



In this assignment you have two separate tasks to complete.

Task #1

You will create a simple puzzle. And you are expected to write a ConsoleProgram that outputs if this puzzle is solvable or not. Details of the puzzle that you will create is provided below.

- ★ Create an array of integers.
- ★ The size of the array is determined by a variable, SIZE.
- ★ Fill the array with random numbers between [1, SIZE/2] (inclusive)
- ★ Set the last element of this array to be 0

Steps to solve this puzzle:

- ★ Start at index 0
- ★ At each step move right puzzle[index] elements
- ★ If you can reach the last index (which contains zero) then the puzzle is solvable since moving right 0 elements changes absolutely nothing.
- ★ If you exceed the size of the structure then the puzzle is not solvable.

An example is provided below:

[3, 4, 3, 4, 2, 2, 3, 2, 4, 0]

You start with index 0, puzzle[0] is 3, then move 3 elements to right:

puzzle[0+3] = 4. Now move 4 to right:

puzzle[3+4] = 2. Move 2 to right.

puzzle[7+2] = 9. Since puzzle[9] = 0 this puzzle is solvable.

Now, write a **recursive method** called isSolvable() that takes an index of this puzzle(index must be set to 0) and returns whether the puzzle is solvable or not. Two example outputs are provided below:

```
Applet Viewer: midterm.Puzzle.class
Applet
puzzle:
4, 4, 3, 1, 2, 4, 3, 2, 4, 0,
index: 0
index: 4
index: 6
index: 9
true
Applet started.
```

```
Applet Viewer: midterm.Puzzle.class
Applet
puzzle:
3, 4, 4, 4, 2, 4, 3, 4, 1, 0,
index: 0
index: 3
index: 7
false
Applet started.
```

Please print the array on the screen first. Then, print the current index in `solvable()`, that is taken as an argument by the method. At last, print the output of the `solvable` method on the screen as shown in the outputs above. **Name your file as Puzzle.java**

Task #2

Write a ConsoleProgram that uses the **following sorting algorithm** to sort an array of integers. **Name your file as Sort.java**

Sorting Algorithm:

- ★ While there are elements to swap
 - if `array[i] > array[i+1]`
 - swap `array[i]` and `array[i+1]`

Note that this algorithm needs to make multiple passes over the whole array. In a pass, if no elements are swapped, then the algorithm stops. An illustrative example is provided below:

5	1	12	-5	16	unsorted
5	1	12	-5	16	5 > 1, swap
1	5	12	-5	16	5 < 12, ok
1	5	12	-5	16	12 > -5, swap
1	5	-5	12	16	12 < 16, ok

1	5	-5	12	16	1 < 5, ok
1	5	-5	12	16	5 > -5, swap
1	-5	5	12	16	5 < 12, ok
1	-5	5	12	16	1 > -5, swap
-5	1	5	12	16	1 < 5, ok
-5	1	5	12	16	-5 < 1, ok
-5	1	5	12	16	sorted

Coding Instructions:

- ★ Submit two files named Puzzle.java and Sort.java to the LMS submissions with different names will be disregarded!
- ★ Make sure your program compiles and runs before submitting otherwise you will get 0 from your homework (no exceptions).
- ★ The first lines of your code must include your name, surname, student number, and department as a comment. An example comment is as follows:
 - ★ `/* John Smith S0001 Department of Computer Science */`
- ★ Submit .java files only. Do NOT submit .rar, .zip, .doc, .class, etc. files.
- ★ IMPORTANT : Add comments to your code that briefly explains what your code does such as :
 - `int n; // n holds the number of square`
 - `if (n > 0) // test whether the value of n is greater than zero.`