

Design Analysis

Assignment 4

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The purpose of this assignment was to design and implement a program that would find a word ladder between two 5 letter words. A word ladder is a chain of words each with only one letter different from the previous word that starts at the provided “start word” and ends at the provided “end word”. In this program, we are given the precondition that the provided words will be lowercase, 5 letters long, and be valid words from the provided dictionary. The way we designed this program was to first create a dictionary of valid words. We then plan on using a recursive design to find all the possibilities for the next word in the word ladder, and then check through all those possible options recursively. We made the additional consideration of optimizing the process slightly by checking previously found options for next words, so that if there was possibly a shorter chain with the next word, we could switch to using that. An obvious alternative would be to do this iteratively, however, considering the wide possibilities of lengths and types of ladders between words, it made more sense to do this recursively. Doing this recursively would also probably be faster, which would be an advantage from the user’s perspective. Our program will also be flexible to future enhancements and optimizations. For example, the program could find all the possible word ladders, but only return the shortest. We could also sort the list of valid next words for the chain, so that the program would check chains that seem more promising (the next word added to the chain is the most similar to the end word) first, possibly leading to shorter times and ladders. Our program adheres to the principles of good design by utilizing a public interface and private implementations of the methods that we used. We utilized the functionality of exceptions to prevent the program from crashing given bad input or the case in which a word ladder is not possible.

Algorithm for Driver Logic

Main Method:

1. Take in two arguments
2. Initialize an object of the wordLadderSolver
3. While there are still more inputs in the input file
 - a. Get the next words in the file
 - b. Print out the start and end words to the console
 - c. Compute the ladder using the compute ladder method
 - d. Validate the result of the word ladder
 - e. If the input words have a valid word ladder
 - i. Print out the ladder
 - f. Else
 - i. Throw the no such ladder exception
 - g. Print 10 asterisks to separate out the different inputs

Compute Ladder Method:

1. Clear the path stack
2. Clear the history list
3. Push the start word to the path stack
4. Add the start word to the history
5. Call makePath function with the start and end words
 - a. Check if the last word in the path stack is the desired end word
 - i. If it is, return true
 - b. Find a list of all possible next words using the nextWords function and the last word in the path
 - c. Check if the words found are already in the history
 - i. If they are not, add them to history and add them to a new validNext array
 - d. Create a flag called check
 - e. For all the words in the validNext array
 - i. Push the word in the path
 - ii. Call the makePath function (recursively) with the start and end word
 - iii. If the flag is true
 1. Return true (and break out of this level of the method call)
 - f. If the flag is false
 - i. Pop off the last word in the path stack
 - ii. Return false







