

Exercise 2

In this problem you will think about how contracts and subclassing interact. In order not to make things too complicated, we will work with a very simple mathematical operation, namely computing the remainder of a number v to base b . You might remember from high school that we can write any v as $b*i + r$, where $0 \leq r < b$. For example, when we consider base 2, we can write $5 = 2 * 2 + 1$. If we think base 10, then $42 = 10 * 4 + 2$, and similarly, at base 16, we can write $50 = 16 * 3 + 2$. If we know what b , v , and i are it is particularly easy to compute r , in the following way

$$r = v - b * i.$$

Consider the following class that we give you. Pre and post conditions are spelled out as a comment to the class `Remainder`.

```
class Remainder {
    /* Contract:
       PRE : b > 0, b * i <= v < b * (i+1)
       POST: 0<=return<b */
    int rest (int b, int i, int v) {
        return (v - b * i);
    }
};
```

Now, consider the five subclasses A, B, C, D, and E in turn. For each class decide, if it the subclass is valid, which means, if it also honors the contract. If you find that a subclass is valid, argue why. Not more than a few logical steps are necessary in those cases. If you find that a subclass is not valid, explain why. Those explanations are best given by a counter example, such that you show for what numbers b , i , or v a pre condition or post condition is violated.

```
A. class A extends Remainder {
    int rest (int b, int i, int v) {
        return (super.rest (b, i, v) / 4);
    }
}

B. class B extends Remainder {
    int rest (int b, int i, int v) {
        return (super.rest (b, i+1, v));
    }
}

C. class C extends Remainder {
    int rest (int b, int i, int v) {
        return (super.rest (b / 2, i, v));
    }
}

D. class D extends Remainder {
    int rest (int b, int i, int v) {
        return (2 * super.rest (b, i, v));
    }
}
```

```
    }  
  }  
  
E. class E extends Remainder {  
  int rest (int b, int i, int v) {  
    if (super.rest(b,i,v) <= 1) {  
      return 0;  
    }  
    else {  
      return 1;  
    }  
  }  
}
```