


# AP® Computer Science A
# 2009 Free-Response Questions

## The College Board

The College Board is a not-for-profit membership association whose mission is to connect students to college success and opportunity. Founded in 1900, the association is composed of more than 5,600 schools, colleges, universities and other educational organizations. Each year, the College Board serves seven million students and their parents, 23,000 high schools and 3,800 colleges through major programs and services in college readiness, college admissions, guidance, assessment, financial aid, enrollment, and teaching and learning. Among its best-known programs are the SAT®, the PSAT/NMSQT® and the Advanced Placement Program® (AP®). The College Board is committed to the principles of excellence and equity, and that commitment is embodied in all of its programs, services, activities and concerns.

© 2009 The College Board. All rights reserved. College Board, Advanced Placement Program, AP, AP Central, SAT, and the acorn logo are registered trademarks of the College Board. PSAT/NMSQT is a registered trademark of the College Board and National Merit Scholarship Corporation.

Permission to use copyrighted College Board materials may be requested online at:
www.collegeboard.com/inquiry/cbpermit.html.

**Visit the College Board on the Web: www.collegeboard.com.**
**AP Central is the official online home for the AP Program: apcentral.collegeboard.com.**

## COMPUTER SCIENCE A
## SECTION II

**Time—1 hour and 45 minutes**

**Number of questions—4**

**Percent of total grade—50**

**Directions: SHOW ALL YOUR WORK. REMEMBER THAT PROGRAM SEGMENTS ARE TO BE WRITTEN IN JAVA.**

Notes:

- Assume that the classes listed in the Quick Reference found in the Appendix have been imported where appropriate.
- Unless otherwise noted in the question, assume that parameters in method calls are not `null` and that methods are called only when their preconditions are satisfied.
- In writing solutions for each question, you may use any of the accessible methods that are listed in classes defined in that question. Writing significant amounts of code that can be replaced by a call to one of these methods may not receive full credit.

1. A statistician is studying sequences of numbers obtained by repeatedly tossing a six-sided number cube. On each side of the number cube is a single number in the range of 1 to 6, inclusive, and no number is repeated on the cube. The statistician is particularly interested in runs of numbers. A run occurs when two or more consecutive tosses of the cube produce the same value. For example, in the following sequence of cube tosses, there are runs starting at positions 1, 6, 12, and 14.

| Index | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Result | 1 | **5** | **5** | 4 | 3 | 1 | **2** | **2** | **2** | **2** | 6 | 1 | **3** | **3** | **5** | **5** | **5** | **5** |

The number cube is represented by the following class.

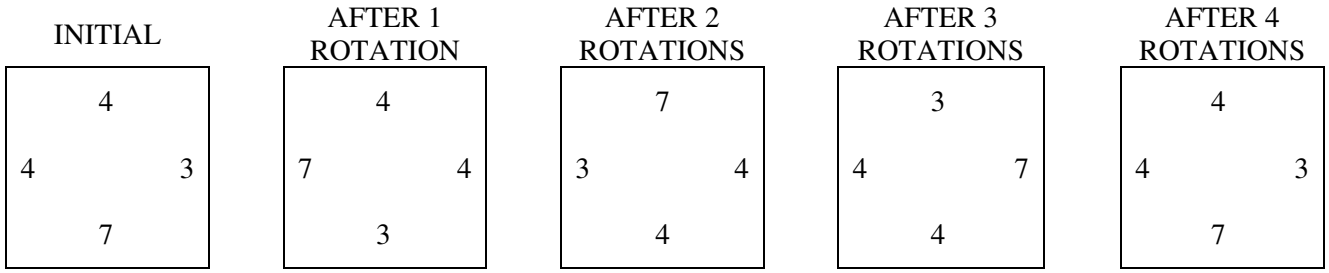
```
public class NumberCube
{
  /** @return an integer value between 1 and 6, inclusive
   */
  public int toss()
  {  /* implementation not shown */  }

  // There may be instance variables, constructors, and methods that are not shown.
}
```

You will implement a method that collects the results of several tosses of a number cube and another method that calculates the longest run found in a sequence of tosses.

© 2009 The College Board. All rights reserved.
Visit the College Board on the Web: www.collegeboard.com.

4. A game uses square tiles that have numbers on their sides. Each tile is labeled with a number on each of its four sides and may be rotated clockwise, as illustrated below.




The tiles are represented by the `NumberTile` class, as given below.

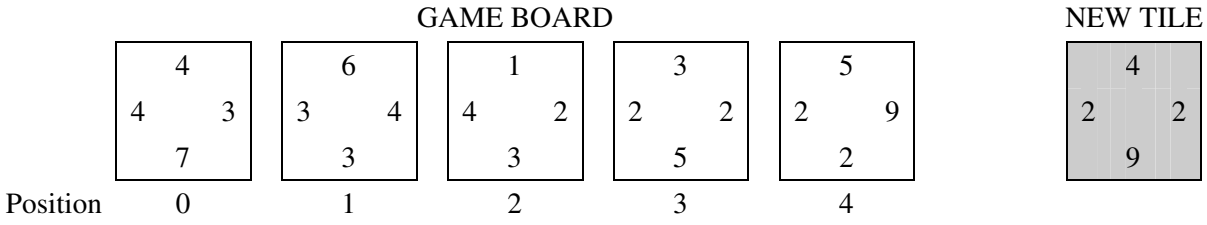
```
public class NumberTile
{
  /** Rotates the tile 90 degrees clockwise
   */
  public void rotate()
  {  /* implementation not shown */  }


  /** @return value at left edge of tile
   */
  public int getLeft()
  {  /* implementation not shown */  }


  /** @return value at right edge of tile
   */
  public int getRight()
  {  /* implementation not shown */  }

  // There may be instance variables, constructors, and methods that are not shown.
}
```

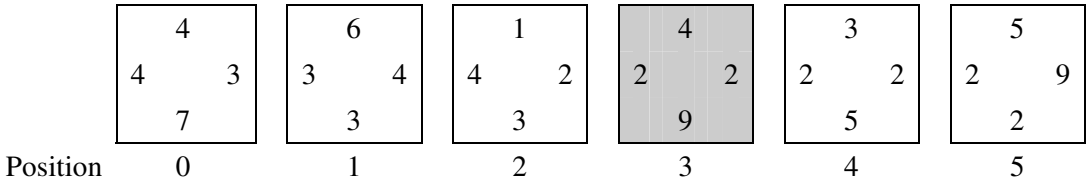
Tiles are placed on a game board so that the adjoining sides of adjacent tiles have the same number. The following figure illustrates an arrangement of tiles and shows a new tile that is to be placed on the game board.




© 2009 The College Board. All rights reserved.
Visit the College Board on the Web: www.collegeboard.com.

In its original orientation, the new tile can be inserted between the tiles at positions 2 and 3 or between the tiles at positions 3 and 4. If the new tile is rotated once, it can be inserted before the tile at position 0 (the first tile) or after the tile at position 4 (the last tile). Assume that the new tile, in its original orientation, is inserted between the tiles at positions 2 and 3. As a result of the insertion, the tiles at positions 3 and 4 are moved one location to the right, and the new tile is inserted at position 3, as shown below.

GAME BOARD AFTER INSERTING TILE




A partial definition of the `TileGame` class is given below.

```
public class TileGame
{
  /** represents the game board; guaranteed never to be null */
  private ArrayList<NumberTile> board;

  public TileGame()
  { board = new ArrayList<NumberTile>(); }

  /** Determines where to insert tile, in its current orientation, into game board
   *  @param tile the tile to be placed on the game board
   *  @return the position of tile where tile is to be inserted:
   *            0 if the board is empty;
   *           -1 if tile does not fit in front, at end, or between any existing tiles;
   *           otherwise, 0 ≤ position returned ≤ board.size()
   */
  private int getIndexForFit(NumberTile tile)
  {  /* to be implemented in part (a) */  }

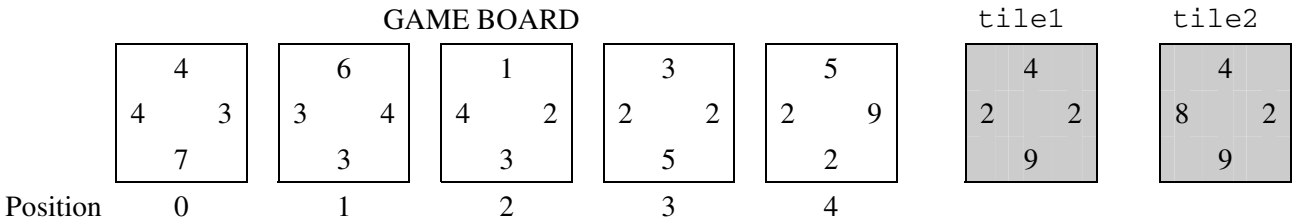
  /** Places tile on the game board if it fits (checking all possible tile orientations if necessary).
   *  If there are no tiles on the game board, the tile is placed at position 0.
   *  The tile should be placed at most 1 time.
   *  Precondition: board is not null
   *  @param tile the tile to be placed on the game board
   *  @return true if tile is placed successfully; false otherwise
   *  Postcondition: the orientations of the other tiles on the board are not changed
   *  Postcondition: the order of the other tiles on the board relative to each other is not changed
   */
  public boolean insertTile(NumberTile tile)
  {  /* to be implemented in part (b) */  }

  // There may be instance variables, constructors, and methods that are not shown.
}
```

© 2009 The College Board. All rights reserved.
Visit the College Board on the Web: www.collegeboard.com.

(a) Write the `TileGame` method `getIndexForFit` that determines where a given tile, in its current orientation, fits on the game board. A tile can be inserted at either end of a game board or between two existing tiles if the side(s) of the new tile match the adjacent side(s) of the tile(s) currently on the game board. If there are no tiles on the game board, the position for the insert is 0. The method returns the position that the new tile will occupy on the game board after it has been inserted. If there are multiple possible positions for the tile, the method will return any one of them. If the given tile does not fit anywhere on the game board, the method returns `-1`.

For example, the following diagram shows a game board and two potential tiles to be placed. The call `getIndexForFit(tile1)` can return either 3 or 4 because `tile1` can be inserted between the tiles at positions 2 and 3, or between the tiles at positions 3 and 4. The call `getIndexForFit(tile2)` returns `-1` because `tile2`, in its current orientation, does not fit anywhere on the game board.




Complete method `getIndexForFit` below.

```
/** Determines where to insert tile, in its current orientation, into game board
 *  @param tile the tile to be placed on the game board
 *  @return the position of tile where tile is to be inserted:
 *            0 if the board is empty;
 *           -1 if tile does not fit in front, at end, or between any existing tiles;
 *           otherwise, 0 ≤ position returned ≤ board.size()
 */
private int getIndexForFit(NumberTile tile)
```

© 2009 The College Board. All rights reserved.
Visit the College Board on the Web: www.collegeboard.com.

(b) Write the `TileGame` method `insertTile` that attempts to insert the given tile on the game board. The method returns `true` if the tile is inserted successfully and `false` only if the tile cannot be placed on the board in any orientation.

Assume that `getIndexForFit` works as specified, regardless of what you wrote in part (a).

Complete method `insertTile` below.

```
/** Places tile on the game board if it fits (checking all possible tile orientations if necessary).
 *  If there are no tiles on the game board, the tile is placed at position 0.
 *  The tile should be placed at most 1 time.
 *  Precondition: board is not null
 *  @param tile the tile to be placed on the game board
 *  @return true if tile is placed successfully; false otherwise
 *  Postcondition: the orientations of the other tiles on the board are not changed
 *  Postcondition: the order of the other tiles on the board relative to each other is not changed
 */
public boolean insertTile(NumberTile tile)
```

**STOP**

**END OF EXAM**

© 2009 The College Board. All rights reserved.
Visit the College Board on the Web: www.collegeboard.com.