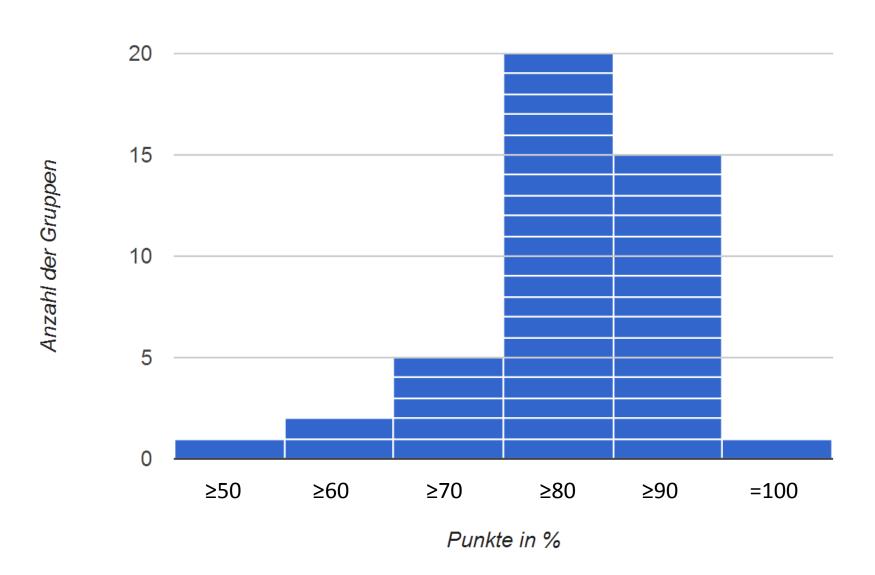
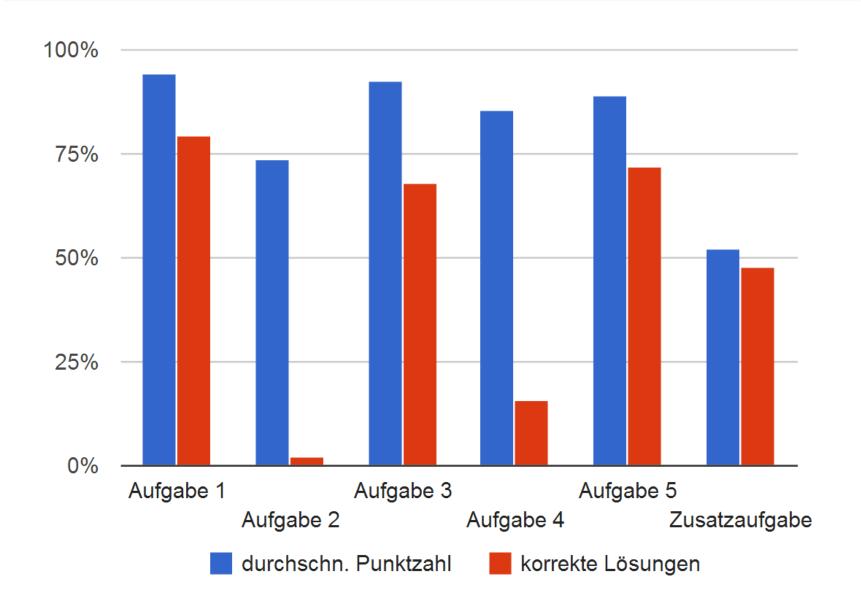


Übungsblatt 1 - Auswertung

Punktverteilung (Gesamt)

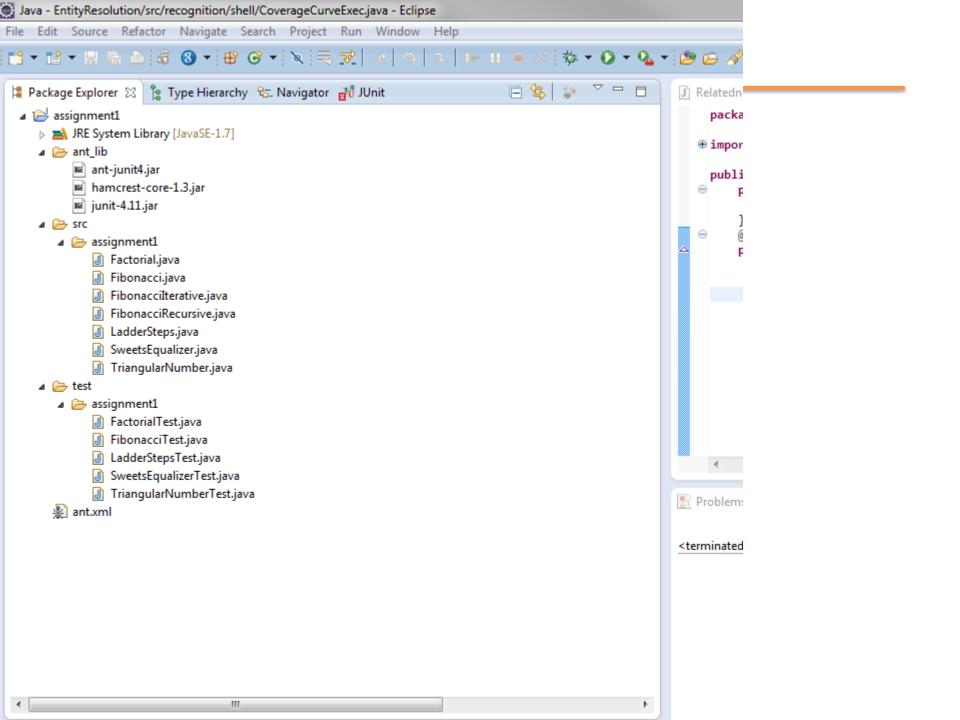


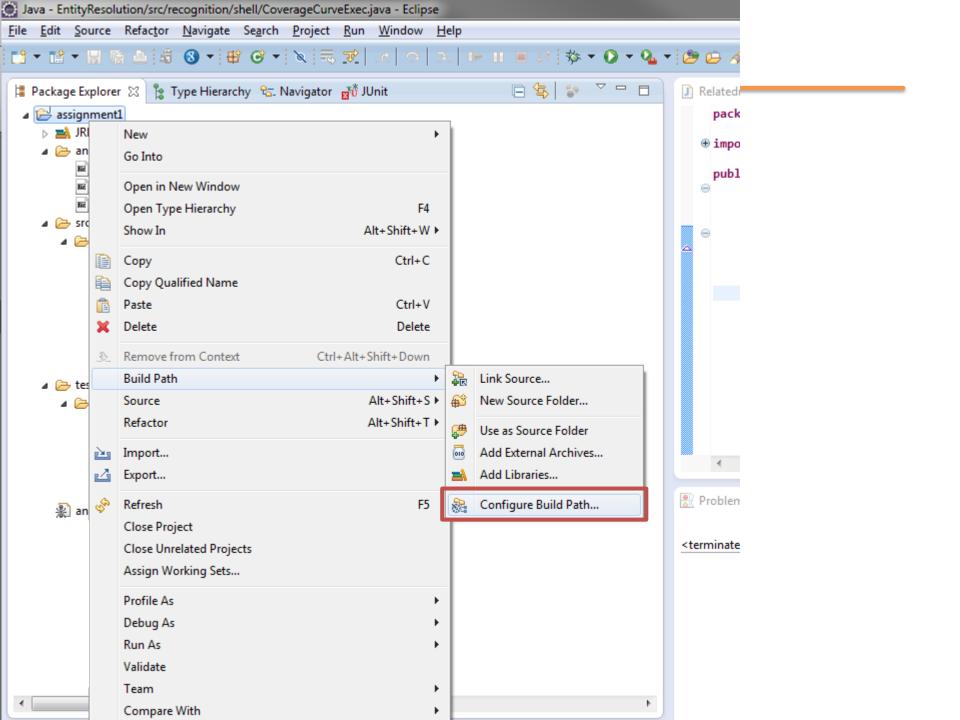
Ergebnisse pro Aufgabe

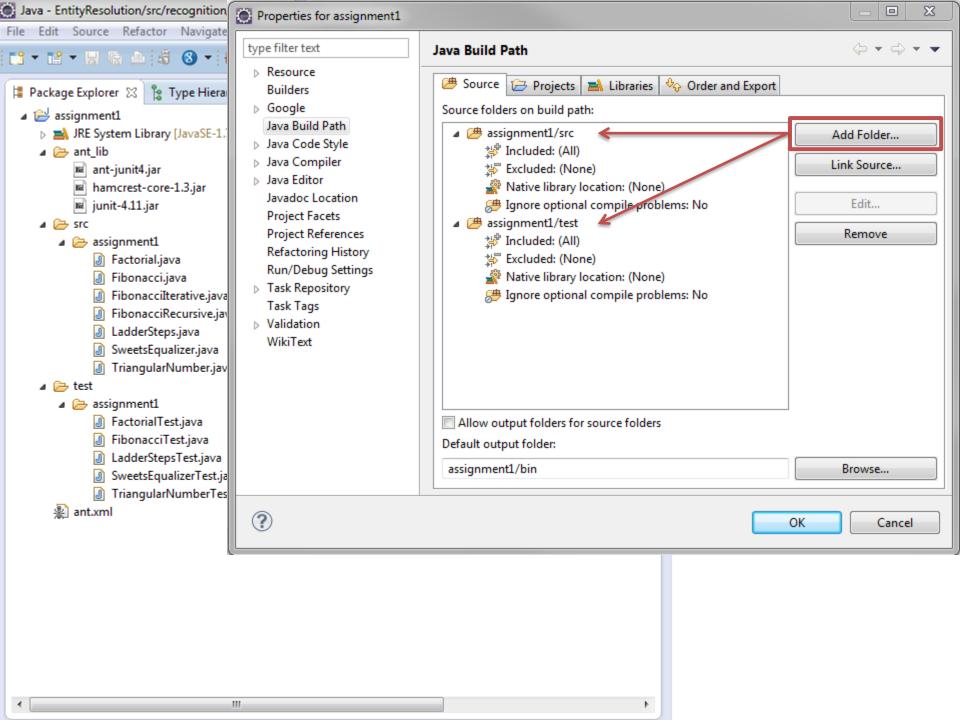


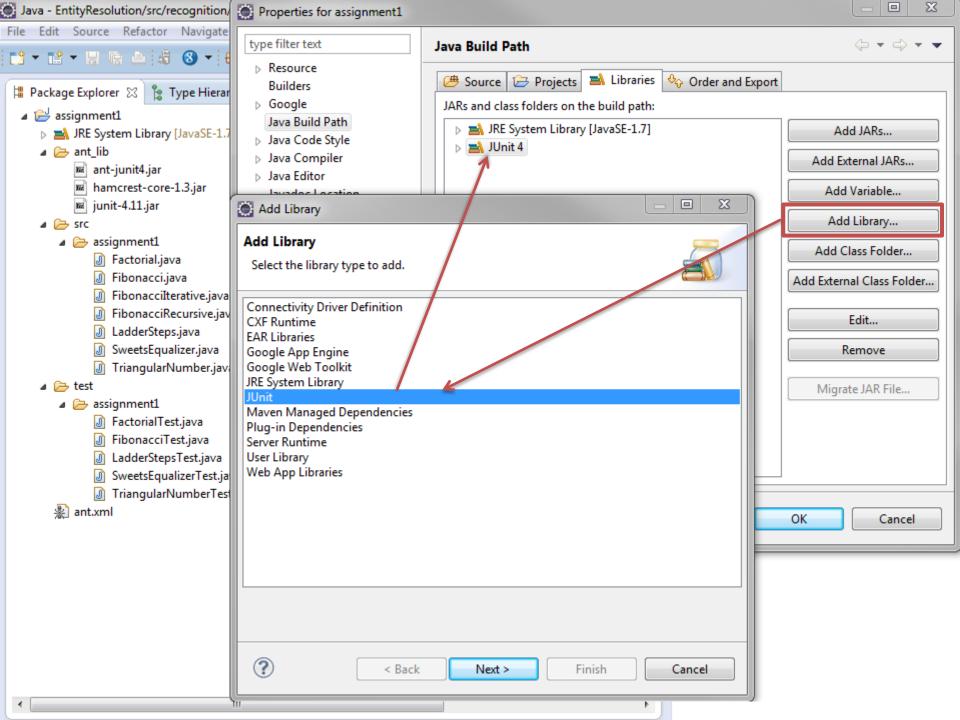


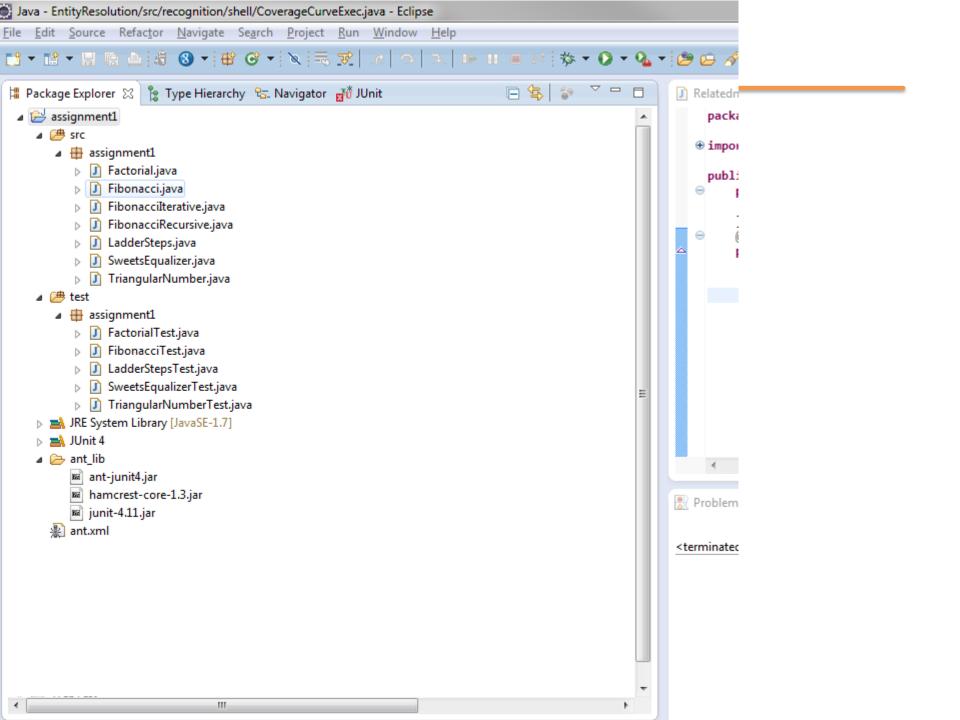
Projektstruktur (Eclipse)













Aufgabe 1 - Ant-File

- ANT zum OS-Suchpfad (PATH) hinzufügen
- Kommandozeilenparameter verstehen
- Ordner mit den jar-Dateien erstellen (z.B. ./ant_lib/)

```
_ - X
C:\Windows\system32\cmd.exe
C:\workspace\<u>assignment1>ant_-hel</u>
ant [options] [target [target2 [target3] ...]]
Options:
                             print this message
  -help, -h
                            print project help information
print the version information and exit
print information that might be helpful to
  -projecthelp, -p
  -version
  -diagnostics
                             diagnose or report problems.
  -quiet, -q
                             be extra quiet
  -verbose, -v
                             be extra verbose
                             print debugging information
  -debug, -d
  -lib <path>
                             specifies a path to search for jars and classes
                             use given lite for log
                            the class which is to perform logging add an instance of class as a project listener
  -logger <classname>
  -listener <classname>
  -buildfile <file>
                             use given buildfile
  -D<property>=<value>
                            use value for given property
  -keep-going. -k
                             execute all targets that do not depend
                             on failed target(s)
                             load all properties from file with -D
  -propertyfile <name>
                             properties taking precedence
                            the class which will handle input requests
  -inputhandler <class>
  -find <file>
                             (s)earch for buildfile towards the root of
    -s <file>
                             the filesystem and use it
                            A niceness value for the main thread:
  -nice number
                            1 (lowest) to 10 (highest); 5 is the default Run ant without using the jar files from
  -nouserlib
                             ${user.home}/.ant/lib
  -noclasspath
                             Run ant without using CLASSPATH
                             Java1.5+: use the OS proxy settings
  -autoproxy
  -main <class>
                             override Ant's normal entry point
```



build-file

ant-libs

ant-target: junit

```
C:\Windows\system32\cmd.exe
C:\workspace\assignment1>ant -f ant.xml -lib ./ant_lib/ junit
Buildfile: C:\workspace\assignment1\ant.xml
clean:
   [delete] Deleting directory C:\workspace\assignment1\build
compile:
    [mkdir] Created dir: C:\workspace\assignment1\build
    [javac] Compiling 7 source files to C:\workspace\assignment1\build [javac] Compiling 5 source files to C:\workspace\assignment1\build
junit:
    [junit] Running assignment1.FactorialTest
            Tests run: 3, Failures: 0, Errors: 0, Time elapsed: 0.008 sec
             Running assignment1.FibonacciTest
     [iunit]
            Tests run: 6, Failures: 0, Errors: 0, Time elapsed: 54.49 sec
            Running assignment1.LadderStepsTest
     [junit]
            Tests run: 3, Failures: 0, Errors: 0, Time elapsed: 0.002 sec
            Running assignment1.SweetsEqualizerTest
     [junit]
            Tests run: 6, Failures: 0, Errors: 0, Time elapsed: 0.002 sec
     [junit] Running assignment1.TriangularNumberTest
    [junit] Tests run: 2, Failures: 0, Errors: 0, Time elapsed: 0.001 sec
BUILD SUCCESSFUL
Total time: 55 seconds
```

```
pproject default="junit">
 2
 3
      <target name="clean">
 4
        <delete dir="build"/>
      warning: 'includeantruntime' was not set, defaulting to
      build.sysclasspath=last; set to false for repeatable builds
 6
      <target name "compile">
 8
        <mkdir d/r="build"/>
 9
        <javac srcdir="src" destdir="build"/>
        <javac srcdir="test" destdir="build"/>
10
11
      </target>
12
13
      <target name="junit" depends="clean,compile">
14
        <junit printsummary="yes">
15
          <classpath path="build"/>
16
          <batchtest>
17
            <fileset dir="test" includes="**/*Test.java"/>
18
          </batchtest>
19
        </junit>
20
      </target>
21
22
   </project>
```

```
project default="junit">
      <target name="clean">
 4
        <delete dir="build"/>
 5
      </target>
 6
      <target name="compile">
 8
        <mkdir dir="build"/>
 9
        <javac
10
          srcdir="src" destdir="build"
11
         |includeantruntime="false"|>
12
        <javac
13
          srcdir="test" destdir="build"
14
         includeantruntime="true"/>
15
      </target>
16
17
      <target name="junit" depends="clean,compile">
18
        <junit printsummary="yes">
19
          <classpath path="build"/>
20
          <batchtest>
21
            <fileset dir="test" includes="**/*Test.java"/>
22
          </batchtest>
23
        </junit>
      </target>
24
```

Aufgabe 2 - Dreieckszahl

- Quasi trivial lösbar durch

 - Iteration $\Delta(n) = \sum_{i=1}^{n} i$ oder
 Gaußsche Summenformel $\Delta(n) = \frac{n \cdot (n+1)}{2}$
- Ausnahme: *n≥2*¹⁶
 - \rightarrow int overflow ($2^{31} \le i \le 2^{31}$ -1)

- Lösung: Rechnen mit long
- hexadezimal: Long.toHexString(n)

Aufgabe 3 - Fakultät

- Lösung durch Iteration $n! = \prod_{i=1}^{n} i_i$
- Problem
 - **int** overflow bei $n \ge 13$
 - **long** overflow bei $n \ge 21$
- Lösung
 - Rechnen mit BigInteger:

```
BigInteger prod = BigInteger.ONE;
prod = prod.multiply(BigInteger.valueOf(2));
//...
return prod.toString(16);
```



Aufgabe 4 - Fibonacci (naiv-rekursiv)

- Lösung: straightforward
- Problem:
 - naive rekursive Definition führt zu einer exponeniellen Anzahl von Funktionsaufrufen:

```
fib(n) = fib(n-1) + fib(n-2)

= fib(n-2)+fib(n-3) + fib(n-3)+fib(n-4)

= fib(n-3)+fib(n-4) +

fib(n-4)+fib(n-5) +

fib(n-4)+fib(n-5) +

fib(n-5)+fib(n-6)
```



Aufgabe 2 – Fibonacci (iterativ)

- Idee: Anwendung der Endrekursion
 - Beginne einmalig am Ende der Rekursion
 fib(2) (letzer Wert) und fib(1) (vorletzter Wert)
 - Summiere n-2 mal den letzten / vorletzten Wert

```
//...
long last = 1, nextToLast = 1;
for (long l=2; l<n; l++) {
  final long curr = last + nextToLast;
  nextToLast = last;
  last = curr;
return last;
```

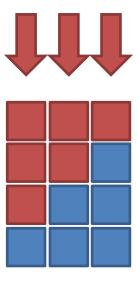


Aufgabe 5 - Leiteraufstieg

- Idee
 - Anzahl der Möglichkeiten für n Sprossen ist identisch zur Summe der Möglichkeiten für n-1 und n-2 Sprossen
 - Bsp.: comb(n=4) = comb(n=3) + comb(n=2) comb(n=4) = comb(n=2) + comb(n=1) + comb(n=2)comb(n=4) = 2 + 1 + 2 = 5
- Ähnlichkeit zu Fibonacci
- Zur Terminierung des Algorithmus für n=90
 - → Iterative Berechnung



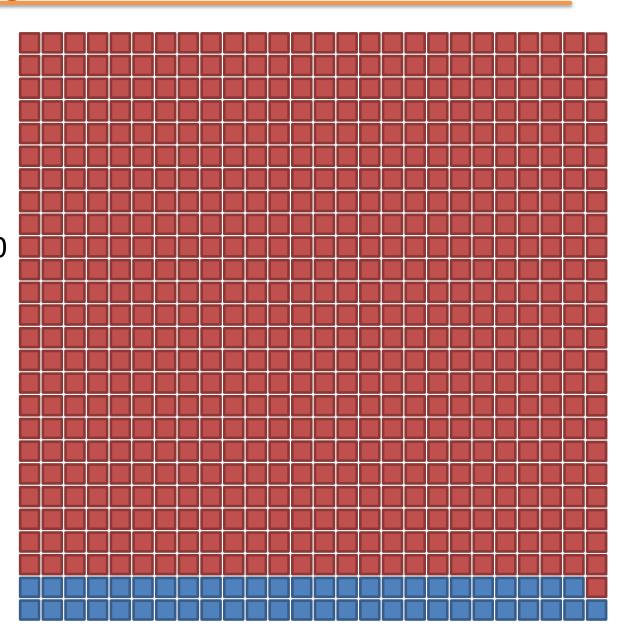
Zusatzaufgabe - Halloween





Zusatzaufgabe – Halloween: Problem

- Simulation ist teuer!
- Wertebereiche:
 - $-1 \le N < 200$
 - $-0 \le s[i] \le 50000$ ($\forall i: 0 \le i \le N$)





Zusatzaufgabe – Halloween: Lösung

```
public static int minOperationCount(int[] s) {
    int min = 50001;
    int sum = 0;
    for (int i = 0; i < s.length; i++) {</pre>
        min = Math.min(min, s[i]);
        sum += s[i];
    return sum - s.length * min;
```