AP® Computer Science A
2001 Sample Student Responses

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(a) Write the `Window` member function `IsInBounds`, as started below. `IsInBounds` checks whether a single point is in the window.

For example, for any 5-by-4 `Window` `W`, the following table shows the results of several calls to `IsInBounds`.

Call	Return value
`W.IsInBounds(0, 0)`	`true`
`W.IsInBounds(2, 1)`	`true`
`W.IsInBounds(4, 3)`	`true`
`W.IsInBounds(5, 3)`	`false`
`W.IsInBounds(3, -1)`	`false`
`W.IsInBounds(8, 8)`	`false`

Complete function `IsInBounds` below.

```
bool Window::IsInBounds(int row, int col) const
// postcondition: returns true if the point (row, col) is
//                in this window;
//                otherwise, returns false
{
    return (row >= 0 && row < myNumRows) &&
           (col >= 0 && col < myNumCols);
}
```

Complete function ColorSquare below.

```
void Window::ColorSquare(int ULrow, int ULcol, int N, int val)
// postcondition: all points in this window that are also in the
//                N-by-N square with upper left corner
//                (ULrow, ULcol) have been set to val;
//                points in the square that are not in this
//                window are ignored
{
    int r, c;

    for (r = ULrow; r < ULrow + N; r++)
      for (c = ULcol; c < ULcol + N; c++)
          if (IsInBounds(r, c))
              myMat[r][c] = val;
}
```

Complete function Enlarge below.

```
void Enlarge(Window & W, const Rectangle & rect, int factor)
// precondition:  factor > 0
{
    int r, c;

    int newRow, newCol;

    for (r = 1;  r <= rect.numRows;  r++)
    {
        for (c = 1;  c <= rect.numCols;  c++)
        {
            newCol = ((rect.numCols - c ) * factor) + rect.ULcol;
            newRow = ((rect.numRows - r) * factor) + rect.ULrow;

            W.ColorSquare( newRow, newCol, factor, W.ValAt(rect.numRows - r +
                                                           rect.ULrow,
                                                           rect.numCols - c +
                                                           rect.ULcol));
        }
    }
}
```

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`W.IsInBounds(3, -1)`	`false`
`W.IsInBounds(8, 8)`	`false`

Complete function `IsInBounds` below.

```
bool Window::IsInBounds(int row, int col) const
// postcondition: returns true if the point (row, col) is
//                in this window;
//                otherwise, returns false
{
if ((row > myNumRows) || (col > myNumCols))
   return false;
if ((row<0) || (col<0))
    Return false;
  els return true;
}
```

Complete function ColorSquare below.

```
void Window::ColorSquare(int ULrow, int ULcol, int N, int val)
// postcondition: all points in this window that are also in the
//                N-by-N square with upper left corner
//                (ULrow, ULcol) have been set to val;
//                points in the square that are not in this
//                window are ignored
```

```
{
if (W.IsInBounds(ULrow,ULcol))
  {
for (int K=ULrow; K<ULrow+N; K++)
  {
  for(int J= ULcol; J<ULcol+N; J++)
  {
if (W.IsInBounds(K,J)
  {
W.myMat[K][J] = val;
```

Complete function Enlarge below.

```
void Enlarge(Window & W, const Rectangle & rect, int factor)
// precondition:  factor > 0
```

```
{
 apmatrix<int> temp = mymat;
int k=W.valAt(rect.ULrow, rect.ULcol);
 W.ColorSquare(ULrow, ULcol, factor, k);
for (int n =rect.ULrow+1; n<rect.numrows)
  {
   for (int m=rect.ULcol+1; m<rect.numcols)
   {
k=W.valAt(temp.n, temp.m);
 W.ColorSquare(n, m, factor, k);
     }
  }
}
```

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Complete function `IsInBounds` below.

```
bool Window::IsInBounds(int row, int col) const
// postcondition: returns true if the point (row, col) is
//                in this window;
//                otherwise, returns false
```

```
{bool check = true;
 if(row<0||row>myNumRows)
    check = false;
 else if(col<0||col>myNumCols)
    check = false;
 return check;}
```

Complete function ColorSquare below.

```
void Window::ColorSquare(int ULrow, int ULcol, int N, int val)
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//                N-by-N square with upper left corner
//                (ULrow, ULcol) have been set to val;
//                points in the square that are not in this
//                window are ignored
```

```
{ if (IsInBounds(ULrow, ULcol))
    {for (int r= ULrow; r< ULrow+N; r++)
      {for (int c =ULcol; c <=ULcol+N; c++)
        myMat[r][c] = val;}}}
```

Complete function Enlarge below.

```
void Enlarge(Window & W, const Rectangle & rect, int factor)
// precondition:  factor > 0
```

```
{ apvector<int> list((rect.ULrow*rect.ULcol), 0);
  for(int i=rect.ULrow; i<rect.numrows(); i++)
    {for(int j=rect.ULCol; j<rect.numcols(); j++)
       {for(int ct=0; ct<list.length(); ct++)
          List[ct] = rect[i][j];}}
W.ColorSquare(rect.ULrow, rect.ULcol, list[i];
```