

## Project Part 3

### Part 1 - Code Refactoring

#### 1st Commit

Extract Method Refactoring: [https://github.com/Divy2000/CSE464\\_2023\\_dpate164/commit/df43dd44ff8433b66ca8657331e6dc46126e20eb](https://github.com/Divy2000/CSE464_2023_dpate164/commit/df43dd44ff8433b66ca8657331e6dc46126e20eb)

#### 2nd Commit

Inline Refactoring: [https://github.com/Divy2000/CSE464\\_2023\\_dpate164/commit/d3f43769b68d95cb1adb44e9cc0315068fc2512b](https://github.com/Divy2000/CSE464_2023_dpate164/commit/d3f43769b68d95cb1adb44e9cc0315068fc2512b)

#### 3rd Commit

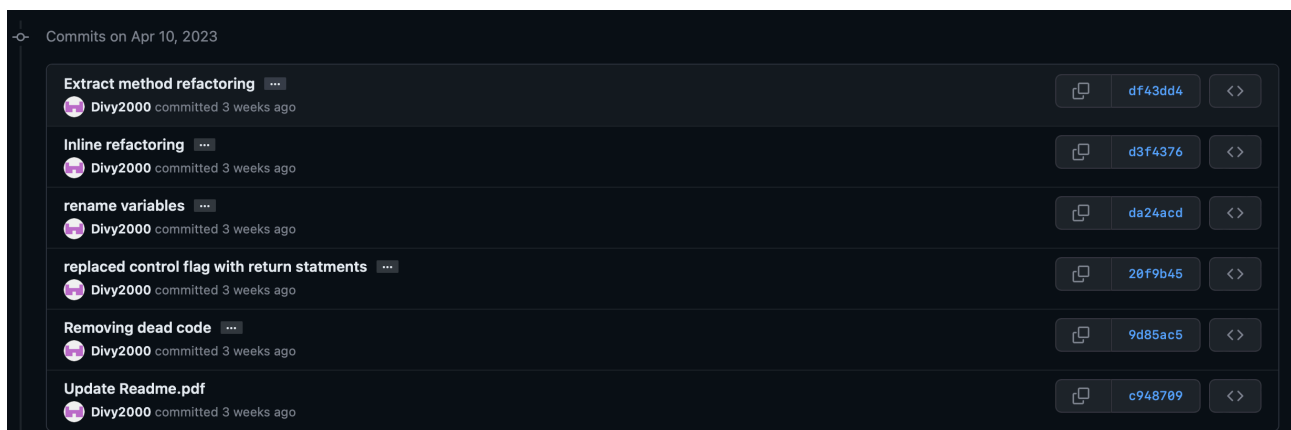
Renaming Variables: [https://github.com/Divy2000/CSE464\\_2023\\_dpate164/commit/da24acdaf5b617fd184807aed35d445859a9f898](https://github.com/Divy2000/CSE464_2023_dpate164/commit/da24acdaf5b617fd184807aed35d445859a9f898)

#### 4th Commit

Replaced control flag with return statement: [https://github.com/Divy2000/CSE464\\_2023\\_dpate164/commit/20f9b45535ba22629360444e9d89ee9c0f0cb905](https://github.com/Divy2000/CSE464_2023_dpate164/commit/20f9b45535ba22629360444e9d89ee9c0f0cb905)

#### 5th Commit

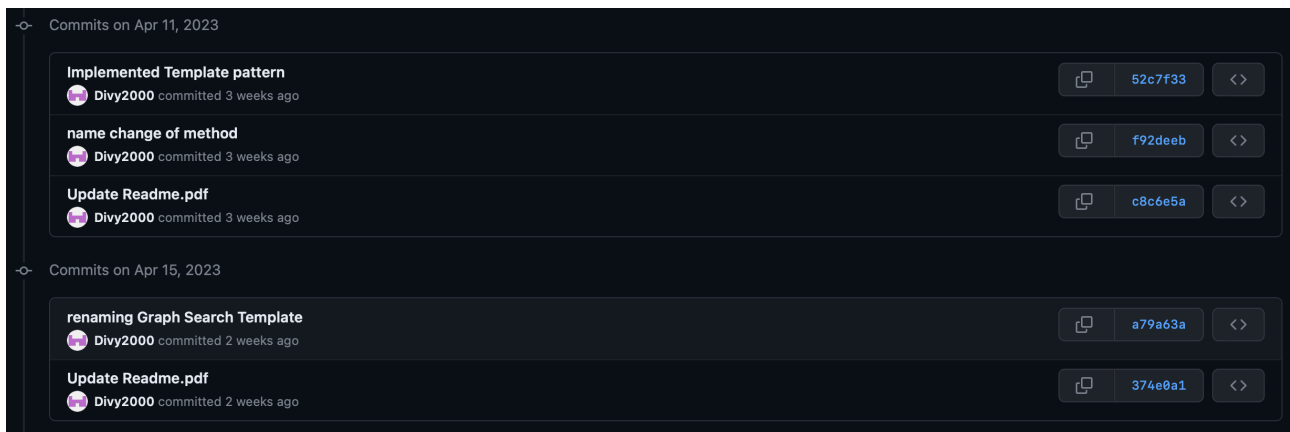
Removing the dead code: [https://github.com/Divy2000/CSE464\\_2023\\_dpate164/commit/9d85ac57609bcbfa33e74323049b1a3b75d63fd8](https://github.com/Divy2000/CSE464_2023_dpate164/commit/9d85ac57609bcbfa33e74323049b1a3b75d63fd8)



### Part 2 - Template Design Pattern

- In implementing template design pattern, I have extracted the common steps in “**src/main/application/GraphSearch.java**”.
- Both BFS and DFS have only one difference, BFS uses Queue while DFS uses stack.
- Therefor I have implemented everything in GraphSearch.java except the part where we add and remove from the queue/stack and the part where we check if queue/stack is empty.
- I have made 3 different abstract methods for that part :-
  - addToDataStructure
  - removeFromDataStructure
  - isEmpty (**Note: I changed the method name to isEmpty in next commit**)
- In BFS class I declare a Queue and implement abstract methods according to that.
- In DFS class I declare a Stack and implement abstract methods according to that.

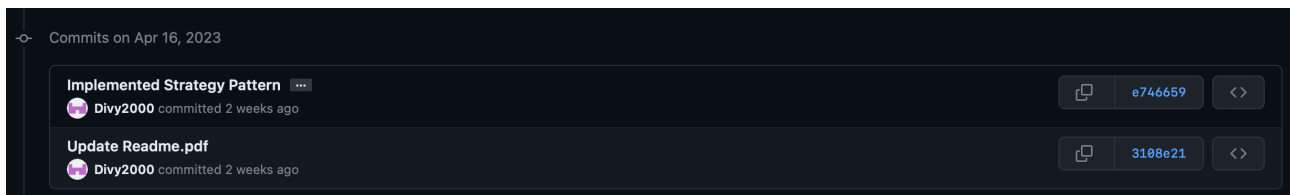
**Commit Link:** [https://github.com/Divy2000/CSE464\\_2023\\_dpate164/commit/a79a63ad9249bf99742825b2c7acda88e04ec72f](https://github.com/Divy2000/CSE464_2023_dpate164/commit/a79a63ad9249bf99742825b2c7acda88e04ec72f)



### **Part 3 - Strategy Design Pattern**

- For this implementation I have created an abstract class GraphSearch\_Stragey, which takes MutableGraph and GraphSearch\_interface as its input to constructor.
- GraphSearch\_interface have 3 methods, addToDataStructure, removeFromDataStructure and isEmpty.
- Classes BFS and DFS implements these methods.
- The GraphSearch class extends the abstract class of GraphSearch\_Stragey and calls the super constructor.
- In GraphSearch method in muGraphClass, I am creating objects of the type of search and passing them to constructor of GraphSearch class.

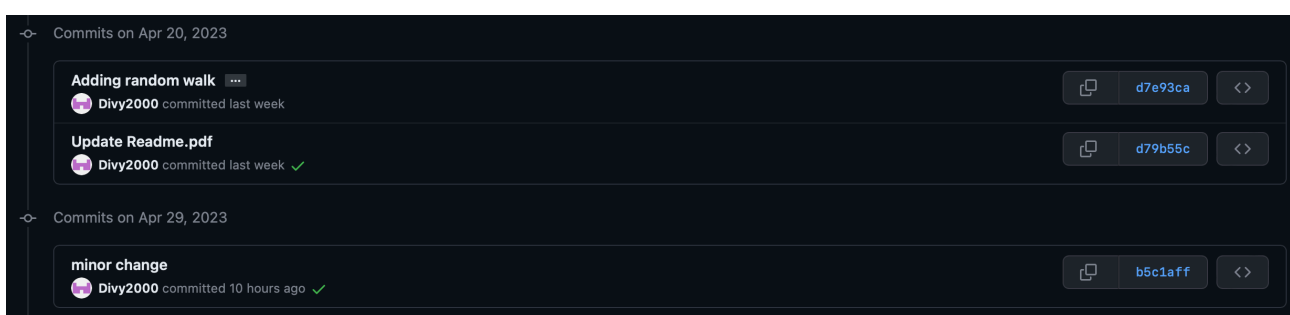
**Commit link:** [https://github.com/Divy2000/CSE464\\_2023\\_dpate164/commit/e746659a58d4015f3e24ef76d6fa79e427f70aab](https://github.com/Divy2000/CSE464_2023_dpate164/commit/e746659a58d4015f3e24ef76d6fa79e427f70aab)



### **Part 4 - Random walk**

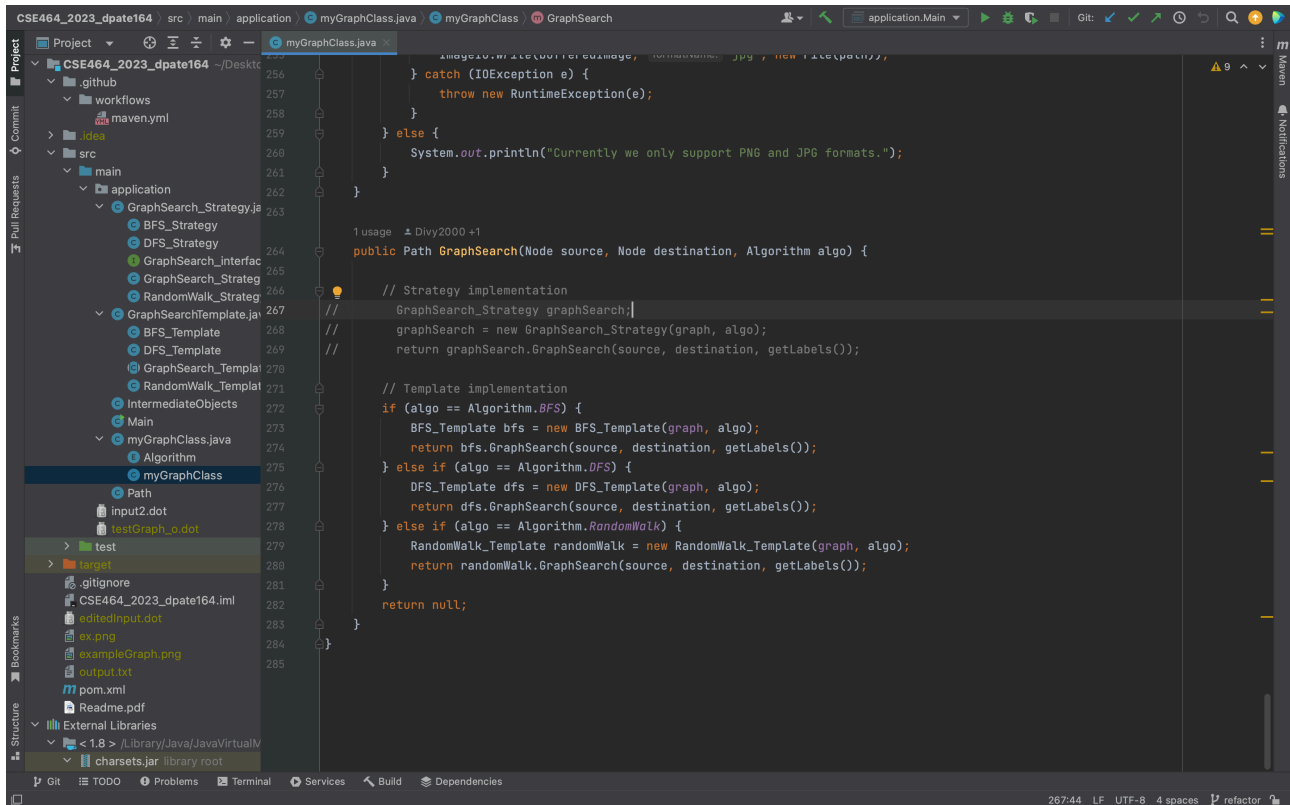
- For this I have taken the common steps of the previous strategy pattern and that of the random walk and applied it accordingly.
- The BFS and DFS had the same iteration with only difference of the data structure, but random walk had different type of iterations, so I tried to see whats different in the iteration and put them separate keeping other steps common.
- To print the path for each of the visited node in random walk and implement the behaviour of looping till not finding the path, I used if else statement in the GraphSearch function.
- I again added the BFS and DFS Template implementation, which I removed while implementing the strategy pattern.

**Commit Link:** [https://github.com/Divy2000/CSE464\\_2023\\_dpate164/commit/d7e93ca544637b9c1528202ade4cb161e1ccd803](https://github.com/Divy2000/CSE464_2023_dpate164/commit/d7e93ca544637b9c1528202ade4cb161e1ccd803)



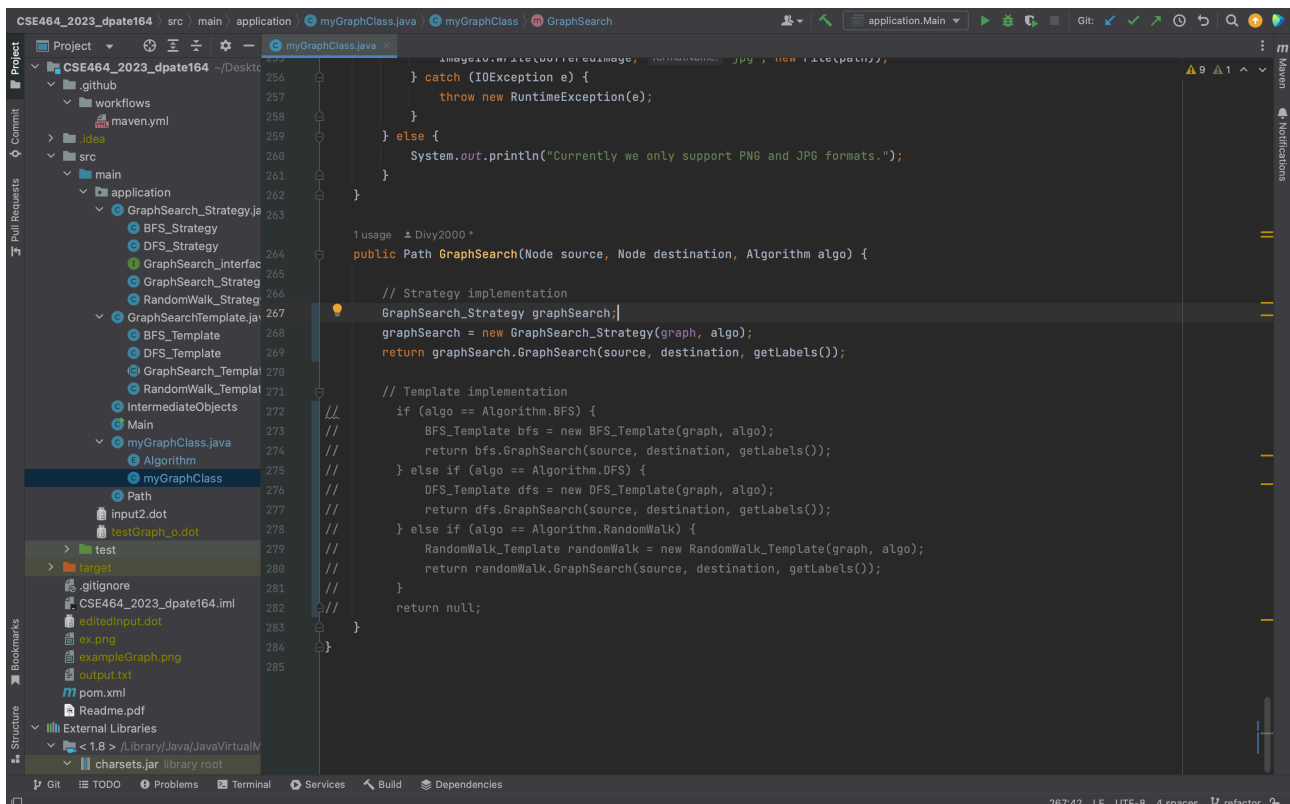
The Implementation is same as BFS and DFS previously, you have to run it with the command menu given. The option to run Strategy Pattern or Template Pattern is controlled by commenting/uncommenting the code.

Uncomment the code under template implementation to run it.



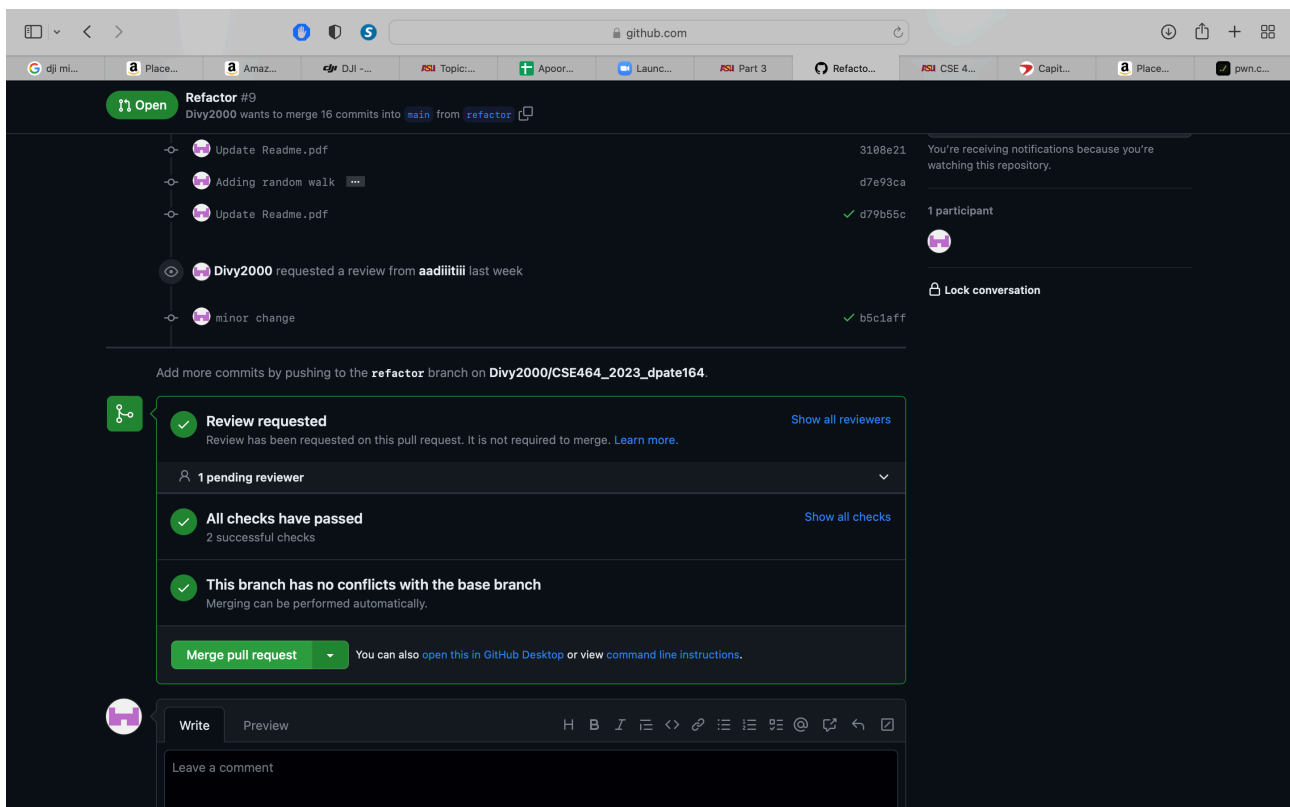
```
256         imageIO.write(bufferedImage, "output.png", new File(path));
257     } catch (IOException e) {
258         throw new RuntimeException(e);
259     }
260 } else {
261     System.out.println("Currently we only support PNG and JPG formats.");
262 }
263 }
264
265 1 usage: java Divvy2000 +1
266 public Path GraphSearch(Node source, Node destination, Algorithm algo) {
267     // Strategy implementation
268     GraphSearch_Strategy graphSearch;
269     graphSearch = new GraphSearch_Strategy(graph, algo);
270     return graphSearch.GraphSearch(source, destination, getLabels());
271
272     // Template implementation
273     if (algo == Algorithm.BFS) {
274         BFS_Template bfs = new BFS_Template(graph, algo);
275         return bfs.GraphSearch(source, destination, getLabels());
276     } else if (algo == Algorithm.DFS) {
277         DFS_Template dfs = new DFS_Template(graph, algo);
278         return dfs.GraphSearch(source, destination, getLabels());
279     } else if (algo == Algorithm.RandomWalk) {
280         RandomWalk_Template randomWalk = new RandomWalk_Template(graph, algo);
281         return randomWalk.GraphSearch(source, destination, getLabels());
282     }
283     return null;
284 }
285 }
```

Uncomment the code below strategy comment and comment the template one to run template pattern.



```
256         imageIO.write(bufferedImage, "output.png", new File(path));
257     } catch (IOException e) {
258         throw new RuntimeException(e);
259     }
260 } else {
261     System.out.println("Currently we only support PNG and JPG formats.");
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273     // if (algo == Algorithm.BFS) {
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275     //     return bfs.GraphSearch(source, destination, getLabels());
276     // } else if (algo == Algorithm.DFS) {
277     //     DFS_Template dfs = new DFS_Template(graph, algo);
278     //     return dfs.GraphSearch(source, destination, getLabels());
279     // } else if (algo == Algorithm.RandomWalk) {
280     //     RandomWalk_Template randomWalk = new RandomWalk_Template(graph, algo);
281     //     return randomWalk.GraphSearch(source, destination, getLabels());
282     // }
283     // return null;
284 }
285 }
```

Pull request link: [https://github.com/Divy2000/CSE464\\_2023\\_dpate164/pull/9](https://github.com/Divy2000/CSE464_2023_dpate164/pull/9)



Merge commit link: [https://github.com/Divy2000/CSE464\\_2023\\_dpate164/commit/7360518dec1145f87e982e6ff47789019a6761e9](https://github.com/Divy2000/CSE464_2023_dpate164/commit/7360518dec1145f87e982e6ff47789019a6761e9)

