

Assignment 4

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CPSC 1150

14/07/2023

Exercise 1

Program ArraysExercise

File name: ArraysExercise.java

Purpose: This program can create arrays based on the number of elements and values specified by the user. It also has methods for displaying it, finding its maximum and minimum values, the indexes for those values, checking if the arrays are sorted in ascending or descending order, and more.

Packages: javax.swing.JOptionPane

Input: The program asks for integer values multiple times depending on the method being used.

Output: Depending on the method, the program will display messages containing responses with strings.

Pseudocode:

Algorithm *ArraysExercise*

START

(main)

Set array of integers `arr1 = getArray()`
`printArray(arr1)`

Print `findMax(arr1)`
Print `findMin(arr1)`

Print `findMaxIndex(arr1)`
Print `findMinIndex(arr1)`

Print `isSortedAscend(arr1)`
Print is `SortedDescend(arr1)`

`swapNeighbor(arr1)`
`printArray(arr1)`

Set array of integers `arr2 = getArray()`
`printArray(arr2)`
`printArray(merge(arr1, arr2))`

(getArray)

```
Set integer n
Set boolean error = false

Do {
    If ( error = true ) {
        Print error message
    }
    Read n
    error = true
} While ( n <= 0 )

Set array of integers array of size n

Set integer i = 0
While ( i < n ) {
    Read array[ i ]
    i++
}

Return array
```

(printArray, parameter: array of integers array)

```
Set integer n = array.length
Set string elements = "",

Set integer i = 0
While ( i < n ) {
    elements += array[ i ] + new line
    i++
}

Print elements
```

(findMax, parameter: array of integers array)

```
Set integer max = array[0]

Set integer i = 0
While ( i < array.length ) {
    If ( array[ i ] > max ) {
        max = array[ i ]
    }
    i++
}

Return max
```

(**findMin**, parameter: array of integers `array`)

Set integer `min` = `array[0]`

Set integer `i` = 0

While (`i` < `array.length`) {

 If (`array[i]` < `min`) {

`min` = `array[i]`

 }

`i`++

}

Return `min`

(**findMaxIndex**, parameter: array of integers `array`)

Set integer `n` = `array.length`

Set integer `max` = **findMax**(`array`)

Set integer `i` = 0

While (`i` < `n`) {

 If (`array[i]` = `max`) {

 Return `i`

 }

`i`++

}

Return `array[n - 1]`

(**findMinIndex**, parameter: array of integers `array`)

Set integer `n` = `array.length`

Set integer `min` = **findMin**(`array`)

Set integer `index` = 0

Set integer `i` = 0

While (`i` < `n`) {

 If (`array[i]` = `min`) {

`index` = `i`

 }

`i`++

}

Return `index`

(**isSortedAscend**, parameter: array of integers `array`)

Set integer `n` = `array.length`

Set integer `pivot` = `array[0]`

Set integer `i` = 0

While (`i` < `n`) {

```

        If ( array[ i ] < pivot ) {
            Return false
        }
        pivot = array[ i ]
        i++
    }
    Return true

```

(**isSortedDescend**, parameter: array of integers **array**)

```

Set integer n = array.length
Set integer pivot = array[0]

Set integer i = 0
While ( i < n ) {
    If ( array[ i ] > pivot ) {
        Return false
    }
    pivot = array[ i ]
    i++
}
Return true

```

(**swapNeighbor**, parameter: array of integers **array**)

```

Set integer n = array.length

Set integer i = 0
While ( i < n - 1 ) {
    if ( array[ i ] > array[ i + 1 ] ) {
        array[ i + 1 ] += array[ i ]
        array[ i ] = array[ i + 1 ] - array[ i ]
        array[ i + 1 ] -= array[ i ]
    }
}

```

(**merge**, parameters: array of integers **array1** and **array2**)

```

If ( isSortedAscend(array1) = false or isSortedAscend(array2) = false ) {
    Print error message
    Return empty array
}

```

```

Set integer n = array1.length
Set integer m = array2.length
Set integer l = n + m
Set array of integers merged of size l

```

```

Set integer i = 0
While ( i < l ) {

```

```

    if ( j < n and k < m ) {
        if ( array1[ j ] < array2[ k ] ) {
            merged[ i ] = array1[ j ]
            j++
        } Else {
            merged[ i ] = array2[ k ]
            k++
        }
    } Else {
        if ( j = n and k < m ) {
            merged[ i ] = array2[ k ]
            k++
        }
        if ( k = m and j < n ) {
            merged[ i ] = array1[ j ]
            j++
        }
    }
    i++
}
Return merged


```

END ArraysExercise

Test run(s):


Testing getArray():

Input

 Enter the size of the array:


OK Cancel

Error

 Invalid input:
The value has to be as positive integer


OK

Input

 Enter the size of the array:

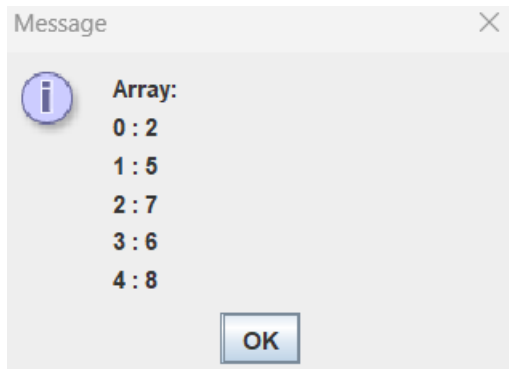
OK Cancel

Input

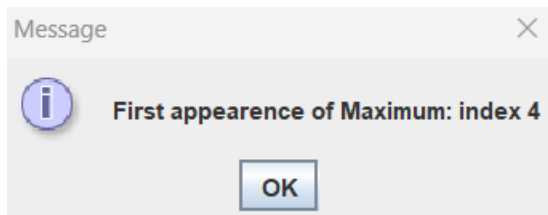
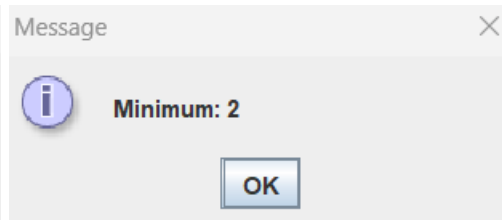
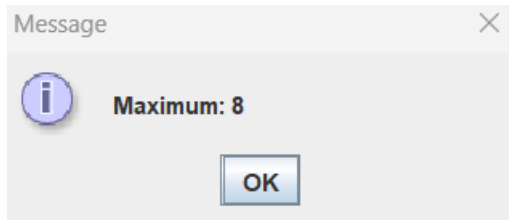
 Enter element 0 of the array

OK Cancel

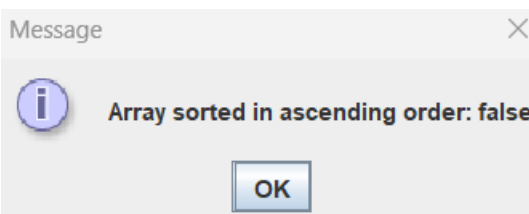
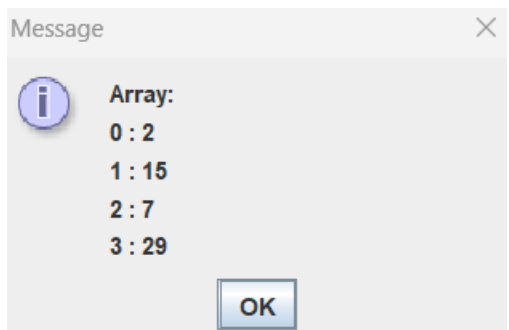
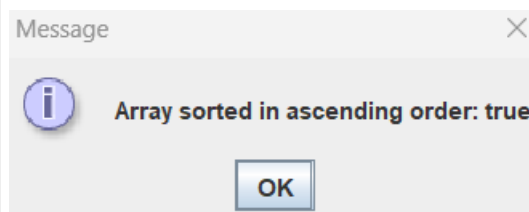
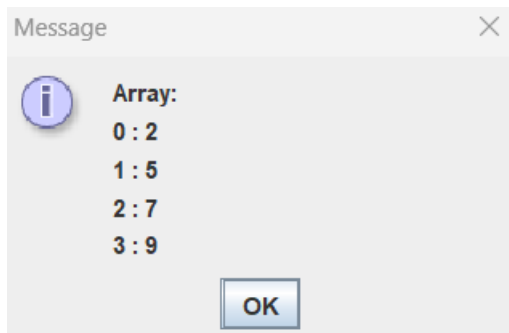
Testing printArray():



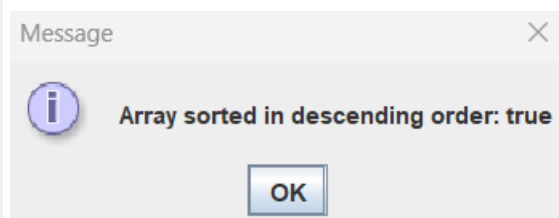
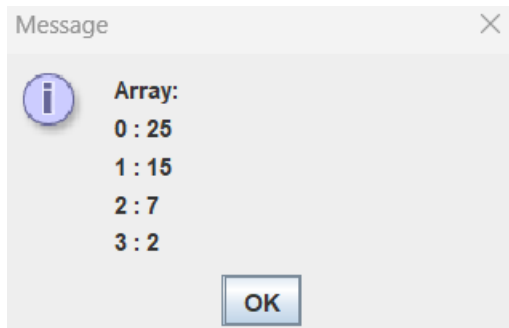
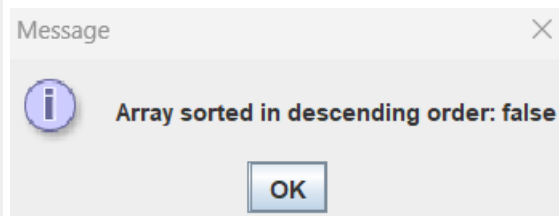
Testing findMax(), findMin(), findMaxIndex(), and findMinIndex():



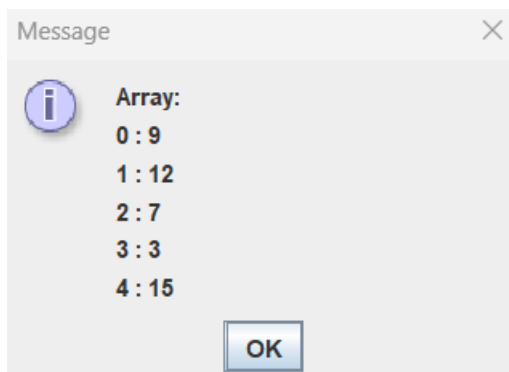
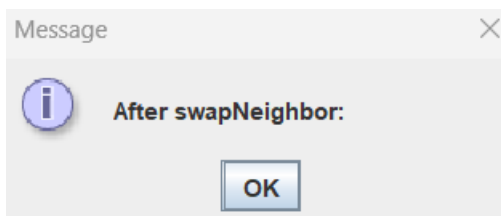
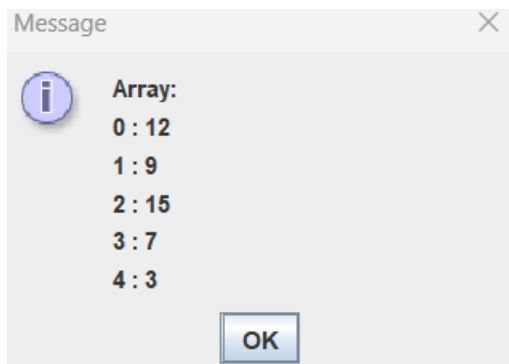
Testing isSortedAscend():



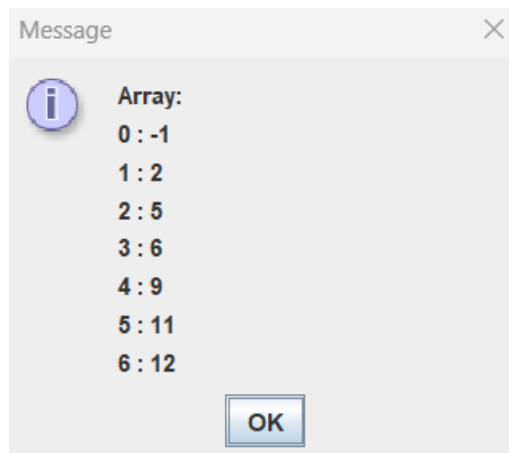
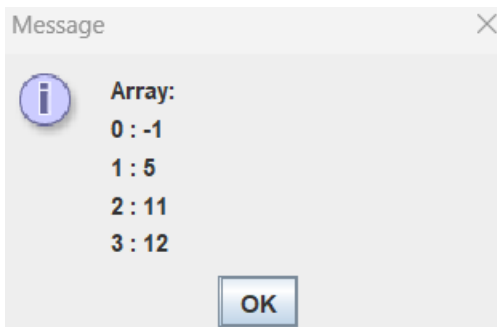
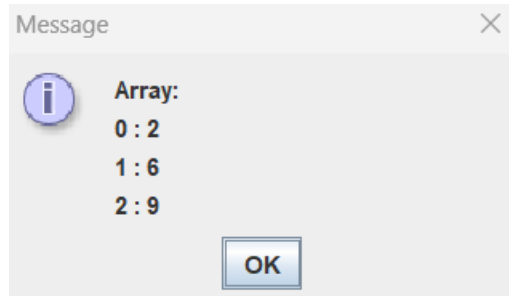
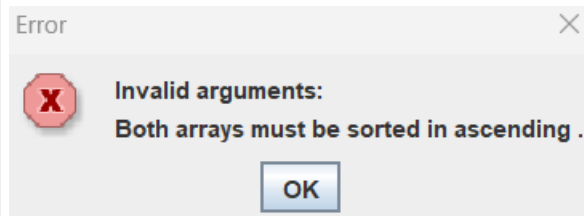
Testing isSortedDescend():



Testing swapNeighbor():



Testing merge():



Exercise 2

Program SecretPhrase

File name: SecretPhrase.java

Purpose: To allow the user to play a game in which the user tries to guess a random phrase in the least amount of tries possible, displaying the phrase's letters replaced by asterisks as a hint.

Packages: import javax.swing.JOptionPane;

Input: A character, multiple times, until the user enters all the characters in the secret phrase.

Output: A string, containing the phrase transformed into uppercase, with the unguessed letters replaced by asterisks. And another string at the end with the score of the game and the original phrase.

Pseudocode:

Algorithm *SecretPhrase*

START

```
string[ ] phrases = {(10 phrases)}
```

(**main**)

```
string phrase = phrases[random index]  
character[ ] guesses = array of characters  
integer guess = 0  
integer tries = 0
```

```
while ( replaceLetters(phrase, guesses) != phrase ) {  
    guesses[guess] = getInput(replaceLetters(phrase, guesses))  
    guess += 1  
    tries += 1  
}
```

```
float score = phrase.length(without spaces) / tries
```

```
print("Congrats!" + phrase + score)
```

(**replaceLetters**, parameters: string **phrase**, character[] **guesses**)

```
string replacedPhrase = ""  
for ( i from 0 to phrase.length ) {  
    if ( phrase[ i ] == " " )  
        replacedPhrase += " "  
    else if ( findCharacter(phrase[ i ], guesses) )  
        replacedPhrase += phrase[ i ]  
    else  
        replacedPhrase += "**"  
}  
return replacedPhrase
```

(**getInput**, parameter: string **phrase**)

```
character guess  
print phrase  
read guess  
uppercase(guess)  
return guess
```

(**findCharacter**, parameters: character **letter**, character[] **guesses**)

```

for ( i from 0 to guesses.length )
    if ( guesses[ i ] = 0 )
        break loop
    else if ( guesses[ i ] = letter )
        return true
return false

```

END *SecretPhrase*

Test run(s):

The following table summarizes the data from the screenshots:

Dialog Type	Icon	Title	Instruction	Progress Prompt	Input	Buttons	
Input	?	Play our game - guess the letter	Enter one letter	*****		OK, Cancel	
Input	?	Play our game - guess the letter	Enter one letter	*****	e	OK, Cancel	
Input	?	Play our game - guess the letter	Enter one letter	*E*****	w	OK, Cancel	
Input	?	Play our game - guess the letter	Enter one letter	*E*** W*****	a	OK, Cancel	
Input	?	Play our game - guess the letter	Enter one letter	*E*** W*****	l	OK, Cancel	
Input	?	Play our game - guess the letter	Enter one letter	*ELL* W**L*	u	OK, Cancel	
Input	?	Play our game - guess the letter	Enter one letter	HELLO WORL*	d	OK, Cancel	
Message	i	Congratulations!		The phrase is "Hello World"		Your score is 1.111	OK