

## Exercise 2 (Data Abstraction)

**Problem 1.** (*Iterable Binary Strings*) Implement an immutable, iterable data type called `BinaryStrings` to systematically iterate over binary strings of length  $n$ . The data type must support the following API:

BinaryStrings	
<code>BinaryStrings(int n)</code>	constructs an iterable <code>BinaryStrings</code> object given the length of binary strings needed
<code>Iterator&lt;String&gt; iterator()</code>	returns an iterator to iterate over binary strings of length $n$

```
>_ ~/workspace/exercise2
$ java BinaryStrings 3
000
001
010
011
100
101
110
111
```

**Problem 2.** (*Iterable Primes*) Implement an immutable, iterable data type called `Primes` to systematically iterate over the first  $n$  primes. The data type must support the following API:

Primes	
<code>Primes(int n)</code>	constructs a <code>Primes</code> object given the number of primes needed
<code>Iterator&lt;Integer&gt; iterator()</code>	returns an iterator to iterate over the first $n$ primes

```
>_ ~/workspace/exercise2
$ java Primes 10
2
3
5
7
11
13
17
19
23
29
```

**Problem 3.** (*Min Max*) Implement a library called `MinMax` with static methods `min()` and `max()` that accept a reference `first` to the first node in a linked list of integer-valued items and return the minimum and the maximum values respectively.

```
>_ ~/workspace/exercise2
$ java MinMax
min(first) == StdStats.min(items)? true
max(first) == StdStats.max(items)? true
```

**Problem 4.** (*Text Editor Buffer*) Implement a data type called `Buffer` to represent a buffer in a text editor. The data type must support the following API:

## Exercise 2 (Data Abstraction)

Buffer	
Buffer()	creates an empty buffer
void insert(char c)	inserts <i>c</i> at the cursor position
char delete()	deletes and returns the character immediately ahead of the cursor
void left(int k)	moves the cursor <i>k</i> positions to the left
void right(int k)	moves the cursor <i>k</i> positions to the right
int size()	returns the number of characters in this buffer
String toString()	returns a string representation of this buffer with the " " character (not part of the buffer) at the cursor position

```
>_ ~/workspace/exercise2
$ java Buffer
|There is grandeur in this view of life, with its several powers, having been originally breathed by the
Creator into a few forms or into one; and that, whilst this planet has gone cycling on according to the
fixed law of gravity, from so simple a beginning endless forms most beautiful and most wonderful have
been, and are being, evolved. -- Charles Darwin, The Origin of Species
```

Hint: Use two stacks `left` and `right` to store the characters to the left and right of the cursor, with the characters on top of the stacks being the ones immediately to its left and right.

**Problem 5.** (*Josephus Problem*) In the Josephus problem from antiquity,  $n$  people are in dire straits and agree to the following strategy to reduce the population. They arrange themselves in a circle (at positions numbered from 1 to  $n$ ) and proceed around the circle, eliminating every  $m$ th person until only one person is left. Legend has it that Josephus figured out where to sit to avoid being eliminated. Implement a program `Josephus.java` that accepts  $n$  (int) and  $m$  (int) as command-line arguments, and writes to standard output the order in which people are eliminated (and thus would show Josephus where to sit in the circle).

```
>_ ~/workspace/exercise2
$ java Josephus 7 2
2
4
6
1
5
3
7
```

### Files to Submit

1. BinaryStrings.java
2. Primes.java
3. MinMax.java
4. Buffer.java
5. Josephus.java

Before you submit your files, make sure:

- You do not use concepts outside of what has been taught in class.
- Your code is adequately commented, follows good programming principles, and meets any specific requirements such as corner cases and running times.