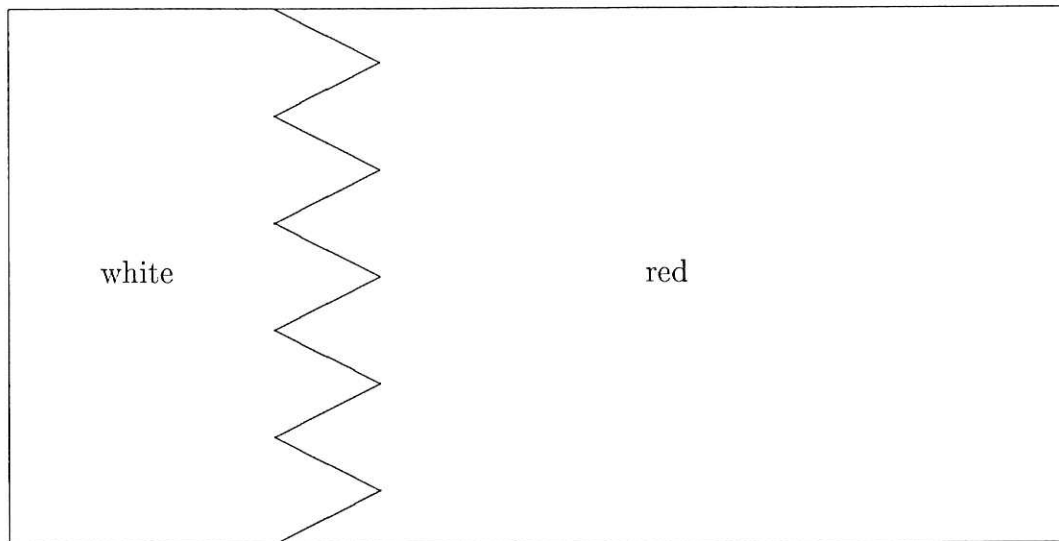


1.

The Bahrain national flag is a rectangle with a width:height ratio of 2:1 and showing the following pattern:



Write a method

```
public void drawBahrain(int n)
```

that draws the Bahrain flag on the screen with a height of `n` pixels. Your method should create and use a `SimpleCanvas` (as used in lectures and laboratories) to draw on. Both of the colours needed are pre-constructed `Color` objects.

(Do not worry about the precise positions and angles of the jagged bits: draw something approximately right.)

PUT YOUR ANSWER ON THE NEXT PAGE

2.

(a) Write a method

```
public int countSmaller(int x, int[] a)
```

that returns the number of elements of a that are smaller than x.

(5 marks)

(b) Write a method

```
public int median(int[] a)
```

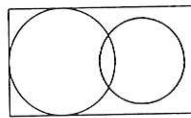
that returns the median of *a*. The median of an array is the value *k* such that half of the elements in the array are smaller than *k*, and half are bigger than *k*. You may assume that *a* has odd length and that its elements are all distinct.

(5 marks)

3.

We wish to estimate the area of the intersection of two overlapping circles with diameters d_1 and d_2 , whose centres are separated by x . We can do this by a simple sampling procedure.

Imagine the two circles are enclosed in a rectangle with width d_1+d_2 and height d_k , where d_k is the greater of d_1 and d_2 :



Generate n points randomly in this rectangle, and count how many points sit in the intersection (i.e. inside both circles). The proportion of points that sit in the intersection approximates A/B , where A is the area of the intersection, and B is the area of the rectangle. From this we can estimate A . Clearly the precision of the estimate increases with the number of samples.

Write a method

```
public double area(double d1, double d2, double x, int n)
```

that implements the above procedure.

You should use an object from the library class `java.util.Random` to generate a sequence of random points inside the rectangle, and you will need the following method from that class.

```
public double nextDouble()
```

Returns the next pseudorandom, uniformly-distributed double between 0.0 and 1.0 from this random number generator's sequence.

PUT YOUR ANSWER ON THE NEXT PAGE

4.

Consider the class `BankAccount`, for use in a bank's account record system:

```
public class BankAccount {  
  
    // The accName is the username of the account holder  
    // such as BillGates or JackSmith  
  
    private String accName;  
    private int accNumber;  
    private int balance;  
  
    public String getName()  
    {return accName;}  
  
    public int getBalance()  
    {return balance;}  
  
    // constructor and other details omitted  
}
```

The records are sorted in alphabetical order by the account names. Write a method

```
public int accountBalance(BankAccount[] accList, String accName)
```

that uses an efficient search technique to search the sorted account list `accList` for the bank account with the account name `accName`, and returns its balance. If `accName` is not in `accList`, the method should throw a suitable exception.

PUT YOUR ANSWER ON THE NEXT PAGE

5.

Sudoku is a number placement puzzle: a 9×9 grid made up of 3×3 subgrids. Some cells already contain numbers, known as “givens”, for example:

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8			7	9

The goal is to fill in the empty cells, one number in each, so that each column, row, and subgrid contains the numbers 1 – 9 exactly once.

A player often needs to determine which numbers can be placed in a particular cell location. Given a partially filled game grid with 0s for empty cells, write a method

```
public boolean[] findPossible(int[][] grid, int i, int j)
```

that returns a 9-element boolean array indicating whether each number is possible in the cell i th across and j th down from the top left corner (0,0). For example, if 1 is possible at the specified location, the *first* element of the boolean array should be true, otherwise false.

Factor out the subtasks into separate methods to make your code easier to understand.

PUT YOUR ANSWER ON THE NEXT PAGE

6.

- (a) An array *a* is said to *dominate* an array *b* of the same length if every value in *a* is at least as big as the corresponding value in *b*, and at least one value in *a* is bigger than the corresponding value in *b*. For example, {1,2,3} dominates {1,0,3}, but it does not dominate {1,0,4}.

Write a method

```
public boolean dominates(int[] a, int[] b)
```

that returns true if *a* dominates *b*, and false otherwise.

(5 marks)

- (b) The *rank* of an element $a[i]$ in a 2D array is equal to the number of elements of a that dominate $a[i]$. (Note that multiple elements of a can have the same rank.)

Write a method

```
public int[] rank(int[] [] a)
```

that returns an array containing the rank of each element of a .

(5 marks)
