Complete the `scoreGuess` method.

```
/** Returns a score for guess, as described in part (a).
 *  Precondition: 0 < guess.length() <= secret.length()
 */
public int scoreGuess(String guess)
```

Begin your response at the top of a new page in the separate Free Response booklet and fill in the appropriate circle at the top of each page to indicate the question number. If there are multiple parts to this question, write the part letter with your response.

Class information for this question

```
public class WordMatch

private String secret

public WordMatch(String word)
public int scoreGuess(String guess)
public String findBetterGuess(String guess1, String guess2)
```

GO ON TO THE NEXT PAGE.

(b) Write the `WordMatch` method `findBetterGuess`, which returns the better guess of its two `String` parameters, `guess1` and `guess2`. If the `scoreGuess` method returns different values for `guess1` and `guess2`, then the guess with the higher score is returned. If the `scoreGuess` method returns the same value for `guess1` and `guess2`, then the alphabetically greater guess is returned.

The following example shows a declaration of a `WordMatch` object and the outcomes of some possible calls to the `scoreGuess` and `findBetterGuess` methods.

```
WordMatch game = new WordMatch("concatenation");
```

Method Call	Return Value	Explanation
`game.scoreGuess("ten");`	`9`	`1 * 3 * 3`
`game.scoreGuess("nation");`	`36`	`1 * 6 * 6`
`game.findBetterGuess("ten", "nation");`	`"nation"`	Since `scoreGuess` returns `36` for `"nation"` and `9` for `"ten"`, the guess with the greater score, `"nation"`, is returned.
`game.scoreGuess("con");`	`9`	`1 * 3 * 3`
`game.scoreGuess("cat");`	`9`	`1 * 3 * 3`
`game.findBetterGuess("con", "cat");`	`"con"`	Since `scoreGuess` returns `9` for both `"con"` and `"cat"`, the alphabetically greater guess, `"con"`, is returned.

GO ON TO THE NEXT PAGE.

Complete method `findBetterGuess`.

Assume that `scoreGuess` works as specified, regardless of what you wrote in part (a). You must use `scoreGuess` appropriately to receive full credit.

```
/** Returns the better of two guesses, as determined by scoreGuess and the rules for a
 *  tie-breaker that are described in part (b).
 *  Precondition: guess1 and guess2 contain all lowercase letters.
 *                guess1 is not the same as guess2.
 */
public String findBetterGuess(String guess1, String guess2)
```

Begin your response at the top of a new page in the separate Free Response booklet and fill in the appropriate circle at the top of each page to indicate the question number. If there are multiple parts to this question, write the part letter with your response.

Class information for this question

```
public class WordMatch

private String secret

public WordMatch(String word)
public int scoreGuess(String guess)
public String findBetterGuess(String guess1, String guess2)
```

2. The class `SingleTable` represents a table at a restaurant.

```
public class SingleTable
{
    /** Returns the number of seats at this table. The value is always greater than or equal to 4. */
    public int getNumSeats()
    {  /* implementation not shown */  }

    /** Returns the height of this table in centimeters. */
    public int getHeight()
    {  /* implementation not shown */  }

    /** Returns the quality of the view from this table. */
    public double getViewQuality()
    {  /* implementation not shown */  }

    /** Sets the quality of the view from this table to value. */
    public void setViewQuality(double value)
    {  /* implementation not shown */  }

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

At the restaurant, customers can sit at tables that are composed of two single tables pushed together. You will write a class `CombinedTable` to represent the result of combining two `SingleTable` objects, based on the following rules and the examples in the chart that follows.

- A `CombinedTable` can seat a number of customers that is two fewer than the total number of seats in its two `SingleTable` objects (to account for seats lost when the tables are pushed together).
- A `CombinedTable` has a desirability that depends on the views and heights of the two single tables. If the two single tables of a `CombinedTable` object are the same height, the desirability of the `CombinedTable` object is the average of the view qualities of the two single tables.
- If the two single tables of a `CombinedTable` object are not the same height, the desirability of the `CombinedTable` object is 10 units less than the average of the view qualities of the two single tables.

Assume `SingleTable` objects `t1`, `t2`, and `t3` have been created as follows.

- `SingleTable t1` has 4 seats, a view quality of 60.0, and a height of 74 centimeters.
- `SingleTable t2` has 8 seats, a view quality of 70.0, and a height of 74 centimeters.
- `SingleTable t3` has 12 seats, a view quality of 75.0, and a height of 76 centimeters.

The chart contains a sample code execution sequence and the corresponding results.

Statement	Value Returned (blank if no value)	Class Specification
`CombinedTable c1 = new CombinedTable(t1, t2);`		A `CombinedTable` is composed of two `SingleTable` objects.
`c1.canSeat(9);`	`true`	Since its two single tables have a total of 12 seats, `c1` can seat 10 or fewer people.
`c1.canSeat(11);`	`false`	`c1` cannot seat 11 people.
`c1.getDesirability();`	`65.0`	Because `c1`'s two single tables are the same height, its desirability is the average of `60.0` and `70.0`.
`CombinedTable c2 = new CombinedTable(t2, t3);`		A `CombinedTable` is composed of two `SingleTable` objects.
`c2.canSeat(18);`	`true`	Since its two single tables have a total of 20 seats, `c2` can seat 18 or fewer people.
`c2.getDesirability();`	`62.5`	Because `c2`'s two single tables are not the same height, its desirability is 10 units less than the average of `70.0` and `75.0`.
`t2.setViewQuality(80);`		Changing the view quality of one of the tables that makes up `c2` changes the desirability of `c2`, as illustrated in the next line of the chart. Since `setViewQuality` is a `SingleTable` method, you do not need to write it.
`c2.getDesirability();`	`67.5`	Because the view quality of `t2` changed, the desirability of `c2` has also changed.

The last line of the chart illustrates that when the characteristics of a `SingleTable` change, so do those of the `CombinedTable` that contains it.

Write the complete `CombinedTable` class. Your implementation must meet all specifications and conform to the examples shown in the preceding chart.

Begin your response at the top of a new page in the separate Free Response booklet and fill in the appropriate circle at the top of each page to indicate the question number. If there are multiple parts to this question, write the part letter with your response.

GO ON TO THE NEXT PAGE.

3. A high school club maintains information about its members in a `MemberInfo` object. A `MemberInfo` object stores a club member's name, year of graduation, and whether or not the club member is in *good standing*. A member who is in good standing has fulfilled all the responsibilities of club membership.

   A partial declaration of the `MemberInfo` class is shown below.

```
public class MemberInfo
{
   /** Constructs a MemberInfo object for the club member with name name,
    *  graduation year gradYear, and standing hasGoodStanding.
    */
   public MemberInfo(String name, int gradYear, boolean hasGoodStanding)
   {  /* implementation not shown */  }

   /** Returns the graduation year of the club member. */
   public int getGradYear()
   {  /* implementation not shown */  }

   /** Returns true if the member is in good standing and false otherwise. */
   public boolean inGoodStanding()
   {  /* implementation not shown */  }

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

   The `ClubMembers` class maintains a list of current club members. The declaration of the `ClubMembers` class is shown below.

```
public class ClubMembers
{
   private ArrayList<MemberInfo> memberList;

   /** Adds new club members to memberList, as described in part (a).
    *  Precondition: names is a non-empty array.
    */
   public void addMembers(String[] names, int gradYear)
   {  /* to be implemented in part (a) */  }

   /** Removes members who have graduated and returns a list of members who have graduated
    *  and are in good standing, as described in part (b).
    */
   public ArrayList<MemberInfo> removeMembers(int year)
   {  /* to be implemented in part (b) */  }

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

GO ON TO THE NEXT PAGE.

(a) Write the `ClubMembers` method `addMembers`, which takes two parameters. The first parameter is a `String` array containing the names of new club members to be added. The second parameter is the graduation year of all the new club members. The method adds the new members to the `memberList` instance variable. The names can be added in any order. All members added are initially in good standing and share the same graduation year, `gradYear`.

Complete the `addMembers` method.

```
/** Adds new club members to memberList, as described in part (a).
 *  Precondition: names is a non-empty array.
 */
public void addMembers(String[] names, int gradYear)
```

Begin your response at the top of a new page in the separate Free Response booklet and fill in the appropriate circle at the top of each page to indicate the question number. If there are multiple parts to this question, write the part letter with your response.

(b) Write the `ClubMembers` method `removeMembers`, which takes the following actions.

- Returns a list of all students who have graduated and are in good standing. A member has graduated if the member's graduation year is less than or equal to the method's `year` parameter. If no members meet these criteria, an empty list is returned.
- Removes from `memberList` all members who have graduated, regardless of whether or not they are in good standing.

The following example illustrates the results of a call to `removeMembers`.

The `ArrayList memberList` before the method call `removeMembers(2018)`:

"SMITH, JANE"	"FOX, STEVE"	"XIN, MICHAEL"	"GARCIA, MARIA"
2019	2018	2017	2020
false	true	false	true

The `ArrayList memberList` after the method call `removeMembers(2018)`:

"SMITH, JANE"	"GARCIA, MARIA"
2019	2020
false	true

The `ArrayList` returned by the method call `removeMembers(2018)`:

"FOX, STEVE"
2018
true

GO ON TO THE NEXT PAGE.

Complete the `removeMembers` method.

```
/** Removes members who have graduated and returns a list of members who have graduated and are
 *  in good standing, as described in part (b).
 */
public ArrayList<MemberInfo> removeMembers(int year)
```

Begin your response at the top of a new page in the separate Free Response booklet and fill in the appropriate circle at the top of each page to indicate the question number. If there are multiple parts to this question, write the part letter with your response.

Class information for this question

```
public class MemberInfo

public MemberInfo(String name, int gradYear, boolean hasGoodStanding)
public int getGradYear()
public boolean inGoodStanding()

public class ClubMembers

private ArrayList<MemberInfo> memberList

public void addMembers(String[] names, int gradYear)
public ArrayList<MemberInfo> removeMembers(int year)
```

GO ON TO THE NEXT PAGE.

Question 2: Class Design — 9 points

Canonical solution

9 points

```
public class CombinedTable
{
   private SingleTable table1;
   private SingleTable table2;

   public CombinedTable(SingleTable tab1, SingleTable tab2)
   {
      table1 = tab1;
      table2 = tab2;
   }

   public boolean canSeat(int n)
   {
      if (table1.getNumSeats() + table2.getNumSeats() - 2 >= n)
      {
         return true;
      }
      else
      {
         return false;
      }
   }

   public double getDesirability()
   {
      if (table1.getHeight() == table2.getHeight())
      {
         return (table1.getViewQuality() +
                 table2.getViewQuality()) / 2;
      }
      else
      {
         return ((table1.getViewQuality() +
                  table2.getViewQuality()) / 2) - 10;
      }
   }
}
```

`CombinedTable`

	Scoring Criteria	Decision Rules	

1	Declares class header:
	`class CombinedTable`
	and constructor header:
	`CombinedTable(SingleTable ___, SingleTable ___)`
	(*must not be* `private`)
		Responses **can** still earn the point even if they declare the class header as `class CombinedTable extends SingleTable`	**1 point**

2	Declares appropriate `private` instance variables including at least two `SingleTable` references	Responses **can** still earn the point even if they declare an additional instance variable to cache the number of seats at the combined table Responses **will not** earn the point if they • declare and initialize local variables in the constructor instead of instance variables • declare additional instance variable(s) that cache the desirability rating • omit keyword `private` • declare variables outside the class	**1 point**
3	Constructor initializes instance variables using parameters	Responses **can** still earn the point even if they declare and initialize local variables in the constructor instead of instance variables	**1 point**
4	Declares header: `public boolean canSeat(int ___)`		**1 point**
5	Calls `getNumSeats` on a `SingleTable` object	Responses **can** still earn the point even if they call `getNumSeats` on constructor parameters or local variables of type `SingleTable` in the constructor Responses **will not** earn the point if they call the `SingleTable` accessor method on something other than a `SingleTable` object	**1 point**
6	`canSeat(n)` returns `true` if and only if sum of seats of two tables `- 2 >= n`	Responses **can** still earn the point even if they call `getNumSeats` incorrectly	**1 point**
7	Declares header: `public double getDesirability()`		**1 point**
8	Calls `getHeight` and `getViewQuality` on `SingleTable` objects	Responses **can** still earn the point even if they call `getHeight` or `getViewQuality` on constructor parameters or local variables of type `SingleTable` in the constructor	**1 point**

		Responses **will not** earn the point if they call the `SingleTable` accessor methods on something other than a `SingleTable` object	
9	`getDesirability` computes average of constituent tables' view desirabilities	Responses **can** still earn the point even if they • call `getHeight` or `getViewQuality` on constructor parameters or local variables of type `SingleTable` in the constructor • fail to return the computed average (*return is not assessed*) Responses **will not** earn the point if they • fail to have an `if` statement and a correct calculation • choose the incorrect value (average vs. average – 10) based on evaluation of the `if` statement condition	**1 point**

Question-specific penalties
None

Total for question 2 9 points

Applying the Scoring Criteria

Apply the question scoring criteria first, which always takes precedence. Penalty points can only be deducted in a part of the question that has earned credit via the question rubric. No part of a question (a, b, c) may have a negative point total. A given penalty can be assessed only once for a question, even if it occurs multiple times or in multiple parts of that question. A maximum of 3 penalty points may be assessed per question.

1-Point Penalty

v) Array/collection access confusion (`[] get`)
w) Extraneous code that causes side-effect (e.g., printing to output, incorrect precondition check)
x) Local variables used but none declared
y) Destruction of persistent data (e.g., changing value referenced by parameter)
z) Void method or constructor that returns a value

No Penalty

- Extraneous code with no side-effect (e.g., valid precondition check, no-op)
- Spelling/case discrepancies where there is no ambiguity*
- Local variable not declared provided other variables are declared in some part
- `private` or `public` qualifier on a local variable
- Missing `public` qualifier on class or constructor header
- Keyword used as an identifier
- Common mathematical symbols used for operators (× • ÷ ≤ ≥ <> ≠)
- `[]` vs. `()` vs. `<>`
- `=` instead of `==` and vice versa
- `length/size` confusion for array, `String`, `List`, or `ArrayList`; with or without `( )`
- Extraneous `[]` when referencing entire array
- `[i,j]` instead of `[i][j]`
- Extraneous size in array declaration, e.g., `int[size] nums = new int[size];`
- Missing `;` where structure clearly conveys intent
- Missing `{ }` where indentation clearly conveys intent
- Missing `( )` on parameter-less method or constructor invocations
- Missing `( )` around `if` or `while` conditions

Spelling and case discrepancies for identifiers fall under the "No Penalty" category only if the correction can be **unambiguously inferred from context, for example, "ArayList" instead of "ArrayList". As a counterexample, note that if the code declares "`int G=99, g=0;`", then uses "`while (G < 10)`" instead of "`while (g < 10)`", the context does **not** allow for the reader to assume the use of the lower case variable.*