

1 Introduction

This is a worst case run-time analysis of the changePatties() method in my Burger Baron assignment. For convenience, the relevant code is provided below with numbered lines:

```
1 public void changePatties(final String pattyType) {
2
3     // Don't change patties if it's already of that type!
4     if (!this.pattyType.equals(pattyType)) {
5         final MyStack<Ingredient> tempStack = new MyStack<>();
6
7         // Change the patty that is underneath the cheeses
8
9         // 1. pop off and store the cheeses:
10        for (int i = 0; i < cheeseCount; i++) {
11            tempStack.push(botStack.pop());
12        }
13
14        // 2. Dispose the old patty
15        botStack.pop();
16
17        // 3. Push new patty:
18        botStack.push(Ingredient.getIngredient(pattyType));
19
20
21        // 4. Put back the cheeses
22        for (int i = 0; i < cheeseCount; i++) {
23            botStack.push(tempStack.pop());
24        }
25
26        // Work on the patties of the other stack
27
28        // 5. Pop off old patties, if any, from top stack
29        for (int i = 0; i < pattyCount - 1; i++) {
30            topStack.pop();
31        }
32
33        // 6. Push new patties, if any, onto top stack
34        for (int i = 0; i < pattyCount - 1; i++) {
35            topStack.push(Ingredient.getIngredient(pattyType));
36        }
37
38        // 7. Change patty type
39        this.pattyType = pattyType;
40    }
41 }
42
43 /**Create a Stack. */
44 public MyStack() {
45     top = null;
46     myPointer = 0;
47 }
```

Duy Huynh
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Assignment 1 – Burger Baron
Worst Case Run-Time Analysis of changePatties

```
47 public void push(final T element) {
48
49     if (top == null) {
50         top = new Node(element, null);
51     } else {
52         top = new Node(element, top);
53     }
54     myPointer++;
55
56 }

57 public T pop() {
58
59     T temp;
60     if (top == null) {
61         throw new NullPointerException("Nothing to pop off stack!");
62     } else {
63         temp = (T) top.getElement();
64         top = top.myNextNode;
65         myPointer--;
66     }
67     return temp;
68
69 }

70 public static Ingredient getIngredient(String ingredientName) {
71     for (Ingredient i : values()) {
72         if (i.getName().equalsIgnoreCase(ingredientName)) {
73             return i;
74         }
75     }
76     throw new IllegalArgumentException("Ingredient \"" + ingredientName
77         + "\" not found!");
78 }

148 private T getElement() {
149     return myElement_
150 }

151 private Node(final T theElement, final Node theNextNode) {
152     this.myElement = theElement_
153     this.myNextNode = theNextNode_
154 }

155 public String getName() {
156     return name;
157 }
```

2 Analysis

2.1 Line-by-line breakdown:

Let CHEESE_MAX = 3, PATTY_MAX = 2, INGREDIENTS = 17 (total values contained in Ingredients enum).
Let declarations, assignments, negations, checks, integer and Boolean arithmetic, and similar operations cost 1.
changePatties:

Line 4: check + negation + $C_{equals} = 2 + C_{equals} = C_4$
Line 5: declaration + assignment + $C_{MyStack} = 2 + C_{MyStack} = 2 + 13 = 15$
Line 10 & 11: declaration + $\sum_{n=1}^{CHEESE_MAX} (\text{check} + \text{increment} + C_{push} + C_{pop}) = 1 + CHEESE_MAX * (2 + C_{push} + C_{pop})$
Line 15: C_{pop}
Line 19: $C_{push} + C_{getIngredient}$
Line 22 & 23: declaration + $\sum_{n=1}^{CHEESE_MAX} (\text{check} + \text{increment} + C_{push} + C_{pop}) = 1 + CHEESE_MAX * (2 + C_{push} + C_{pop})$
Line 29 & 30: declaration + $\sum_{n=1}^{PATTY_MAX-1} (\text{check} + \text{subtraction} + \text{increment} + C_{pop}) = 1 + (PATTY_MAX - 1) * (3 + C_{pop})$
Line 34 & 35: declaration + $\sum_{n=1}^{PATTY_MAX-1} (C_{push} + \text{check} + \text{subtraction} + \text{increment} + C_{getIngredient}) = 1 + (PATTY_MAX - 1) * (3 + C_{push} + C_{getIngredient})$
Line 39: assignment = 1
Total: $C_4 + 15 + 1 + 2 * CHEESE_MAX * (2 + C_{push} + C_{pop}) + 1 + (PATTY_MAX - 1) * (3 + C_{pop}) + 1 + PATTY_MAX * (3 + C_{push} + C_{getIngredient})$

MyStack():

Line 44: assignment = 1
Line 45: assignment = 1
Total: $1 + 1 = 2 = C_{MyStack}$

push():

Line 49: check + check = 2
Line 50: assignment + $C_{Node} = 1 + C_{Node}$ (Node has 2 assignments, so it costs 2). = 3
Line 51: assignment + $C_{Node} = 1 + C_{Node} = 3$
Line 54: increment = 1
Total: $7 + 2 * C_{Node} = 7 + 2 * 3 = 13 = C_{push}$

pop():

Line 59: declaration = 1
Line 60: check + check = 2
Line 63: assignment + $C_{cast} + C_{getElement} = 1 + C_{cast} + C_{getElement}$ (getElement() has one return statement = 1)
Line 67: return statement = 1
Total: $4 + C_{cast} + C_{getElement} = 5 + C_{cast} = C_{pop}$

getIngredient():

Line 71: declaration + $C_{values} = 1 + C_{values}$
Line 72 & 73: $\sum_{n=1}^{INGREDIENTS} (\text{check} + C_{getName} + C_{equalsIgnoreCase}) = INGREDIENTS * (1 + C_{getName} + C_{equalsIgnoreCase})$
Total: $1 + C_{values} + C_{getName} + C_{equalsIgnoreCase} = C_{getIngredient}$

2.2 For-loop breakdowns:

In changePatties(), there are 4 for-loops.

2.2.1: The for-loop on line 10 is responsible for taking off the cheeses that are present in the current Burger. This loop has a worst case run-time scenario when cheeseCount is at the maximum, which is 3 pieces of cheese:

$$\sum_{n=1}^{CHEESE_MAX} (\text{check} + \text{increment} + C_{push} + C_{pop}) = CHEESE_MAX * (2 + C_{push} + C_{pop})$$

2.2.2: The for-loop on line 22 is responsible for putting back on the cheeses after the new patty has been put on. This loop, similar to the previous, has worst case run-time scenario when cheeseCount is at the maximum, which is 3:

$$\sum_{n=1}^{CHEESE_MAX} (\text{check} + \text{increment} + C_{push} + C_{pop}) = CHEESE_MAX * (2 + C_{push} + C_{pop})$$

2.2.3: The for-loop on line 29 is responsible for removing any old existing patties that sit on top of the cheeses. This loop has a worst case run-time scenario when the patty count that sit on top of the cheeses is maxed out at 2 patties:

$$\sum_{n=1}^{PATTY_MAX-1} (\text{check} + \text{subtraction} + \text{increment} + C_{pop}) = (PATTY_MAX - 1) * (3 + C_{pop})$$

2.2.4: The for-loop on line 34 is responsible for pushing new patties onto the stack to match the new patty type. This loop has a worst case run-time scenario when there is a change of 2 patties max that sit on top of the cheeses. It is also interesting to note that the getIngredient() method called in this loop is also a for-loop that searches through all the values of my Ingredient enumeration which has 17 values:

$$\sum_{n=1}^{INGREDIENTS} (\text{check} + C_{getName} + C_{equalsIgnoreCase}) = INGREDIENTS * (1 + C_{getName} + C_{equalsIgnoreCase})$$

2.3 Total method cost:

The total summation of the line-by-line cost $c(n)$ for changePatties() is:

$$c(n) = C_4 + 15 + 1 + 2 * CHEESE_MAX * (2 + C_{push} + C_{pop}) + 1 + (PATTY_MAX - 1) * (3 + C_{pop}) + 1 \\ + PATTY_MAX * (3 + C_{push} + C_{getIngredient})$$

$$c(n) = C_4 + 18 + 2 * CHEESE_MAX * (2 + C_{push} + C_{pop}) + (PATTY_MAX - 1) * (6 + C_{pop} + C_{push} \\ + C_{getIngredient})$$

$$c(n) = C_4 + 18 + 2 * 3 * (2 + C_{push} + C_{pop}) + 2 * (6 + C_{pop} + C_{push} + C_{getIngredient})$$

$$c(n) = C_4 + 18 + 6 * (2 + C_{push} + C_{pop}) + 2 * (6 + C_{pop} + C_{push} + C_{getIngredient})$$

$$c(n) = C_4 + 18 + 12 + 6 * C_{push} + 6 * C_{pop} + 12 + 2 * C_{pop} + 2 * C_{push} + 2 * C_{getIngredient}$$

$$c(n) = C_4 + 42 + 8 * C_{push} + 8 * C_{pop} + 2 * C_{getIngredient}$$

$$c(n) = C_4 + 8 * (C_{push} + C_{pop}) + 2 * C_{getIngredient} + 42 = C_{totalSum}$$

Conclusion: $c(n) \in O(n)$