```
edge.getTarget().setPredCt(edge.getTarget().getPredCt()+1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Vertex_Node[] zeroPredecessorQueue = new Vertex_Node[this.size];
                                                                                            @description this file includes the code to do the topological sort
                                                                                                                                                                                                                                                                                                                                                                                                                                                                              private void setPredCount(Vertex_Node currentLocation) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Vertex_Node[] topSort = new Vertex_Node[this.size];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                int queueFront = \theta, queueBack = \theta, outputCt = \theta;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Edge_Node edge=currentLocation.getNbrList();
                                                                                                                      uses a queue to save the nodes with no predecessors
                                                                                                                                                                                                                                                                                                                                                            currentLocation=currentLocation.getNext();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                currentLocation=currentLocation.getNext();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              //initialize all vertices pred count to 0
                                                                                                                                                                                                                                                                                       Vertex_Node currentLocation=head;
                                                                                                                                                                                                                                                                                                                                    currentLocation.setPredCt(0);
                                                                                                                                                                                                                                       // set all predecessor counts to 0
                      @class COMP 282 meeting at 2:00 PM
                                                                                                                                                                                                                                                                                                             while (currentLocation!=null)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      while (currentLocation!=null)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  edge=edge.getNext();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Vertex Node v = this.head;
                                                                                                                                                                                                                                                               public void initPredCounts() {
                                                                                                                                                                                         10 class GraphTopSort extends Graph {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   public void outputTopSort() {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    while (edge!=null){
Qauthor Bishoy A Abdelmalik
                                                                      @DateTurnedIn Dec 9, 2019
                                               @Assigment Program #4
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// check if every vertex has been put in the topSort array and either output it
                                                                                                                                                                                                                                                                                                    // find vertices with predecessor counts of \theta and put them on the queue // this will be a while loop
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           // remove a vertex from the zero queue, add it to the topSort array,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         edge.getTarget().setPredCt(edge.getTarget().getPredCt()-1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       while (queueBack != queueFront) { // while the queue is not empty
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  zeroPredecessorQueue[queueBack++]=edge.getTarget();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  // and traverse its edges to update target predecessor counts
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Vertex_Node zeroVertex=zeroPredecessorQueue[queueFront++];
                                                                                     // incrementing the target predecessor counts of these edges
                                         // set the predecessor counts by visiting all the edges and
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      if (edge.getTarget().getPredCt()==0){
                                                                                                                                                                                                                                                                                                                                                                                                                                                                            zeroPredecessorQueue[queueBack++]=v;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Edge_Node edge=zeroVertex.getNbrList();
                                                                                                                                                                       // implement as simple nested while loops
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          topSort[outputCt++]=zeroVertex;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                // become 0, add to the zero queue
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                // on one line or report "loop"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 zeroVertex.setPredCt(-1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       edge=edge.getNext();
                                                                                                                                                                                                                                                                                                                                                                                                                                  if (v.getPredCt()==0) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        if (v.getPredCt()!=-1){
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 while (edge!=null){
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     boolean loop=false;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   v=v.getNext();
initPredCounts();
                                                                                                                                                                                                                                                                                                                                                                                       while (v!=null){
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 // the main loop
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            while (v!=null){
                                                                                                                                                                                                                     setPredCount(v);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           v=this.head;
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// Your output should match mine exactly
                                                           String out="";
for (Vertex_Node vertix:topSort)
out+=vertix.getName()+";
                                 if (loop){
    System.out.println("Loop");
                                                                                                  System.out.println(out);
                                                                                                                                                                                            public static String myName() {
    return "Bishoy Abdelmalik";
                 v=v.getNext();
loop=true;
                                                      }else {
                                                                                                                                                                                                                        105 }
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