

Assignment Project Exam Help

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# Comp 251: Assignment 3

Answers must be returned online by April 1<sup>st</sup> (11:59:59pm), 2022.

## Assignment Project Exam Help

### General instructions

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### Programming conventions

- You are provided some starter code that you should fill in as requested where you are instructed to do so. You can add some helper methods in any other way and in particular, do not change the methods already given to you, do not import extra code and do not touch the method headers. The format that you see on the provided code is the only format accepted for programming questions. **Any failure to comply with these rules will result in an automatic 0.**
- Public test cases are available on ed-Lessons. You can run them on your code at any time. If your code fails those tests, it means that there is a mistake somewhere. Even if your code passes those tests, it may still contain some errors. We will grade your code with a more challenging, private set of test cases. We therefore highly encourage you to modify that tester class, expand it and share it with other students on the discussion board. Do not include it in your submission.
- Your code should be properly commented and indented.
- **Do not change or alter the name of the files you must submit, or the method headers in these files.** Files with the wrong name will not be graded. Make sure you are not changing file names by duplicating them. For example, main (2).java will not be graded.
- **Do not add any package or import statement that is not already provided**
- Please submit only the individual files requested.
- **You will automatically get 0 if the files you submitted on ed-Lessons do not compile, since you can ensure yourself that they do. Note that public test cases do not cover every situation and your code may crash when tested on a method**

that is not checked by the public tests. This is why you need to add your own test cases and compile and run your code from command line on linux.

## Homework

### Exercise 1 (30 points). *Graph Traversal*

I just got an email from Dr. Robert Bruce Banner showing his appreciation for your help during the coding of his training program (i.e., question 2 of our previous assignment). He is impressed with your algorithmic skills and he wants to ask you for help again.

During his mission in the planet Titan, he got captured by the army of Thanos. Dr Banner is currently trapped in a 3D jail and he needs your help to find the **quickest** way out. In his email, Dr Banner describes the jail to be composed by unit cubes which may or may not be filled with indestructible rock. Dr Banner can only move one unit in the following directions: east, west, north, south, up or down. He emphasizes that he is **not** able to move diagonally. Dr Banner says in his email that it takes one minute to move one unit in one of the allowed directions.

Given the description of the 3D jail made by Dr Banner, I have been able to code a representation of it. In particular, the jail will be represented by a 3D String array (`jail[level][rows][columns]`) of one-character String. Each character describes one cell of the jail. A cell of indestructible rock is indicated by a “#” and empty cells are represented by a “.”. The current position of Dr Banner (i.e., the starting point) is rep

Lets see an example of ho

\\The following jail has 3 lev

```
S....
.###.
.##..
###.#
```

```
#####
#####
##.##
##...
```

```
#####
#####
#.###
#####E
```

From the example shown above, please notice that Dr Banner is originally located in the cell `jail[0][0][0]` (i.e., where the “S” is) and needs to go to the cell `jail[2][3][4]` (where the “E” is). The starting position of Dr Banner is **not** always `[0][0][0]`. Please notice that the following is the (quickest) sequence of unit moves that Dr Banner has to perform to find the exit.

1. (start) `jail[0][0][0]`
2. (west) `jail[0][0][1]`

3. (west) jail[0][0][2]
4. (west) jail[0][0][3]
5. (west) jail[0][0][4]
6. (south) jail[0][1][4]
7. (south) jail[0][2][4]
8. (east) jail[0][2][3]
9. (east) jail[0][3][3]
10. (down) jail[1][3][3]
11. (west) jail[1][3][4]
12. (down) jail[2][3][4]

Then, your algorithm needs to return the integer 11 as the solution of this puzzle (i.e., Dr Banner performed 11 moves to find the exit). Let's see now, an example where Dr Banner will (unfortunately) be trapped in the jail.

\\The following jail has 1 lev

S##  
#E#  
###

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Please notice that for the above example, Dr Banner will not be able to escape, so case your algorithm must return the number  $-1$ .

For this assignment, you will complete the function `public static int find_exit(String[] [] [] jail)`, which receives as a parameter the (`jail[level][rows][columns]`) and returns an integer representing the **shortest** time it takes for Dr Banner to escape from the 3D jail. If it is not possible to escape, the function must return  $-1$ . I forgot to mention, please produce correct and efficient code, Dr Banner (and David) can get green of anger if your implementation is not good

## Exercise 2 (40 points). *Topological Sort*

You will not believe this, but I also got an email from Shang-Chi (yes, go and google the name). He told me that during his last battle, one of his powerful rings got damaged. He needs to repair it as soon as possible; however fixing the ring is not an easy task. The reparation of the ring needs to be conducted in two different planets (planet Earth and planet Asgard). The reason for that is that each planet has a very specialized laboratory. The repair process has been divided into several stages; in which we know which planet each of the stages will take place on. Please notice that the reparation of the ring can begin in any of the two planets.

Transporting the ring (between the two planets) introduces additional risk (e.g., Thanos can try to steal it); therefore, it should be avoided whenever possible. **Ideally, all the reparation**

work in the first planet will be done, and then the ring would be moved to the second one. Unfortunately, there are several dependencies between the reparation stages (i.e., some of them need to be completed before the others may begin). Your job for this question (and to help Shang-Chi) is to find an ordering of reparations stages that **minimizes** the number of times the ring needs to be moved from one planet to the other. In particular, you will need to complete the function `public static int rings(Hashtable<Integer, ArrayList<Integer>> graph, int[] location)`. This function receives as a parameter a hash table that represent the graph. The key of the hash table is a node, and the value of that key is a list of nodes that can not be completed before the key node is completed. A node in our problem represents one of the possible repair stages. The repair stages are enumerated from 0 to  $n - 1$ . The function also receive the integer array `location`, which contains  $n$  integers - where the  $i - th$  index has value of 1 if the  $i - th$  reparation stage will take place in the planet Earth, and 2 otherwise (i.e., it will take place in Asgard). Your function must return an integer representing the **minimal number of times** the ring needs to be transported between the two planets.

Let's see now an example to make sure that the task is clear. Please consider the following graph.

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This graph has 5 nodes (en need to be performed to repair the ring. These five stages can happen in two nodes 0, 2 and 4 (which are black in my draw) happens in the planet Earth. Node (which are red in my draw) happens in the planet Asgard. Please notice th graph impose the order on which the reparations need to be executed. For example, the reparation stages represented by node 1 and 2, can not be executed before the reparation of node 0 is done. This graph is represented in a hash table, where each slot in the table represents a node. The value of a key (i.e., each node) is an array list of the nodes that depends on the key. For example, if node 0 is the key, the value will be a list containing the values 1 and 2. The information of the planet where each reparation takes place is coded in an array, where a value of 1 represent the planet Earth, and a value of 2 represent Asgard. For the provided example, the array will look like this `location = [1,2,1,2,1]`.

The optimal order to perform the reparations in the example is as follows.

1. Start the reparation in planet Earth.
2. Perform the reparations in node 0 .
3. Perform the reparations in node 2.
4. Transport the ring to planet Asgard.
5. Perform the reparations in node 1.
6. Perform the reparations in node 3.

7. Transport the ring to planet Earth.
8. Perform the reparations in node 4.

Please notice that this order of reparations respect the dependencies and the location of the stages. Furthermore, this sequence minimize the number of times that the ring needs to be transported between the two planets. In particular, the ring is only transported between the planets two times. Your algorithm should then return as answer the integer 2.

**HINT1: Remember that this question is in the topological sort section**

**HINT2: Remember that ideally, all the (possible) reparation work in one planet needs to be done, before the ring is moved to the other planet**

### Exercise 3 (30 points). *Flow Network*

In this exercise, we will implement the Ford-Fulkerson algorithm to calculate the Maximum Flow of a directed weighted graph. Here, you will use the files `WGraph.java` and `FordFulkerson.java`, which are available on the course website. Your role will be to complete two methods in the template `FordFulkerson.java`.

The file `WGraph.java` implements two classes `WGraph` and `Edge`. An `Edge` object stores all informations about edges (i.e. the two vertices and the weight of the edge), which are used to build graphs.

The class `WGraph` has two static methods (`main` is not a static method). The first one creates an empty graph and the second one reads a graph from a file. The first one uses the following format: the first line corresponds to two integer `s` and `t` that represent the “source” and the “destination” nodes. The second line is an integer `n` that indicates the number of nodes in the graph. Each vertex is labeled `v` with `v` in  $[0, \dots, n - 1]$ , and each integer in  $[0, \dots, n - 1]$  represents a vertex. The following lines respect the syntax “ $n_1 \ n_2 \ w$ ”, where  $n_1$  and  $n_2$  are integers representing the nodes connected by an edge, and  $w$  the weight of this edge.  $n_1, n_2$ , and  $w$  must be separated by space(s). It includes setter and getter methods for the Edges and the parameters “source” and “destination”. There is also a constructor that will allow the creation of a graph cloning a `WGraph` object. An example of such file can be found on the course website in the file `ff2.txt`. These files will be used as an input in the program `FordFulkerson.java` to initialize the graphs. This graph corresponds to the same graph depicted in [CLRS2009] page 727.

Your task will be to complete the two static methods `fordfulkerson(Integer source, Integer destination, WGraph graph, String filePath)` and `pathDFS(Integer source, Integer destination, WGraph graph)`. The second method `pathDFS` finds a path via Depth First Search (DFS) between the nodes “source” and “destination” in the “graph”. You must return an `ArrayList` of `Integer`s with the list of unique nodes belonging to the path found by the DFS. The first element in the list must correspond to the “source” node, the second element in the list must be the second node in the path, and so on until the last element (i.e., the “destination” node) is stored. The method `fordfulkerson` must compute an integer corresponding to the max flow of the “graph”, as well as the graph depicting this max flow. Once completed, compile all the java files and run the command line `java FordFulkerson ff2.txt`. Your program will output a `String` containing the relevant information. An example of the expected output is available in the file `ff2testout.txt`. This output keeps the same format than the file used to build the graph; the only difference is

that the first line now represents the maximum flow (instead of the “source” and “destination” nodes). The other lines represent the same graph with the weights updated to the values that allow the maximum flow. There are a few other open test cases you can access on Ed-Lessons. You are invited to run other examples of your own to verify that your program is correct. There are namely some examples in the textbook.

## What To Submit?

Attached to this assignment are java template files. You have to submit only this java files. Please DO NOT zip (or rar) your files, and do not submit any other files.

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