

1 Flatten

Write a method `flatten` that takes in a 2-D array `x` and returns a 1-D array that contains all of the arrays in `x` concatenated together.

For example, `flatten({{1, 2, 3}, {}, {7, 8}})` should return `{1, 2, 3, 7, 8}`.
(Summer 2016 MT1)

```
1 public static int[] flatten(int[][] x) {
2     int totalLength = 0;
3
4     for (-----) {
5
6         -----
7     }
8
9     int[] a = new int[totalLength];
10    int aIndex = 0;
11    for (-----) {
12
13        -----
14
15        -----
16
17        -----
18
19        -----
20    }
21
22    return a;
23 }
```

Solution:

```
1 public static int[] flatten(int[][] x) {
2     int totalLength = 0;
3     for (int[] arr: x) {
4         totalLength += arr.length;
5     }
6     int[] a = new int[totalLength];
7     int aIndex = 0;
8     for (int[] arr: x) {
9         for (int value: arr) {
10            a[aIndex] = value;
11            aIndex++;
12        }
13    }
14    return a;
15 }
```

Alternate Solutions:

```
1 public static int[] flatten(int[][] x) {
2     int totalLength = 0;
3     for (int[] arr: x) {
4         totalLength += arr.length;
5     }
6     int[] a = new int[totalLength];
7     int aIndex = 0;
8     for (int[] arr: x) {
9         System.arraycopy(arr, 0, a, aIndex, arr.length);
10        aIndex += arr.length;
11    }
12    return a;
13 }
14 public static int[] flatten(int[][] x) {
15     int totalLength = 0;
16     for (int i = 0; i < x.length; i++) {
17         totalLength += x[i].length;
18     }
19     int[] a = new int[totalLength];
20     int aIndex = 0;
21     for (int i = 0; i < x.length; i++) {
22         for (int j = 0; j < x[i].length; j++) {
23             a[aIndex] = x[i][j];
24             aIndex++;
25         }
26     }
27     return a;
28 }
```

2 Skippify

Suppose we have the following `IntList` class, as defined in lecture and lab, with an added `skippify` function.

Suppose that we define two `IntList`s as follows.

```
1 IntList A = IntList.list(1, 2, 3, 4, 5, 6, 7, 8, 9, 10);
2 IntList B = IntList.list(9, 8, 7, 6, 5, 4, 3, 2, 1);
```

Fill in the method `skippify` such that the result of calling `skippify` on A and B are as below:

- After calling `A.skippify()`, A: (1, 3, 6, 10)
- After calling `B.skippify()`, B: (9, 7, 4)

(Spring '17, MT1)

```
1 public class IntList {
2     public int first;
3     public IntList rest;
4
5     @Override
6     public boolean equals(Object o) { ... }
7     public static IntList list(int... args) { ... }
8
9     public void skippify() {
10        IntList p = this;
11        int n = 1;
12        while (p != null) {
13
14            IntList next = _____;
15
16            for (_____ ) {
17
18                if (_____ ) {
19
20                    _____
21                }
22
23                _____
24            }
25
26            _____
27
28            _____
29
30            _____
31        }
32    }
33 }
```

Solution:

```

1  public class IntList {
2      public int first;
3      public IntList rest;
4
5      @Override
6      public boolean equals(Object o) { ... }
7      public static IntList list(int... args) { ... }
8
9      public void skippify() {
10         IntList p = this;
11         int n = 1;
12         while (p != null) {
13             IntList next = p.rest;
14             for (int i = 0; i < n; i += 1) {
15                 if (next == null) {
16                     break;
17                 }
18                 next = next.rest;
19             }
20             p.rest = next;
21             p = p.rest;
22             n++;
23         }
24     }
25     ...
26 }

```

Explanation: Looking at `IntList A`, we only need to change the `rest` attribute of `IntList` instances 1, 3, and 6. To achieve this, we will use the **for** loop to find the new `rest` attribute (which we will store in `next`) of the current `IntList` instance (`p`). The outer **while** loop enables us to repeat these actions for, in our case, `IntList` instances 3 and 6. The **int** `n` will increment by one each iteration and gives us the number of iterations in the for loop, i.e. how many `IntList` instances to skip. Finally, the **if** check accounts allows us to exit the for loop early if we ever hit the end of the Linked List.

3 Even Odd

Implement the method `evenOdd` by *destructively* changing the ordering of a given `IntList` so that even indexed links **precede** odd indexed links.

For instance, if `lst` is defined as `IntList.list(0, 3, 1, 4, 2, 5)`, `evenOdd(lst)` would modify `lst` to be `IntList.list(0, 1, 2, 3, 4, 5)`.

Hint: Make sure your solution works for lists of odd and even lengths.

```

1  public class IntList {
2      public int first;
3      public IntList rest;
4      public IntList (int f, IntList r) {
5          this.first = f;
6          this.rest = r;
7      }
8
9      public static void evenOdd(IntList lst) {
10
11         if (_____ ) {
12             return;
13         }
14
15         IntList second = _____;
16
17         int index = _____;
18
19         while (_____ ) {
20
21             _____
22
23             _____
24
25             _____
26
27             _____
28         }
29
30         _____
31     }
32 }

```

Solution:

```

1 public static void evenOdd(IntList lst) {
2     if (lst == null || lst.rest == null || lst.rest.rest == null) {
3         return;
4     }
5     IntList second = lst.rest;
6     int index = 0;
7     while (!(index % 2 == 0 && (lst.rest == null || lst.rest.rest == null))) {
8         IntList temp = lst.rest;
9         lst.rest = lst.rest.rest;
10        lst = temp;
11        index++;
12    }
13    lst.rest = second;
14 }

```

Explanation: For any linked list, observe that we simply want to change the `rest` attribute of each `IntList` instance to skip an `IntList` instance. Looking at `lst`, we want to link 0 to 1, 3 to 4, and so on. This will constitute the work of the body of the `while` loop, so we just need to figure out how to link the last even indexed `IntList` instance to the first odd indexed `IntList` instance. To keep track of the first odd indexed `IntList` instance, we can use `second`. Now, we just need to exit the `while` loop when we are at the last even indexed `IntList` instance. This occurs when the index is even and we are either at the second to last element (`lst.rest.rest == null`) or the last element (`lst.rest == null`).

Alternate Solution:

```

1 public static void evenOdd(IntList lst) {
2     if (lst == null || lst.rest == null) {
3         return;
4     }
5     IntList second = lst.rest;
6     while (lst.rest != null && lst.rest.rest != null) {
7         IntList t = lst.rest;
8         lst.rest = t.rest;
9         lst = lst.rest;
10        t.rest = lst.rest;
11    }
12    lst.rest = second;
13 }

```