



Processamento da Informação

Exercícios de programação

Prof. Jesús P. Mena-Chalco
CMCC/UFABC

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Exercício 1: Número de bits

Crie um método que, para um número **n** inteiro positivo, devolva o número de bits necessários para armazenar **n**.

Assinatura:

```
static int numeroBits( int n )
```

Exemplos:

```
n = 1                                (1 = 0001)
```

```
Resposta = 1
```

```
n = 8                                (8 = 1000)
```

```
Resposta = 4
```

```
n = 10                               (10 = 1010)
```

```
Resposta = 4
```

```
n = 138                              (138 = 10001010)
```

```
Resposta = 8
```

Exercício 1: Número de bits

```
static int numeroBits( int n ) {  
    int cont = 1;  
  
    while (n/2>0) {  
        n = n/2;  
        cont = cont+1;  
    }  
  
    return cont;  
}
```

Exercício 2: Encaixe

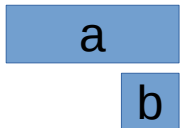
Escreva um método que, recebendo dois números inteiros **a** e **b** como parâmetros, verifica se **b** corresponde aos últimos dígitos de **a**.

Assinatura:

```
static boolean encaixa( int a, int b )
```

Exemplos:

- a = 12345 , b=45 → Resposta = true
- a = 12345 , b=5 → Resposta = true
- a = 12345 , b=12 → Resposta = false
- a = 12 , b=12 → Resposta = true
- a = 12 , b=1212 → Resposta = false



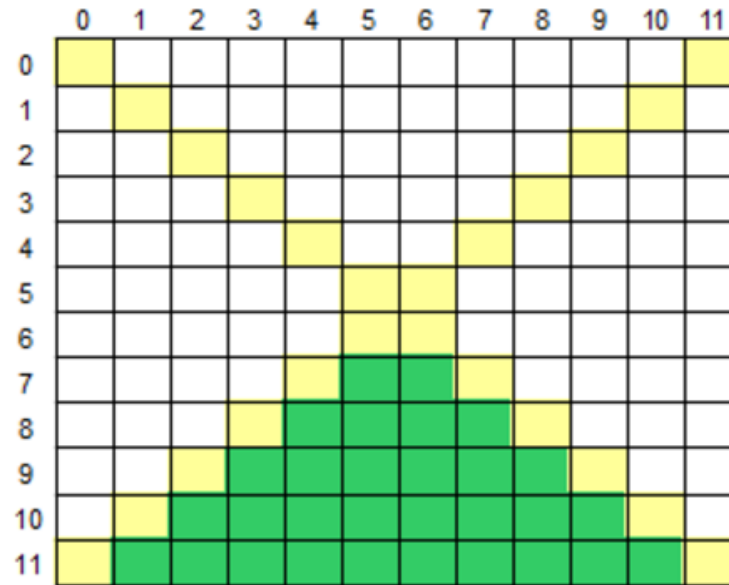
Exercício 2: Encaixe

```
static boolean encaixa( int a, int b ) {  
  
    while ( a%10==b%10 && a>=b ) {  
        a = a/10;  
        b = b/10;  
  
        if (b==0) {  
            return true;  
        }  
    }  
  
    return false;  
}
```



Sobre dois exercícios de matrizes

Área inferior (Problema 1188)



	0	1	2	3	4	5	6	7	8	9	10	11
0	(0, 0)	(0, 1)	(0, 2)	(0, 3)	(0, 4)	(0, 5)	(0, 6)	(0, 7)	(0, 8)	(0, 9)	(0, 10)	(0, 11)
1	(1, 0)	(1, 1)	(1, 2)	(1, 3)	(1, 4)	(1, 5)	(1, 6)	(1, 7)	(1, 8)	(1, 9)	(1, 10)	(1, 11)
2	(2, 0)	(2, 1)	(2, 2)	(2, 3)	(2, 4)	(2, 5)	(2, 6)	(2, 7)	(2, 8)	(2, 9)	(2, 10)	(2, 11)
3	(3, 0)	(3, 1)	(3, 2)	(3, 3)	(3, 4)	(3, 5)	(3, 6)	(3, 7)	(3, 8)	(3, 9)	(3, 10)	(3, 11)
4	(4, 0)	(4, 1)	(4, 2)	(4, 3)	(4, 4)	(4, 5)	(4, 6)	(4, 7)	(4, 8)	(4, 9)	(4, 10)	(4, 11)
5	(5, 0)	(5, 1)	(5, 2)	(5, 3)	(5, 4)	(5, 5)	(5, 6)	(5, 7)	(5, 8)	(5, 9)	(5, 10)	(5, 11)
6	(6, 0)	(6, 1)	(6, 2)	(6, 3)	(6, 4)	(6, 5)	(6, 6)	(6, 7)	(6, 8)	(6, 9)	(6, 10)	(6, 11)
7	(7, 0)	(7, 1)	(7, 2)	(7, 3)	(7, 4)	(7, 5)	(7, 6)	(7, 7)	(7, 8)	(7, 9)	(7, 10)	(7, 11)
8	(8, 0)	(8, 1)	(8, 2)	(8, 3)	(8, 4)	(8, 5)	(8, 6)	(8, 7)	(8, 8)	(8, 9)	(8, 10)	(8, 11)
9	(9, 0)	(9, 1)	(9, 2)	(9, 3)	(9, 4)	(9, 5)	(9, 6)	(9, 7)	(9, 8)	(9, 9)	(9, 10)	(9, 11)
10	(10, 0)	(10, 1)	(10, 2)	(10, 3)	(10, 4)	(10, 5)	(10, 6)	(10, 7)	(10, 8)	(10, 9)	(10, 10)	(10, 11)
11	(11, 0)	(11, 1)	(11, 2)	(11, 3)	(11, 4)	(11, 5)	(11, 6)	(11, 7)	(11, 8)	(11, 9)	(11, 10)	(11, 11)

	0	1	2	3	4	5	6	7	8	9	10	11
0	(0, 0)	(0, 1)	(0, 2)	(0, 3)	(0, 4)	(0, 5)	(0, 6)	(0, 7)	(0, 8)	(0, 9)	(0, 10)	(0, 11)
1	(1, 0)	(1, 1)	(1, 2)	(1, 3)	(1, 4)	(1, 5)	(1, 6)	(1, 7)	(1, 8)	(1, 9)	(1, 10)	(1, 11)
2	(2, 0)	(2, 1)	(2, 2)	(2, 3)	(2, 4)	(2, 5)	(2, 6)	(2, 7)	(2, 8)	(2, 9)	(2, 10)	(2, 11)
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10	(10, 0)	(10, 1)	(10, 2)	(10, 3)	(10, 4)	(10, 5)	(10, 6)	(10, 7)	(10, 8)	(10, 9)	(10, 10)	(10, 11)
11	(11, 0)	(11, 1)	(11, 2)	(11, 3)	(11, 4)	(11, 5)	(11, 6)	(11, 7)	(11, 8)	(11, 9)	(11, 10)	(11, 11)

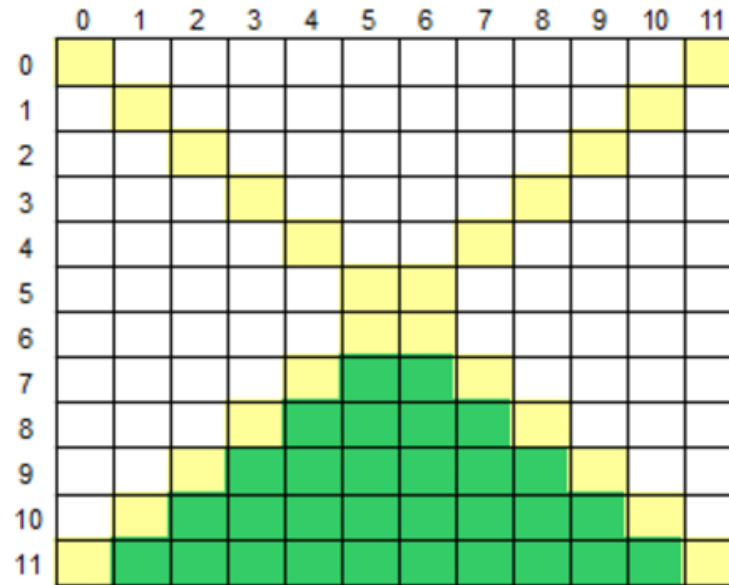
$i > j$

	0	1	2	3	4	5	6	7	8	9	10	11
0	(0, 0)	(0, 1)	(0, 2)	(0, 3)	(0, 4)	(0, 5)	(0, 6)	(0, 7)	(0, 8)	(0, 9)	(0, 10)	(0, 11)
1	(1, 0)	(1, 1)	(1, 2)	(1, 3)	(1, 4)	(1, 5)	(1, 6)	(1, 7)	(1, 8)	(1, 9)	(1, 10)	(1, 11)
2	(2, 0)	(2, 1)	(2, 2)	(2, 3)	(2, 4)	(2, 5)	(2, 6)	(2, 7)	(2, 8)	(2, 9)	(2, 10)	(2, 11)
3	(3, 0)	(3, 1)	(3, 2)	(3, 3)	(3, 4)	(3, 5)	(3, 6)	(3, 7)	(3, 8)	(3, 9)	(3, 10)	(3, 11)
4	(4, 0)	(4, 1)	(4, 2)	(4, 3)	(4, 4)	(4, 5)	(4, 6)	(4, 7)	(4, 8)	(4, 9)	(4, 10)	(4, 11)
5	(5, 0)	(5, 1)	(5, 2)	(5, 3)	(5, 4)	(5, 5)	(5, 6)	(5, 7)	(5, 8)	(5, 9)	(5, 10)	(5, 11)
6	(6, 0)	(6, 1)	(6, 2)	(6, 3)	(6, 4)	(6, 5)	(6, 6)	(6, 7)	(6, 8)	(6, 9)	(6, 10)	(6, 11)
7	(7, 0)	(7, 1)	(7, 2)	(7, 3)	(7, 4)	(7, 5)	(7, 6)	(7, 7)	(7, 8)	(7, 9)	(7, 10)	(7, 11)
8	(8, 0)	(8, 1)	(8, 2)	(8, 3)	(8, 4)	(8, 5)	(8, 6)	(8, 7)	(8, 8)	(8, 9)	(8, 10)	(8, 11)
9	(9, 0)	(9, 1)	(9, 2)	(9, 3)	(9, 4)	(9, 5)	(9, 6)	(9, 7)	(9, 8)	(9, 9)	(9, 10)	(9, 11)
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	0	1	2	3	4	5	6	7	8	9	10	11
0	0	1	2	3	4	5	6	7	8	9	10	11
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	3	4	5	6	7	8	9	10	11	12	13
3	3	4	5	6	7	8	9	10	11	12	13	14
4	4	5	6	7	8	9	10	11	12	13	14	15
5	5	6	7	8	9	10	11	12	13	14	15	16
6	6	7	8	9	10	11	12	13	14	15	16	17
7	7	8	9	10	11	12	13	14	15	16	17	18
8	8	9	10	11	12	13	14	15	16	17	18	19
9	9	10	11	12	13	14	15	16	17	18	19	20
10	10	11	12	13	14	15	16	17	18	19	20	21
11	11	12	13	14	15	16	17	18	19	20	21	22

$$i + j \geq 12$$

Área inferior (Problema 1188)



$(i > j) \ \&\& \ (i + j >= 12)$

Área inferior (Problema 1188)

```
class Main {  
  
    public static void main(String[] args) {  
        Scanner sc = new Scanner (System.in);  
  
        int i, j, elementos=0;  
        double mij, soma=0;  
        String T = sc.next();  
  
        for (i=0 ; i<12 ; i++) {  
            for (j=0 ; j<12; j++) {  
                mij = sc.nextDouble();  
                if (i>j && (i+j)>=12) {  
                    soma += mij;  
                    elementos++;  
                }  
            }  
        }  
  
        if (T.charAt(0) == 'S')  
            System.out.printf("%.1f\n", soma);  
        else  
            System.out.printf("%.1f\n", soma/elementos);  
    }  
}
```



Atividade em aula

Particiona

```
static int particiona ( int A[], int p, int r ) {
    int i, j, x, aux;

    x = A[r];
    i = p-1;

    for (j=p; j<=r-1; j=j+1) {
        if (A[j]<=x) {
            i = i+1;
            aux = A[i];
            A[i] = A[j];
            A[j] = aux;
        }
    }

    aux = A[i+1];
    A[i+1] = A[r];
    A[r] = aux;

    return i+1;
}
```

Particiona


```
int p = 0;  
int r = 9;  
int A[] = {99, 33, 55, 77, 11, 22, 88, 66, 33, 44};  
  
int x = particiona(A, p, r);
```

(a) Resposta: $x = 4$

(b) $A = \{33, 11, 22, 33, 44, 55, 88, 66, 77, 99\}$

(c) O método `particiona` o vetor **A** considerando como elemento pivô o elemento 44.

- Os elementos ≤ 44 estão no lado esquerdo.
- Os elementos ≥ 44 estão no lado direito.



Sobre um algoritmo sofisticado para ordenar um vetor: Quicksort

Partição: Separar elementos em um vetor

Problema: Rearranjar um dado vetor $A[p..r]$ e devolver um índice q , $p \leq q \leq r$, tais que

$$A[p..q-1] \leq A[q] \leq A[q+1..r]$$

Entra:

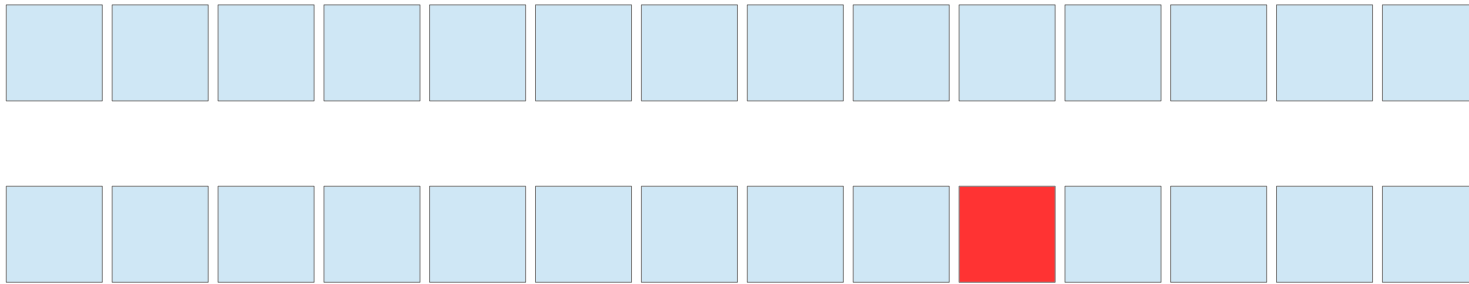
	<i>p</i>								<i>r</i>	
A	99	33	55	77	11	22	88	66	33	44

Sai:

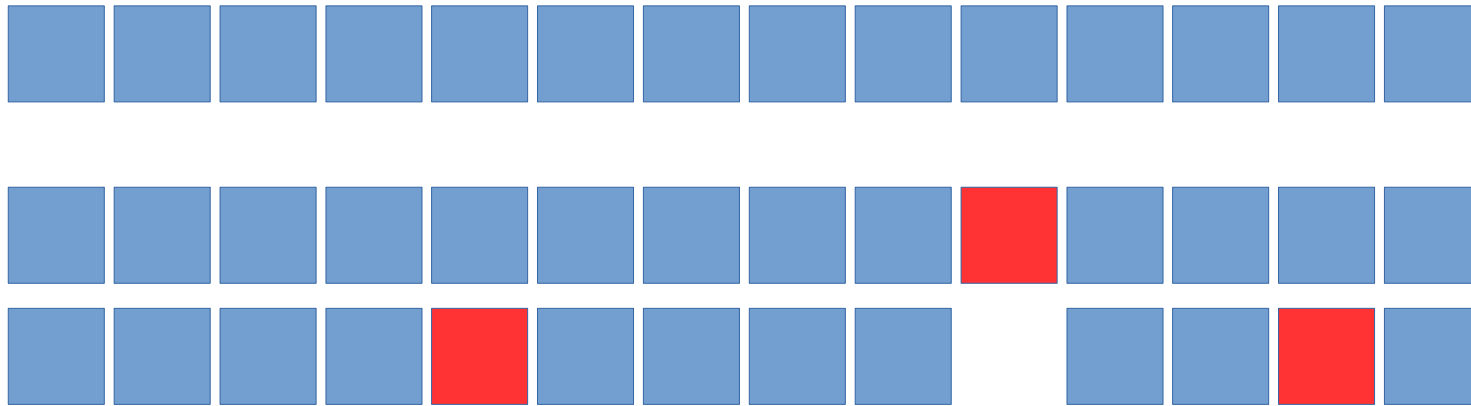
	<i>p</i>			<i>q</i>					<i>r</i>	
A	33	11	22	33	44	55	99	66	77	88

i	j									x
A	99	33	55	77	11	22	88	66	33	44
	i	j							x	
A	33	99	55	77	11	22	88	66	33	44
	i					j				x
A	33	11	55	77	99	22	88	66	33	44
			i				j			x
A	33	11	22	77	99	55	88	66	33	44
				i					j	
A	33	11	22	33	99	55	88	66	77	44
	p				q				r	
A	33	11	22	33	44	55	88	66	77	99

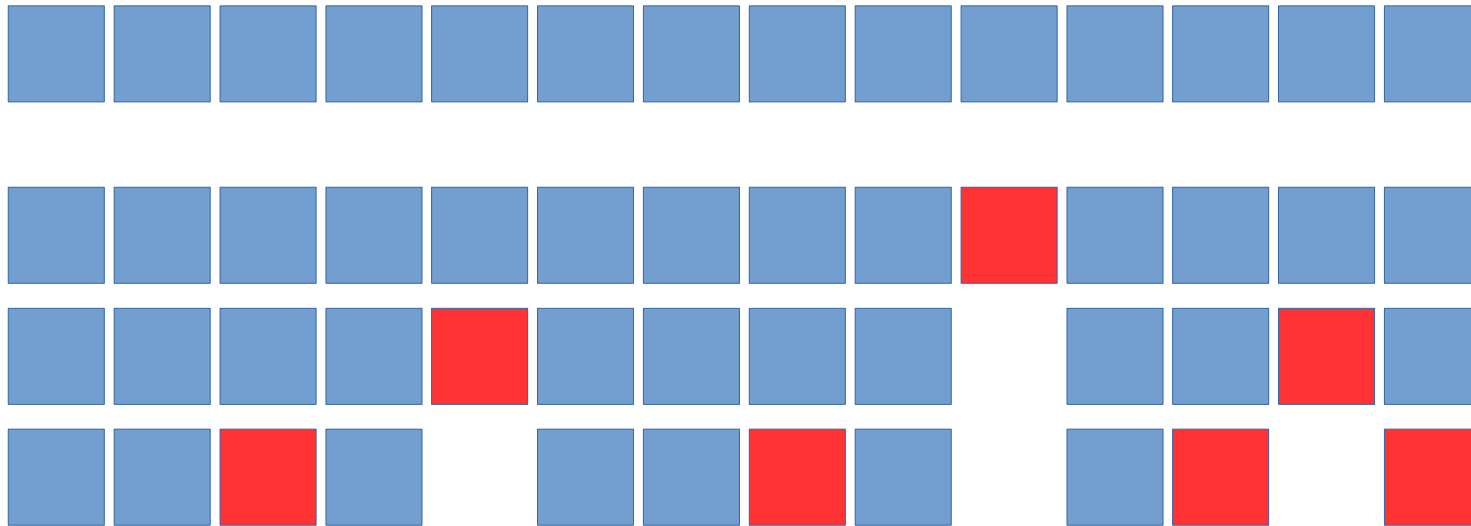
QuickSort



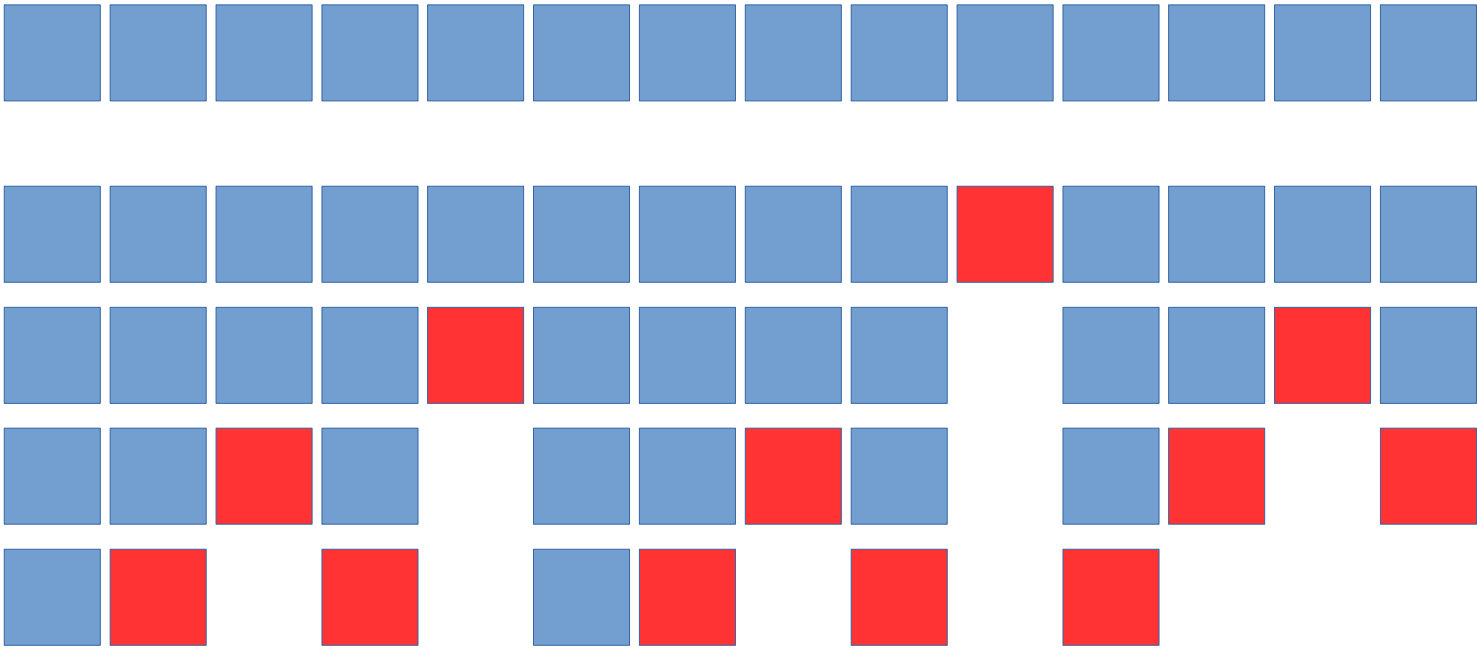
QuickSort



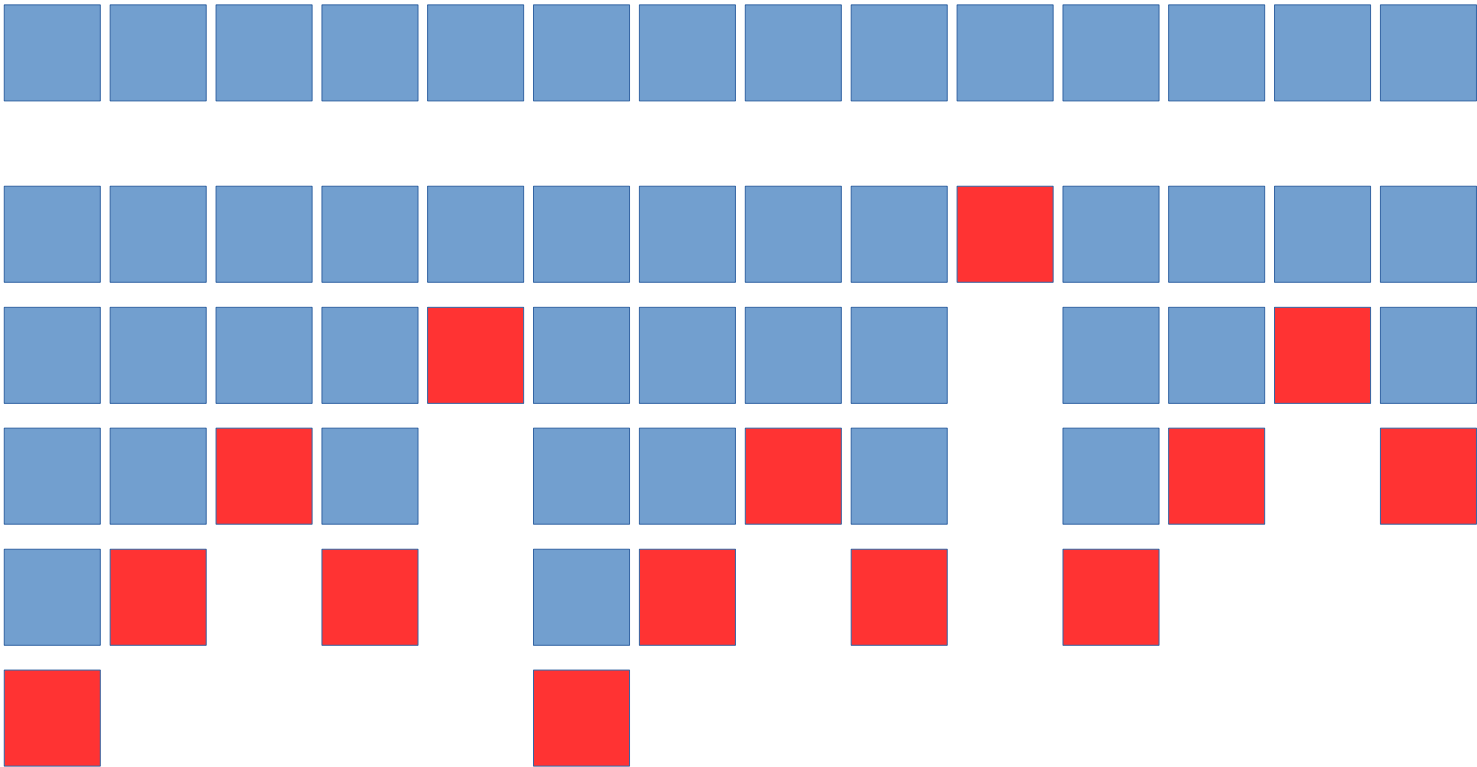
QuickSort



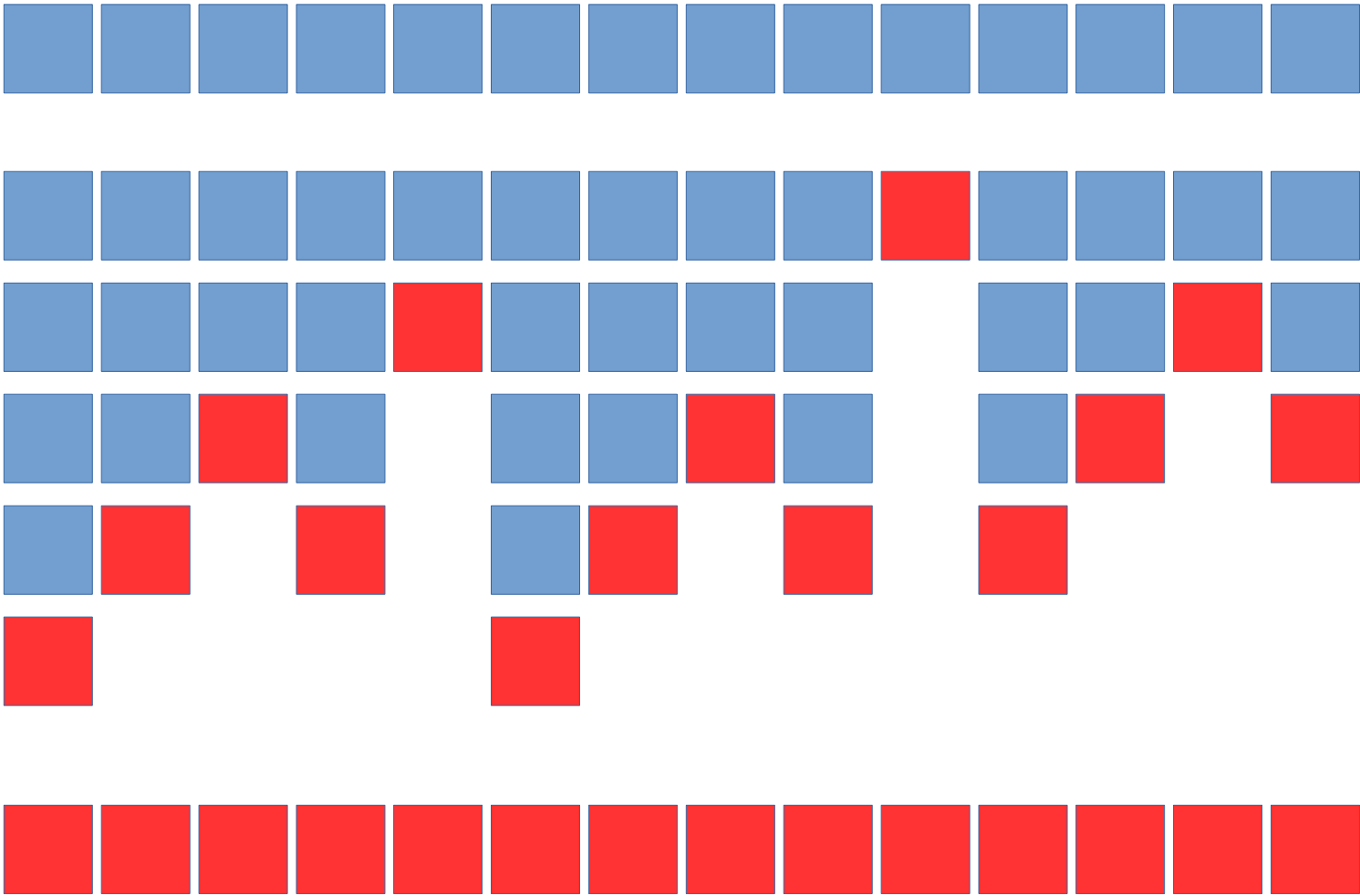
QuickSort



QuickSort



QuickSort



QuickSort

```
static void quickSort ( int A[], int p, int r ) {  
    if (p<r) {  
        int q = particiona(A, p, r);  
        quickSort(A, p, q-1);  
        quickSort(A, q+1, r);  
    }  
}
```

<https://www.youtube.com/watch?v=vxENKlcs2Tw>