

(a) List any penalties associated with lab assignments that were described on the general course policies page.

(b) Implement a method that will accept an `ArrayList` of `Strings` and return the shortest `String` in the `ArrayList`. In the event of a tie, you should return the `String` that is closest to the front of the `ArrayList`. For example, if the `ArrayList` contains the following:

```
"The", "quiz", "was", "easy", "to", "do"
```

the method should return `to`. If the `ArrayList` is `null` or empty, an empty `String` should be returned.

Recall the `Shape` class developed in lecture:

```
+-----+
|                   Shape                   |
+-----+
| -color: Color      |
| -centerLocation: Point2D |
+-----+
| +Shape(color: Color, centerX: double, centerY: double) |
| +getArea(): double |
| +toString(): String |
+-----+
```

Recall further that the `getArea()` method just returns zero and the `toString()` method returns something like this:

```
Color: 0x00ffffff
Location: Point2D [x = 0.0, y = 0.0]
```

Provide a complete implementation (excluding `package` or `import` statements) for a subclass called `RightTriangle`. The class should model a right triangle that oriented in any arbitrary direction (see examples drawn on whiteboard).

Suppose `First` is an interface with two methods: `iMethodA()` and `iMethodB()`. Suppose further that `Parent` is a class with the following methods: a constructor that accepts a `String` as an argument, an overridden `equals()` method, and `pMethodA()`.

(a) Show the class declaration (just the first line) of a `Child` that inherits from `Parent` and implements the `First` interface.

(b) List the method signatures for all of the methods that **must** be implemented by the `Child` class.

(c) List all of the reference types that can refer to a `Child` object. I.e., what can replace `XXX` in the following line of code?

```
XXX obj = new Child ();
```

(a) Sketch what will be displayed when a class that extends `Application` contains the following method implementation:

```
@Override
public void start(Stage stage) {
    Pane root = new VBox();
    root.getChildren().addAll(
        new Label("This seems like"),
        new Button("a"),
        new Button("useless"),
        new Label("graphical"),
        new Button("user"),
        new Label("interface."));
    stage.setTitle("Quiz_4");
    stage.setScene(new Scene(root, 400, 400);
    stage.show();
}
```

(b) List two replacements for `VBox` in the first line of the `start()` method above and indicate how the UI would change for each replacement.

```
public static void main(String[] args) {
    Scanner in = new Scanner(System.in);
    try {
        int i = in.nextInt();
        double x = -1.0;
        System.out.println(i*x);
        x = in.nextInt();
        System.out.println(i*x);
    } catch (RuntimeException e) {
        System.out.println("ouch");
    } finally {
        System.out.println("done");
    }
}
```

Consider the code above and indicate what will be displayed if the user were to enter the following input.

(a)

3 5

(b)

thirty three

(c)

8 30.0

List the UI controls that your group has been investigating this week in lecture. Suppose you are interviewing for a summer internship. What would you say to convince your interviewer of what you learned about the UI controls this week.

Suppose the following method has already been implemented:

```
public static List<Complex> getSpecified(List<Complex> list, Predicate<Complex> predicate);
```

Complete the following code using a lambda expression for the predicate that will cause `result` to contain all of the elements in `list` that a negative real component. For example, if the `list` contains the following complex numbers: $3 + 2i$, $-1 + 0i$, $-8.2 - 2.1i$, and $0 - 9i$, then `result` should contain $-1 + 0i$ and $-8.2 - 2.1i$.

```
public static void quiz8(List<Complex> list) {
```

```
    List<Complex> result =
```

```
        System.out.println(result);  
}
```

Consider the following interface:

```
@FunctionalInterface
public interface Transformable {
    Color newColor(Color color);
}
```

(a) Suppose `Image image` exists. Complete the call to `transformImage()` (see part (b)) using a lambda expression that will produce `brighterImage`. Each pixel in the resulting image should have the value returned by calling `.brighter()` on it.

```
Image result = transformImage(image,
```

(b) Implement the following method such that each pixel in the image returned is a transformed version of the corresponding pixel in the image passed to the method. The transformation is defined by the `Transformable` passed to the method.

```
public static Image transformImage(Image image, Transformable transform) {
```