

1. This question involves reasoning about a simulation of a frog hopping in a straight line. The frog attempts to hop to a goal within a specified number of hops. The simulation is encapsulated in the following `FrogSimulation` class. You will write two of the methods in this class.

```
public class FrogSimulation
{
    /** Distance, in inches, from the starting position to the goal. */
    private int goalDistance;

    /** Maximum number of hops allowed to reach the goal. */
    private int maxHops;

    /** Constructs a FrogSimulation where dist is the distance, in inches, from the starting
     * position to the goal, and numHops is the maximum number of hops allowed to reach the goal.
     * Precondition: dist > 0; numHops > 0
     */
    public FrogSimulation(int dist, int numHops)
    {
        goalDistance = dist;
        maxHops = numHops;
    }

    /** Returns an integer representing the distance, in inches, to be moved when the frog hops.
     */
    private int hopDistance()
    {
        /* implementation not shown */
    }

    /** Simulates a frog attempting to reach the goal as described in part (a).
     * Returns true if the frog successfully reached or passed the goal during the simulation;
     * false otherwise.
     */
    public boolean simulate()
    {
        /* to be implemented in part (a) */
    }

    /** Runs num simulations and returns the proportion of simulations in which the frog
     * successfully reached or passed the goal.
     * Precondition: num > 0
     */
    public double runSimulations(int num)
    {
        /* to be implemented in part (b) */
    }
}
```

- (a) Write the `simulate` method, which simulates the frog attempting to hop in a straight line to a goal from the frog's starting position of 0 within a maximum number of hops. The method returns `true` if the frog successfully reached the goal within the maximum number of hops; otherwise, the method returns `false`.

The `FrogSimulation` class provides a method called `hopDistance` that returns an integer representing the distance (positive or negative) to be moved when the frog hops. A positive distance represents a move toward the goal. A negative distance represents a move away from the goal. The returned distance may vary from call to call. Each time the frog hops, its position is adjusted by the value returned by a call to the `hopDistance` method.

The frog hops until one of the following conditions becomes true:

- The frog has reached or passed the goal.
- The frog has reached a negative position.
- The frog has taken the maximum number of hops without reaching the goal.

The following example shows a declaration of a `FrogSimulation` object for which the goal distance is 24 inches and the maximum number of hops is 5. The table shows some possible outcomes of calling the `simulate` method.

```
FrogSimulation sim = new FrogSimulation(24, 5);
```

|           | Values returned by<br><code>hopDistance()</code> | Final position<br>of frog | Return value of<br><code>sim.simulate()</code> |
|-----------|--------------------------------------------------|---------------------------|------------------------------------------------|
| Example 1 | 5, 7, -2, 8, 6                                   | 24                        | <code>true</code>                              |
| Example 2 | 6, 7, 6, 6                                       | 25                        | <code>true</code>                              |
| Example 3 | 6, -6, 31                                        | 31                        | <code>true</code>                              |
| Example 4 | 4, 2, -8                                         | -2                        | <code>false</code>                             |
| Example 5 | 5, 4, 2, 4, 3                                    | 18                        | <code>false</code>                             |

Class information for this question

```
public class FrogSimulation
{
    private int goalDistance
    private int maxHops

    private int hopDistance()
    public boolean simulate()
    public double runSimulations(int num)
}
```

Complete method `simulate` below. You must use `hopDistance` appropriately to receive full credit.

```
/** Simulates a frog attempting to reach the goal as described in part (a).
 * Returns true if the frog successfully reached or passed the goal during the simulation.
```

- (b) Write the `runSimulations` method, which performs a given number of simulations and returns the proportion of simulations in which the frog successfully reached or passed the goal. For example, if the parameter passed to `runSimulations` is 400, and 100 of the 400 `simulate` method calls returned `true`, then the `runSimulations` method should return 0.25.

Complete method `runSimulations` below. Assume that `simulate` works as specified, regardless of what you wrote in part (a). You must use `simulate` appropriately to receive full credit.

```
/** Runs num simulations and returns the proportion of simulations in which the frog
 * successfully reached or passed the goal.
 * @param num the number of simulations to run
 * @return the proportion of simulations in which the frog successfully reached or passed the goal
```