

#10 helper method keeps calling itself unless target is found

#11 need to make sure there is eventually an exit from the recursive method (which calls itself) - "base" case

#12 for:  $k=1$   
 $k=k+2$   
odd-indexed character

c o m p u t e r  
0 1 2 3 4 5 6 7

$k=1$

substring( $k, k+1$ )  
" (1, 2)

$k=7$

substring(7, 8)

#14 (c) Vehicle.get...



class method - not method  
on instance variable

e.g. Math.random()

#16 if a<sub>1</sub> length is 3

0 1 2 3



Start with k=0  
for a<sub>2</sub>

#17 arr 1, 2, 3, ~~4~~<sup>5</sup>, ~~5~~<sup>6</sup>, ~~6~~<sup>7</sup>, 7  
index 0 1 2 3 4 5 6

from 3 to length-1

3 to ~~4~~<sup>5</sup>

replace element k with  
element k+1

#18 size = 4

valid indexes:

0, 1, 2, 3

Math.random() \* 4

↑  
size()

↑  
returns double  
on [0, 1)

19.  $!(!(a \neq b) \&\& (b > 7))$

$!(\&\&?)$   
→  $p \parallel ?$

$!(p \parallel ?)$   
→  $p \&\& ?$



$!(a == b \&\& (b > 7))$

$a != b \parallel b <= 7$