**Tarea Integradora I**

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Computación y Estructuras Discretas I

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**DESIGN**

1. TAD design of the data structures used.

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| **HashTable** |
| **HashTable= {Size = <size>, Table = <lista(size)>** |
| {inv: <Invariante del TAD>} |
| Primitive Operations   * Hash: <key> → <hash> * Put: <key>, <value> → Table * Get: <key> → value * Remove: <key> → value * Size:    → size |

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| hash(key)  “Allows you to retrieve the Hash Code with the given key”  {pre:(key.hashCode() mod size) < 0}  {hash = (key.hashCode() mod size) + size} |

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| put(key,value)  “Inserts a key-value pair into the hash table.”  {pre: (table.key.hash.code() mod size) ≠ ∅ }  {post: key.hash, new HashNode(key, value)} |

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| get(key)  “Returns the value associated with the given key.”  {pre: (table.key.hash.code() mod size) ≠ ∅ }  {post: table.get(hash).getValue} |

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| remove (key)  “Removes the key-value pair associated with the given key.”  {pre: (table.key.hash.code() mod size) ≠ ∅ }  {post: table.get(hash).getValue  ∧  hash(k) ∉ table} |

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| **MaxPriorityQueue** |
| **MaxPriorityQueue = {Size = <0>, heap= <HeapNode(capacity)>** |
| {inv: <Invariante del TAD>} |
| Primitive Operations   * GetMax :     → <max> * ExtracMax:    → <max> * MaxInset: <key>, <value>  → <heap> * Parent: <i> →  <parent> * Swap: <i>, <j> →  <j>, <i> * MaxHeapify: <i> → <maxHeapify> |

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| getMax()  “Returns the element with the highest priority in the priority queue.”  {pre: (heap[0].getValue) ≠ ∅ }  {post:heap[0].getValue } |

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| extractMax()  “returns and removes the element with the highest priority in the priority queue”  {pre: (heap[0].getValue) ≠ ∅ }  {post: max ∉ heap } |

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| maxInsert(key, value)  “inserts an element into the priority queue with the given key and value.”  {pre: (size ≠ heap.length }  {post: heap[size]=HeapNode<>(key, value) ∧ size= size+1} |

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| parent(i)  “calculates the parent”  {pre: i ∉ Z }  {post: (i-1)/2} |

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| swap(i,j)  “exchange the position of 2 elements”  {pre: i ∈ Z ∧ j ∈ Z }  {post:} |

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| maxHeapify(i)  “reorders elements in the heap to maintain the highest priority of the heap”  {pre: i ∈ Z}  {post: } |

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| isEmpty()  “check if priority queue is empty”  {pre:  }  {post: } |

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| **MinPriorityQueue** |
| **MinPriorityQueue = {Size = <0>, heap= <HeapNode(capacity)>** |
| {inv: <Invariante del TAD>} |
| Primitive Operations   * GetMin:     → <min> * ExtracMax:    → <min> * MinInset: <key>, <value>  → <heap> * Parent: <i> →  <parent> * Swap: <i>, <j> →  <j>, <i> * MinHeapify: <i> → <minHeapify> * isEmpty:   → <True> ∨ <False> |

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| getMin()  “returns the element with the minor priority in the priority queue ”  {pre: (heap[0].getValue) ≠ ∅ }  {post:heap[0].getValue } |

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| extractMin()  “returns and removes the element with the minor priority in the priority queue”  {pre: (heap[0].getValue) ≠ ∅ }  {post: max ∉ heap } |

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| minInsert(key, value)  “inserts an element into the priority queue with the given key and value.”  {pre: (size ≠ heap.length }  {post: heap[size]=HeapNode<>(key, value) ∧ size= size+1} |

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| --- |
| parent(i)  “calculates the parent”  {pre: i ∉ Z }  {post: (i-1)/2} |

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| --- |
| swap(i,j)  “exchange the position of 2 elements”  {pre: i ∈  Z ∧ j ∈ Z }  {post:} |

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| minHeapify(i)  “reorders heap elements to maintain the lowest heap priority”  {pre: i ∈ Z }  {post: } |

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| isEmpty()  “check if priority queue is empty”  {pre:  }  {post: } |