

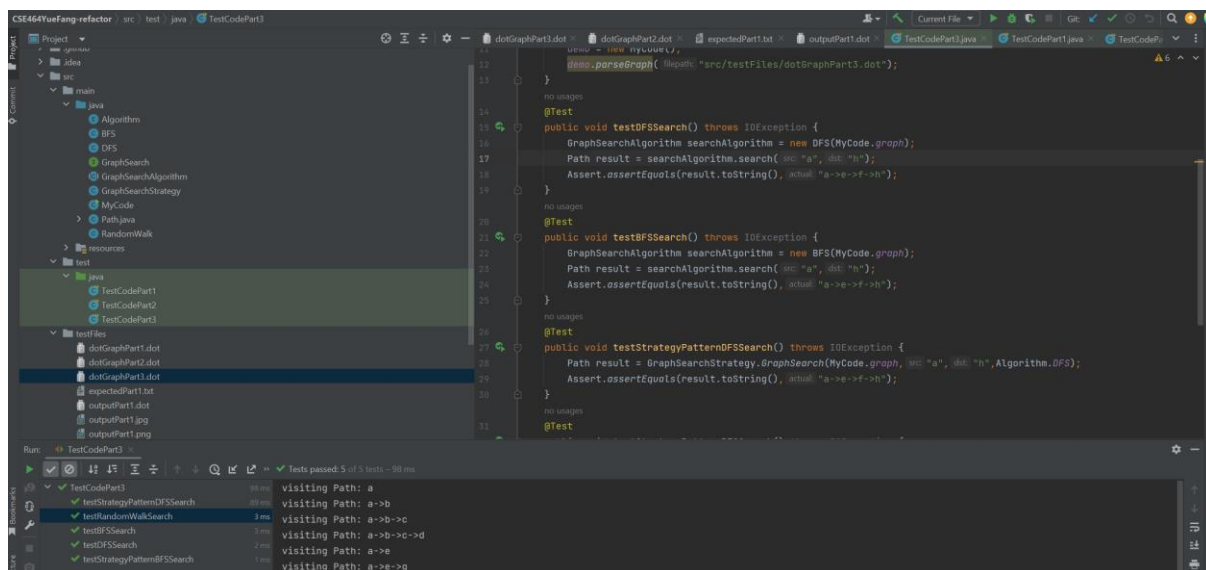
Yue Fang
ASUID: 1215500923

Java -version : java11

Jgrapht -version: 1.5.0

The input file for requirement is src/testFiles/dotGraphPart3.dot

A test case is offered to test the part3, so all the output results should be included in this test case. Just need to click the run button to see the test results.



requirement 1: I perform 5 refactoring, specifically as follows:

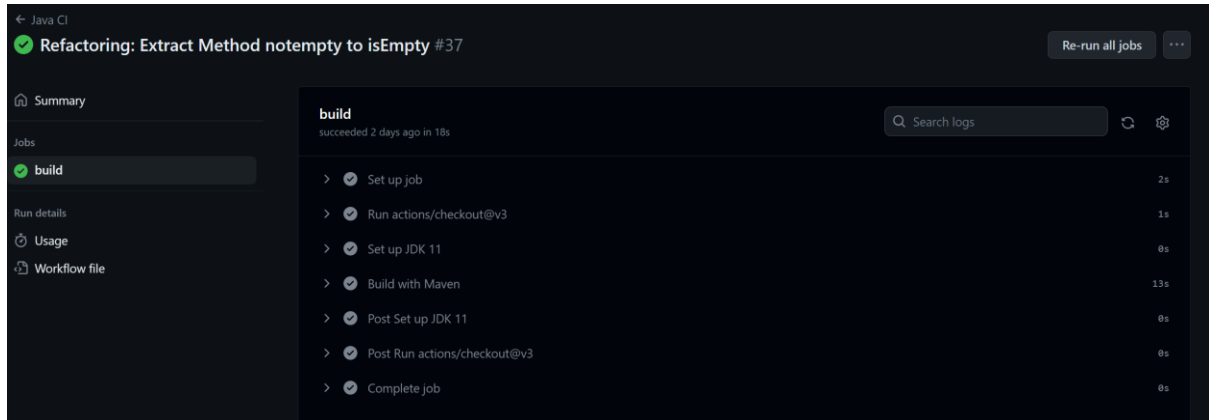
1. Refactoring: Extract Method notempty to isEmpty

- Type: Extract Method

- Reason: The original method name notempty is negative, and it is better to use a positive method name. Therefore, notempty is refactored to isEmpty.

- Commit Link:

<https://github.com/AttackBlueSteel/CSE464YueFang/pull/1/commits/a110443edb35fd3bbd237f8bd0ce025109a72432>



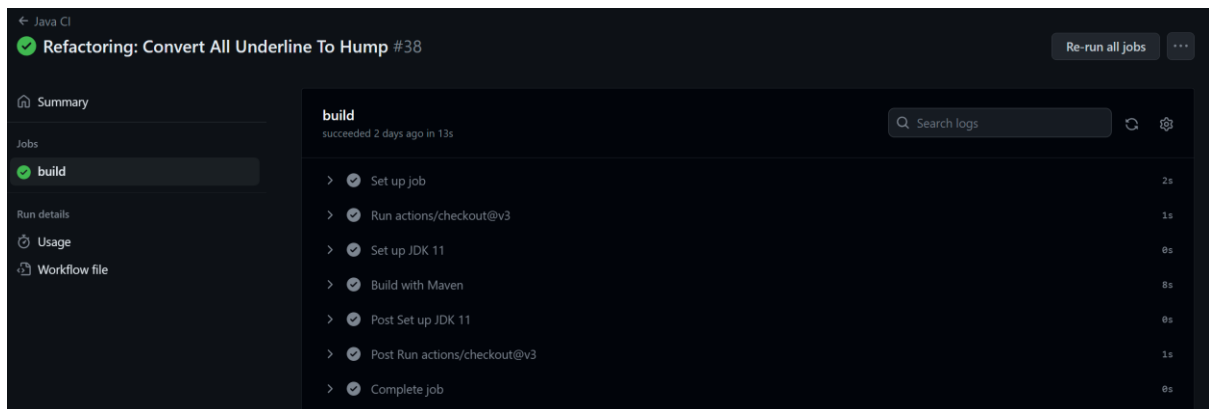
2. Refactoring: Convert All Underline To Hump

- Type: Rename

- Reason: To conform with the naming conventions used in Java where camelCase ****is**** the preferred naming style for method names and variable names. This makes the code more readable and easier to understand.

- Commit Link:

<https://github.com/AttackBlueSteel/CSE464YueFang/pull/1/commits/06c8d9c9ceaf1bd142a026496b4fa3ae6b619b87>



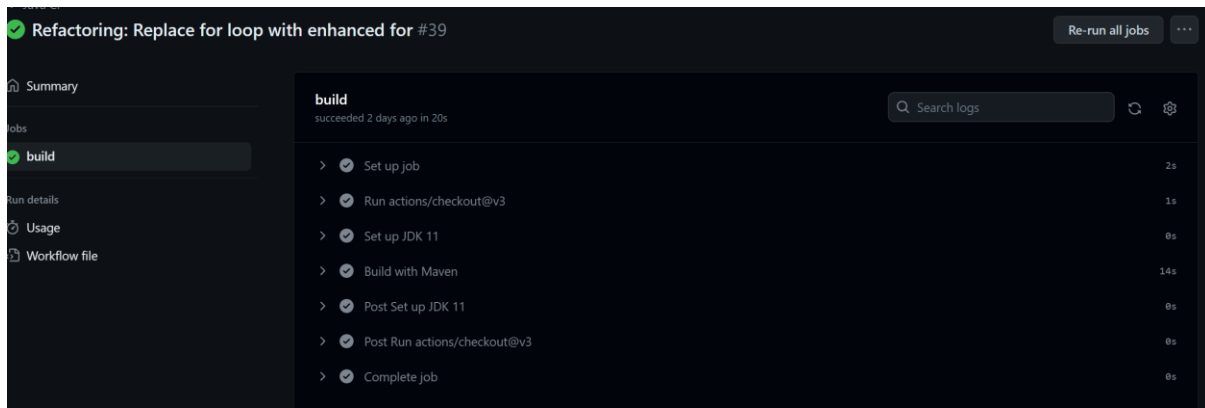
3. Refactoring: Replace for loop with enhanced for

- Type: Readability

- Reason: The enhanced for loop is a more concise and readable way to iterate over arrays or collections compared to a traditional for loop. It eliminates the need for index variables and reduces the potential for off-by-one errors. Additionally, it can make the code easier to maintain and understand by removing unnecessary details and focusing on the actual iteration logic.

- Commit Link:

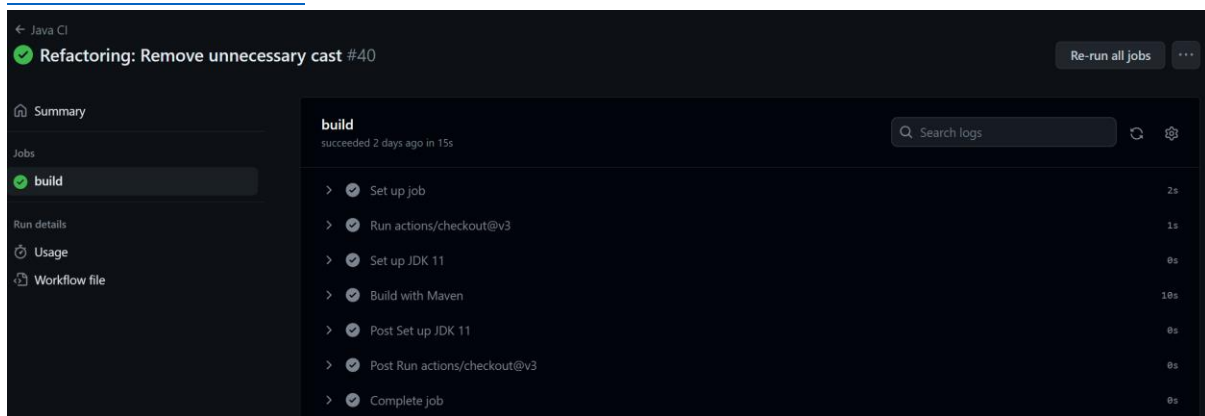
<https://github.com/AttackBlueSteel/CSE464YueFang/pull/1/commits/e82b559b477fb7745217c5068b82888d2a0f5633>



4. Refactoring: Remove unnecessary cast

- Type: Readability and Performance
- Reason: the type of temp.getPath() is string, declaring it as an object is not necessary
- Commit Link:

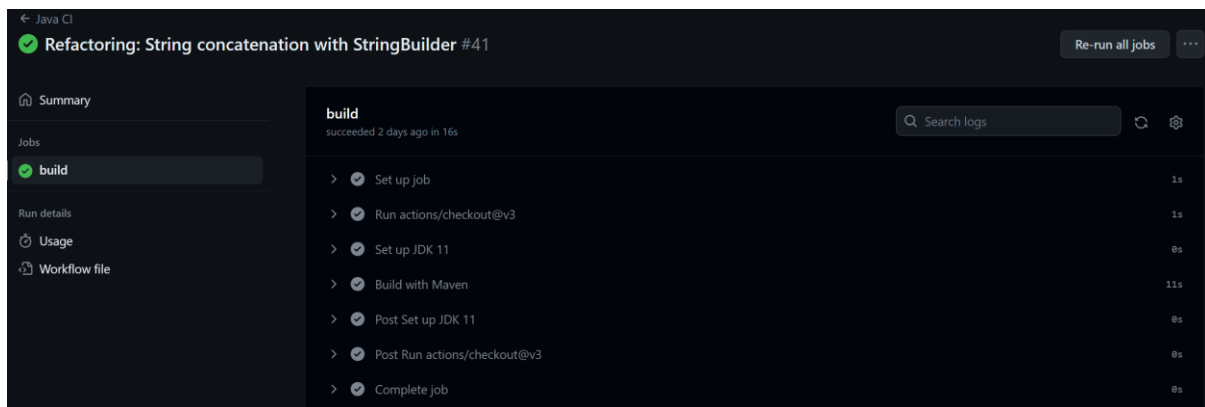
<https://github.com/AttackBlueSteel/CSE464YueFang/pull/1/commits/84f9f712c979cb4fd7e714cefff30e12d8403d2b>



5. Refactoring: String concatenation with StringBuilder

- Type: Performance
- Reason: The reason for using StringBuilder instead of the string concatenation operator is that the concatenation operator creates a new string object each time it is used. This can result in many objects being created in memory, which can impact performance and memory usage. In contrast, the StringBuilder class creates a single buffer that can be appended to, resulting in fewer objects being created.
- Commit Link:

<https://github.com/AttackBlueSteel/CSE464YueFang/pull/1/commits/9a2965514fab2b9b9ac4cc09d57d8519a7b3e96>

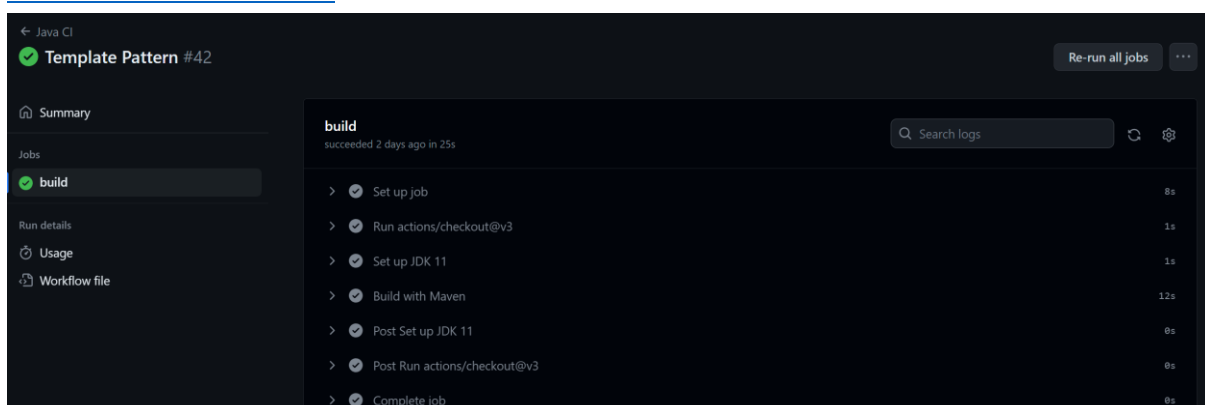


requirement 2: implementation details are as follows

- Explain: the GraphSearchAlgorithm is an abstract class that defines the basic structure of the search algorithm using a graph. It has an abstract method `addNodeToQueue` and `addNeighborsToQueue`, which subclasses BFS and DFS implement to provide their specific implementations. The search method in the GraphSearchAlgorithm class provides the overall structure of the search algorithm using the template method pattern. It initializes a queue and a set of visited nodes and adds the start node to the queue. It then enters a loop that dequeues the next path, checks if the last node in the path has already been visited, adds it to the visited nodes set, and checks if it is the destination node. If it is, it returns to the path. Otherwise, it adds the neighbors of the current node to the queue using the `addNeighborsToQueue` method if they have not been visited before. The BFS and DFS classes extend the GraphSearchAlgorithm class and implement the `addNodeToQueue` and `addNeighborsToQueue` methods based on the specific requirements of each search algorithm. In particular, BFS adds nodes to the end of the queue, while DFS adds them to the front of the queue. Also, BFS uses a FIFO queue to traverse the graph while DFS uses a LIFO stack.

- Commit Link:

<https://github.com/AttackBlueSteel/CSE464YueFang/pull/1/commits/a592994c853182059ec740102655cc0e137c69b>



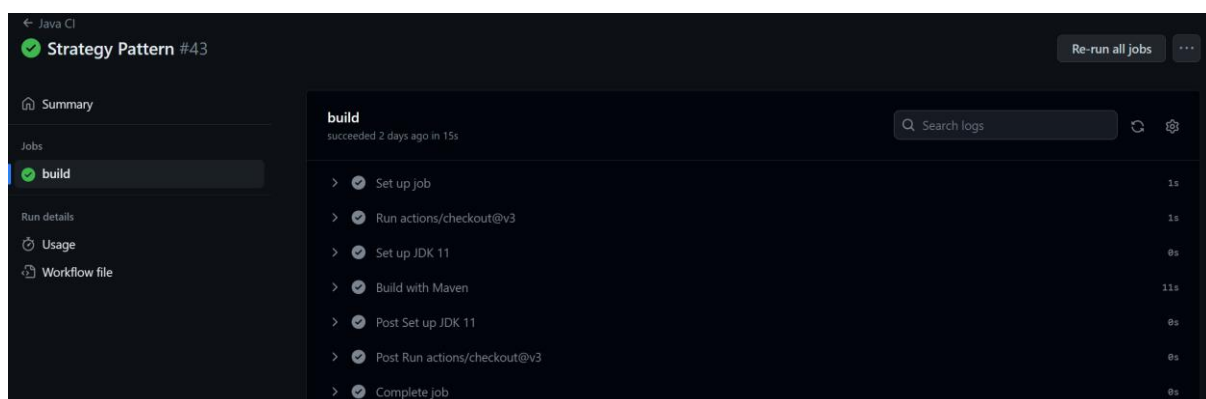
requirement 3: implementation details are as follows

- Explain: The main interface GraphSearch provides the search method to search for a path

between two nodes in the graph. The `GraphSearchAlgorithm` is an abstract class that implements the `GraphSearch` interface and provides the common functionality for both BFS and DFS algorithms. It has an abstract method `addNodeToQueue` that is implemented by its concrete subclasses to add the first node to the search queue, and another abstract method `addNeighborsToQueue` that is implemented to add the neighbors of a node to the search queue. The search method is implemented by the `GraphSearchAlgorithm` and performs the actual search using the given algorithm. The `GraphSearchStrategy` class acts as a factory that creates an instance of `GraphSearchAlgorithm` based on the selected algorithm. It takes in the graph, source and destination nodes, and the selected algorithm as input and returns the path between the source and destination nodes using the selected algorithm. It uses a switch statement to choose between BFS and DFS and creates an instance of the corresponding algorithm. The BFS and DFS classes are concrete subclasses of `GraphSearchAlgorithm` that implement the `addNodeToQueue` and `addNeighborsToQueue` methods based on their respective algorithms. BFS implements breadth-first search algorithm by adding the nodes to the queue in a breadth-first manner. DFS implements depth-first search algorithm by adding the nodes to the queue in a depth-first manner.

- Commit Link:

<https://github.com/AttackBlueSteel/CSE464YueFang/pull/1/commits/220781fe498d6f7e12067bb5ca0e248689d929cc>



requirement 4: implementation details are as follows

- Commit Link:

<https://github.com/AttackBlueSteel/CSE464YueFang/pull/1/commits/f8be8502d07d01b5bacc8e5776174f06bc811bb7>

The screenshot shows the GitHub Actions interface for a workflow named 'Random Walk #44'. The workflow is in a 'Completed' state, indicated by a green checkmark. The left sidebar contains a 'Summary' section with links to 'Jobs', 'Run details', 'Usage', and 'Workflow file'. The 'Jobs' section is expanded, showing a single job named 'build' which has succeeded. The main area displays the 'build' job details, including a search bar for logs and a list of steps. The steps are: 'Set up job' (4s), 'Run actions/checkout@v3' (1s), 'Set up JDK 11' (0s), 'Build with Maven' (10s), 'Post Set up JDK 11' (0s), 'Post Run actions/checkout@v3' (0s), and 'Complete job' (0s). The job succeeded 2 days ago in 16s.

← Java CI

✓ Random Walk #44

Re-run all jobs

Summary

Jobs

✓ build

Run details

Usage

Workflow file

build

succeeded 2 days ago in 16s

Search logs

- > ✓ Set up job 4s
- > ✓ Run actions/checkout@v3 1s
- > ✓ Set up JDK 11 0s
- > ✓ Build with Maven 10s
- > ✓ Post Set up JDK 11 0s
- > ✓ Post Run actions/checkout@v3 0s
- > ✓ Complete job 0s

requirement 5: pull request:

- Commit Link:

<https://github.com/AttackBlueSteel/CSE464YueFang/pull/1>