 0; i--){
     res.add(l.get(i));
   }
   return res;
}
```

4. Java Exceptions (14 points)

Below is a partial implementation of the Set abstract data type. This implementation uses an ArrayList to store items. Note that the focus here is on exceptions in Java and not on the List and Set semantics. Questions in this section are independent from each other.

```
public class ArrayListSet<E> {
   //ArrayList that will hold items
   private ArrayList<E> list;

   //create a new ArrayList set
   public ArrayListSet() {
      list = new ArrayList<E>();
   }

   //Insert key into the set if it was not previously added
   public boolean add(E key) {

      if(!list.contains(key)) {
         return list.add(key);
      }
      return false;
   }

   //add method that will raise better exceptions
   public boolean improvedAdd(E key) {
      return add(key);
   }
}
```

a. (4 points) We will now modify `add()` so that it raises an `IllegalArgumentException` if `key` is already in the `list`. Only provide the additional lines of code.

Grading Scheme: +1.5 for adding else statement(if present), + 2.5 for correct throw of exception

```
      public boolean add(E key) {

      if(!list.contains(key)) {
         return list.add(key);
      }
      else{
         throw new IllegalArgumentException();
      }
     }


}
```

b. (4 points) Because `IllegalArgumentException` is not very expressive, we decided to implement a new Exception type named `DuplicateItemException`. Modify `improvedAdd` so that it handles the `IllegalArgumentException` raised by `add`, and raises a `DuplicateItemException` instead.

Grading Scheme: +2 for adding correct use of try/catch, + 2 for correct throw of exception

```
 public boolean improvedAdd(E key) {
    try{
       return add(key);
    }catch(IllegalArgumentException e){
       throw new DuplicateItemException();
```

```
      }
   }
```

c. (6 points) Consider the following method. Note that `read` may throw an `IOException`.

```
    public static String processReader(Reader reader) {
         String s = "";
         int c = reader.read();
         while (c != -1) {
            s += c;
            c = reader.read();
         }
         return s;
      }
   }
```

Which of the following options is correct? (Choose one.)

☐ Legal Code

☐ Not Legal — Will compile, but will throw an `Exception` when run

☒ Not Legal — Will not compile

Grading Scheme: +1 for correct choice AND +1.5 for correct reason

Reason for not legal (in either of the two illegal cases above): IOException is a checked exception. It needs to be handled by **try**/`catch` or `throws`.

If you think the code is not legal, add or modify the necessary lines in the code below to make it legal.

Grading Scheme: +1.5 for correct use of try catch, +2 for catching the right exception

```
  public static String processReader(Reader reader)
                      throws IOException //option 1
 {
    try{       //option 2
         String s = "";
         int c = reader.read();
         while (c != -1) {
            s += c;
            c = reader.read();
         }
         return s;
    }
    catch(IOException e){
        // additional code
    }
}
```

5. Java implementation and Iterator programming (35 points)

We will implement a data structure called a `MaxHeap`. Note that this is not the same as the heap from the ASM. The `MaxHeap` data structure has the following invariants: it is a complete binary tree with the requirement that every node has a value greater than its children (partial order). A complete binary tree is a binary tree where the nodes are filled in row by row, with the bottom row filled in left to right.

Below are examples of valid `MaxHeaps` except (h4):

```
      (h1)              (h2)              (h3)            (h4)

       10                 7                10               10
      /  \               /  \             /  \             /  \
    8     6            5     2          9     6          7     5
   /                  / \              / \   / \        / \     \
  3                  4   1            1   2 4   5      8   4     1
```

```
(h4) is not valid because 8 is greater that its parent 7,
and the bottom row is not filled left to right
(the left child of 5 is empty).
```

Since storing the records in an array in row order leads to a simple mapping from a node's position in the array to its parent, siblings, and children, the array representation is most commonly used to implement the complete binary tree.

Below is the above `MaxHeaps` array representations.

(h1)

index	0	1	2	3
value	10	8	6	3

(h2)

index	0	1	2	3	4
value	7	5	2	4	1

(h3)

index	0	1	2	3	4	5	6
value	10	9	6	1	2	4	5

A partial implementation of the `MaxHeap` is available in Appendix **C**. Feel free to use any method provided for the rest of this question.

For the testing question, you can use the above heaps (`h1`, `h2`, `h3`) and assume that they are already initialized as variables and have the elements as shown in the diagrams.

a. (12 points) Your job is to complete **four** additional tests. Be sure to give your tests descriptive names. We will be grading the quality of your tests and how well they cover the invalid inputs of this method. Each test should cover a different situation.

```
 // – your test #1 should test rightChild
@Test
public void testrightChild () {
   assertEquals(-1, h1.rightChild(1)); //or
   assertEquals(2, h1.rightChild(0));
}

// – your test #2 should test leftSibling
@Test
public void testLeftSibling () {
   assertEquals(-1, h2.rightChild(1)); //or
   assertEquals(3, h1.rightChild(4));
}

// –– your test #3 Should test hasNext()
@Test
public void testHasNext () {
   MaxHeap tmp = new MaxHeap(10);
   assertFalse(tmp.hasNext()); //or
   assertTrue(h1hasNext());
}

// –––– your test #4 Should test next ().
// next removes the top ( largest value of the heap and return it )
@Test
public void testNext() {
   MaxHeap tmp = new MaxHeap(10);
   Exception ex = null;
   try{
      tmp.next();
   }
   catch(NoSuchElementException e){
      ex = e;
   }
   assertNotNull(ex);
   assertEquals(10, h3.next());
   assertEquals(6, h3.size());
}
```

b. (10 points) We will now implement the `next()` method. `next` removes and returns the value at the top of the heap or throws a `NoSuchElementException` if there are no more elements. `next()` should preserve the `MaxHeap` invariant.

If there are more elements in the heap, then the item at the top of the heap is swapped with the last item in the heap. The size of the heap is decremented and the item at the top of the heap is put in its correct place using the `siftDown`.

`siftDown` takes an integer representing the position of a value in the heap and will move the value at i to its correct position. siftDown should maintain the Heap invariants.

For example: Given

```
      (h1)              (h2)                (h3)

       8                 10                  12
      /  \              /  \                /  \
    5     6            7    2              8    9
   /                  / \                 / \   / \
  3                  4   1               6   7 3   5
                                        /
   calling                             2
   h1.next();  will return 8
   h2.next();  will return 10
   h3.next();  will return 12

   And will produce the following heaps

       (h1)             (h2)                (h3)

        6                 7                  9
      /  \              /  \                /  \
     5    3            4    2              8     5
                      /                   / \   / \
                     1                   6   7 3   2
```

```
public Integer next() {
   // (1) Handle empty heap case −− Grading Scheme: +3
   if(!hasNext()) {
      throw new NoSuchElementException();
   }
  // (2) Swap top of the heap with last value −− Grading Scheme: +2
  // (3) Decrement the heap size    −− grading +1
  swap(heap, 0, size - 1);
  size--;



  // (4) call siftDown −− grading +2
  // (5) return the appropriate value −− Grading Scheme: +2
  siftdown(0);
  return heap[size];
}
```

c. (8 points) We will now implement `isLeaf`.

Grading Scheme: +4 for each correct condition

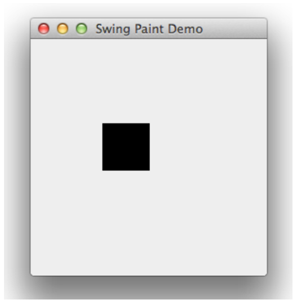
```
/**
 * Check if node at pos is a leaf node
 *
 * @param pos of current value
 * @return true if pos a leaf position, false otherwise
*/
public boolean isLeaf (int pos) {
   return (pos >= size / 2) && (pos < size);
}
```

d. (5 points) Now implement `hasNext`.

```
// return true if the heap has more elements
// hint: use the invariants!
public boolean hasNext () {
   return size > 0;
}
```

6. Java Swing Programming (10 points)

The code in Appendix **D** implements a simple Java GUI program in which a 50x50 black box follows the mouse cursor around the window. It looks like this (the mouse cursor is not shown):



The following true/false questions concern this application and Java Swing programming in general.

a. True ☒ False ☐

The type `MyPanel` is a subtype of `Object`.

b. True ☒ False ☐

The instance variables `x` and `y`, declared on lines 23 and 24, can only be modified by the methods of the `MyPanel` class or the methods of any inner classes of `MyPanel`.

c. True ☒ False ☐

The `mouseMoved` method on line 28 is called by the Swing event loop in reaction to the user moving the mouse in the main window of the application.

d. True ☐ False ☒

The `paintComponent` method on line 42 is only invoked once, at the start of the application.

e. True ☒ False ☐

The call `super.paintComponent()` on line 43 invokes the `paintComponent` method defined in class `JPanel`.

f. True ☐ False ☒

If the user replaced the code on line 31 (i.e. the call to `repaint()`)
with `paintComponent(`**`new`**` Graphics())`, then the behavior of the application would not change.

g. True ☒ False ☐

The anonymous class defined on line 27 implements or inherits all members of the `MouseMotionListener` interface.

We now replace lines 5–9 with the following code, which uses the new Java 8 “lambda” syntax. Note that the code below compiles.

```
1 SwingUtilities.invokeLater(
2    () -> { createAndShowGUI(); }
3 );
```

h. True ☒ False ☐

This code will have the same functionality as the original code shown in the Appendix.

i. True ☒ False ☐

The code on line 2 above creates a new `Object` in Java that has the static type `Runnable`.

j. True ☐ False ☒

The `GUI` class and the `createAndShowGUI()` method share the same stack and heap in the Java ASM.

Appendix

Do not write answers in this portion of the exam. (But feel free to use it as scratch paper.)

Do not open until the exam begins.

A OCaml Code

Binary Trees

```
(* The type of generic binary trees. *)
type 'a tree =
  | Empty
  | Node of 'a tree * 'a * 'a tree
```

Higher-order Functions: Transform and Fold

```
let rec transform (f: 'a -> 'b) (l: 'a list): 'b list =
  begin match l with
  | [] -> []
  | hd :: tl -> (f hd) :: (transform f tl)
  end

let rec fold (combine: 'a -> 'b -> 'b) (base: 'b) (l: 'a list) : 'b =
  begin match l with
  | [] -> base
  | hd :: tl -> combine hd (fold combine base tl)
  end
```

B Java Code for Fantastic Beasts

```java
public interface Animal {
   public void eatSomething();
   public String getName();
}

public abstract class MythicalAnimal implements Animal {
   @Override
   public void eatSomething() {
      System.out.println("A mythical animal can eat some imaginary food");
   }
}

public abstract class RealAnimal implements Animal {
   @Override
   public void eatSomething() {
      System.out.println("A real animal can only eat real food");
   }
}

public class Thestral extends MythicalAnimal {
   @Override
   public void eatSomething() {
      System.out.println("Thestral just took a bite out of Hagrid");
   }

   @Override
   public String getName() {
      return "HagridsBestFriend";
   }
}

public class Dragon extends MythicalAnimal {
   @Override
   public String getName() {
      return "HungarianHorntail";
   }
}

public class Direwolf extends RealAnimal {
   @Override
   public void eatSomething() {
      System.out.println("A direwolf will always attack Joffrey first and then eat some food");
   }

   @Override
   public String getName() {
      return "Nymeria";
   }

   public void printSiblingNames() {
      System.out.println("Ghost, Summer, Shaggydog, Grey Wind, Lady");
   }
}
```

C MaxHeap implementation (excerpt)

```java
public class MaxHeap<Integer> implements Iterator<Integer> {

  // invariant: Maxheap is a complete binary tree with the requirement that every node has a value greater than its children.
  // invariant: A complete binary tree is a binary tree where the nodes are filled in row by row, with the bottom row
  // filled in left to right.

  /**
   * Since storing the records in an array in row order leads to a simple mapping from a node's position in the array to its
   * parent, siblings, and children, the array representation is most commonly used to implement the complete binary tree.
  */


   private Integer[] heap; //reference to the heap array
   private int capacity; //maximum size of the heap
   private int size; //number of things now in heap

  /** Constructor, creates an empty maxheap
    * @param capacity the maximum size of the heap
    */
   public MaxHeap(int capacity) {
      this.capacity = capacity;
      this.size = 0;
      heap = new Integer[capacity];
   }

   /**
    * Check if node at pos is a leaf node
    * @param pos the position of current node
    * @return true if pos a leaf position, false otherwise
    */
   public boolean isLeaf(int pos) { ... }

   /**
    * Return how many items are in heap
    * @return current size of the heap
    */
   public int size() {
      return size;
   }

   /**
    * Find left child of a node
    * @param pos the position of current node
    * @return position for left child of pos
    *        or -1 if there is no left child
    */
   public int leftChild(int pos) {
      if (pos < 0 || pos >= size / 2) {
         return -1;
      }
      return 2 * pos + 1;
   }

   /**
    * Find right child of a node
    * @param pos the position of current node
    * @return position for right child of pos
    *        or -1 if there is no right child
    */
   public int rightChild(int pos) {
      if (pos < 0 || pos >= (size - 1) / 2) {
         return -1;
      }
      return 2 * pos + 2;
   }

   /**
    * Find the parent of a node
    * @param pos the position of current node
    * @return position for parent of pos
    *        or -1 if there is no parent
    */
   public int parent(int pos) {
      if (pos <= 0) {
         return -1;
      }
      return (pos - 1) / 2;
   }

   /**
    * Find the left sibling of a node
    * @param pos the position of current node
    * @return position for left sibling of pos
    *        or -1 if there is no left sibling
    */
   public int leftSibling(int pos) {
       if (pos <=0 || pos >= size || pos % 2 == 1) {
          return -1;
       }
       return pos - 1;
   }
```

```
    /**
     * Remove the top of the heap and return it.
     * @throws NoSuchElementException if there are no more elements
     * @return the value formerly at the top of the heap
     */
    @Override
    public Integer next() { ... }

    /**
     * @return true if the heap has more elements
     */
    @Override
    public boolean hasNext() { ... }

    /**
     * Swap items at positions i and j in the array arr.
     */
    private void swap(Object[] arr, int i, int j) {
        Object o = arr[i];
        arr[i] = arr[j];
        arr[j] = o;
    }

    /**
     * Put item at position pos in its correct place
     * @param pos the position of the item to sift down
     */
    private void siftdown(int pos) {
        if ((pos < 0) || (pos >= size))
            return; // Illegal position

        while (!isLeaf(pos)) {
            // get left child position
            int j = leftchild(pos);
            if ((j < (size - 1)) && (heap[j].compareTo(heap[j + 1]) < 0))
                j++; // j is now index of child with greater value
            if (heap[pos].compareTo(heap[j]) <= 0)
                return;
            swap(heap, pos, j);
            pos = j; // Move down
        }
    }
}
```

D An Example Java GUI Program

```java
// library imports omitted to save space (this code compiles)

public class GUI {
   public static void main(String[] args) {
      SwingUtilities.invokeLater(new Runnable() {
         public void run() {
            createAndShowGUI();
         }
      });
   }

   static void createAndShowGUI() {
      JFrame f = new JFrame("Swing Paint Demo");
      f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
      f.add(new MyPanel());
      f.pack();
      f.setVisible(true);
   }
}

@SuppressWarnings("serial")
class MyPanel extends JPanel {
   private int x;
   private int y;

   public MyPanel() {
      addMouseMotionListener(new MouseAdapter() {
         public void mouseMoved(MouseEvent e) {
            x = e.getX();
            y = e.getY();
            repaint();
         }
      });
   }

   @Override
   public Dimension getPreferredSize() {
      return new Dimension(250, 250);
   }

   @Override
   public void paintComponent(Graphics g) {
      super.paintComponent(g);
      g.setColor(Color.BLACK);
      g.fillRect(x, y, 50, 50);
   }
}
```