LIBRARY USAGE

Setup and Build

CacheBuilder<String, String> builder = new CacheBuilder<>();

- 1. Use default settings -> builder.setDefault();
- 2. Set N-Way -> builder.setNWay(i);
- 3. Set size -> builder.setSize(s);
- 4. Set Eviction Algorithm
 - LRU —> builder.setLRU();
 - MRU —> builder.setMRU();
 - Custom Algorithm —> builder.setCustomAlgo(Eviction<Key, Value> customAlgorithm);
- 5. Build and get Cache instance
 - -> Cache<Key, Value> cache = builder.build();

Operations

Cache<Key, Value> cache = builder.build();

- 1. Put data -> cache.put(key, value);
- 2. Get data -> cache.get(key);
- 3. Set new value to a data -> cache.put(key, newValue);
- 4. Remove data -> cache.remove(key);
- 5. Clear cache -> cache.clear();
- 6. Check usage amount -> cache.size();

Custom Eviction Algorithm

1. Make sure your custom class extends Eviction<Key, Value>

- 2. Make sure your custom class has a Constructor with no parameter, as well as a Constructor take *Bag<Key, Value>* as parameter and use *super* constructor
- 3. Make sure your custom class *override evict(), name()* methods.
- 4. useful API:
 - * query Node's key by access order -> .getInOrder(int idx)
 - * query Node's key by reversed access order -> .getRevOrder(int idx)
 - * query Node's key by frequency order -> .freqOrder(int idx)
 - * query Node's key by reversed frequency order -> .freqRevOrder(int idx)
 - * query Node's key by specific frequency -> .oneFreq(int f)