**INTEGRATIVE TASK II**

**ENGINEERING DESIGN METHOD**

***Developed by:***   
  
*Vanessa Sánchez Morales (A00397949)*

*Luis Manuel Rojas Correa (A00399289)*

*Gabriel Escobar (A00399291)*

Icesi University

Professor: Dr. Marlon Gomez Victoria

Santiago de Cali,

Republic of Colombia

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**Marlon Mania**

For our second integrative task we have been asked to develop a game. This game must be implemented using graphs. To accomplish this task, we have decided to develop Marlon Mania, a single player a game.

In this game players will have to go deep into the sewage system to solve a massive problem caused by a huge earthquake. This earthquake has destroyed some crucial parts of the sewage system leaving most of the population without access to water. To solve this problem the player must be able to connect two sets of pipes that were disconnected due to the earthquake. The starting point will be known as the source and the arrival point will be known as the drainage.

The idea is that the player achieves this connection using the least amount of pipes and for the most serious damage, the player must place the pipes so that the water takes the shortest time to arrive. In order to do this, the player is able to place 3 different types of pipes: the first one is the horizontal pipe that allows water to flow form right to left or vice versa, the second one is the vertical pipe that allows water to flow up and down or vice versa, and finally the third one is the circular pipe, which allows to change the flow of water from up or down to left or right. Lastly, players must know that the game calculates the score based on how effective the player's solution is.

<https://drive.google.com/file/d/1pLxAWU6AByXCs3OCBiwve3UbdZzsG4Bx/view>

**ENGINEERING DESIGN METHOD**

**PHASE 1: IDENTIFICATION OF THE PROBLEM (Software Requirement Specification-SRS)**

|  |  |
| --- | --- |
| **REQUIREMENT ANALYSIS TABLE** | |
| **Client** | Dr. Marlon Gómez Victoria |
| **User** | Players |
| **Functional Requirements** | * RF1: Start a new game. * RF2: View Top scores. * RF3: Place pipeline * RF4: Verify sewer system |
| **Problem Context** | *Marlon Mania game consists of a sewer system simulation.*  *In this game, the player can locate three different types of “pipes” within an 8x8 board, with the objective of connecting the “water source” to the “draining pipe” in the most efficient way. The users can also view a best score ranking.* |
| **Non-Functional Requirements** | * The program must two different graphs implementations. * The program must use at least two different graph algorithms. * The program must be developed with a user interface. * The project must use a version control software such as git. |

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| --- | --- | --- | --- |
| **Identifier and Name** | ***RF1: Start a new game*** | | |
| **Summary** | *To start a new game the player must give his nickname and choose the difficulty level.*  *1.Easy (User must connect source and drain using the least amount of feet) 2. Difficult (User must connect source and drain ensuring water moves from one point to another in the shortest amount of time).*  *Then, the system will display an 8x8 board with an “S” and a “D”, each one representing the water source and the draining pipe respectively. Besides an option menu to play the game will be shown.* | | |
| **Input** | **Input name** | **Data type** | **Valid condition** |
| **User Nickname** | **String** | ***Can´t be empty*** |
| **Game Difficulty** | Int | *1.Easy*  *2.Hard* |
| **Result or Postcondition** | After the system receives the data entered by the user, it will show the game options (place pipe, verify and exit ) and the 8x8 board game, randomly locating an “F” and a “D”, each one representing the water source and the draining pipe respectively. It also takes the time in which the player started the game to calculate its game time. | | |
| **Output** | **Output name** | **Data type** | **Format** |
| gameBoard | Graph | X  X  X  X  X  X  X  X  X  X  X  X  X  X  **S**  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  **D**  X  X  X  X  X  X  X  X  X  X  X  X  X  X |
| gamePlayMenu | String | *1.Place a pipe*  *2.Verify game*  *3.Return (Exit)* |

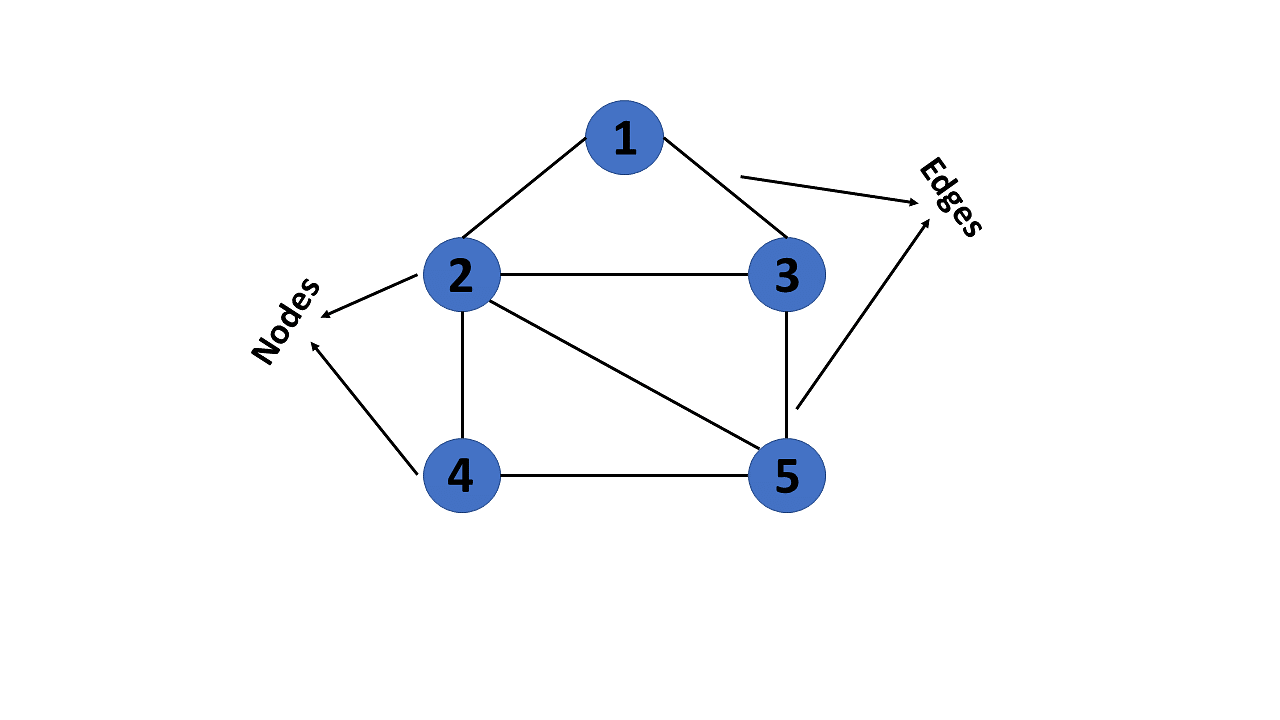
|  |  |  |  |
| --- | --- | --- | --- |
| **Identifier and Name** | ***RF2: View scores*** | | |
| **Summary** | *The system must show, in descending order, the final scores of the players that have played and finished a game. This will happen if the user chooses the “View scores” option (2) in the menu.* | | |
| **Input** | **Input name** | **Data type** | **Valid condition** |
| **User Nickname** | **String** | ***Can´t be empty*** |
| N/A |  |  |
| **Result or Postcondition** | After each successful game, the system calculates the user’s score. The system will calculate the player´s final score using the following formulas accordingly to the game difficulty:  1)Score= |(1000)\*( optimal number of pipes / number of pipes used) |  2)Score= | (1000) \*(optimal time of water flow/ time of the pipes used ) |  The time each player takes to play the game will be calculated during the game. | | |
| **Output** | **Output name** | **Data type** | **Format** |
| Final Score List |  | *1)PlayerNickname = Score* |

|  |  |  |  |
| --- | --- | --- | --- |
| **Identifier and Name** | ***RF3: Place Pipes*** | | |
| **Summary** | *After entering the option to Start a new game menu (see RF1), The system must allow the user to locate a “pipe” in a specific position of the 8x8 board, by asking for the coordinates in which the new pipe will be located and the type of pipe.* | | |
| **Input** | **Input name** | **Data type** | **Valid condition** |
| xCoordinate | int | Must be an Integer [1-8] |
| yCoordinate | int | Must be an Integer [1-8] |
| pipeType | int | Must be an Integer [1-3]  1.Horizontal ( = )  2.Vertical ( || )  3.Circular( o ) |
| **Result or Postcondition** | The system searches for the coordinate that the player chose. If said coordinate is located within the possible range of the board and it isn´t occupied by an “S” or “D”, the type of pipe that the player chose will be displayed in the [x,y] coordinate of the board. Else, the board will appear with no changes made. | | |
| **Output** | **Output name** | **Data type** | **Format** |
| gameBoard | graph | *8x8 board of “x” characters, contains an S (water source), a D (draining pipe) and the pipes (“=”,”| |”,”o”)* |

|  |  |  |  |
| --- | --- | --- | --- |
| **Identifier and Name** | ***RF4: Verify sewer system*** | | |
| **Summary** | *The system must verify that the pipes’ solution provided by the user is valid, meaning, the water source (“S”) is connected to the draining pipe (“D”) with a correct usage of the pipes (“=”,”||”,”o”). Then, the user will see if their option is correct or not, and depending on that, the game will close.* | | |
| **Input** | **Input name** | **Data type** | **Valid condition** |
| N/A | N/A | N/A |
| **Result or Postcondition** | The system checks that the pipes are located correctly according to their type and direction. The “S” and “D” must be connected, allowing the water flow, with the “=” pipes going one next to the other, and the “|  |” pipes going one under the other. Besides, an “o” cannot be next to another “o” or to the “S” and “D”, and it can only be used to do a 90° spin with the pipes.  If the solution is correct, the game is closed, the time is taken, calculated and the score saved; else, the game continues, and the menu and board will be displayed again. | | |
| **Output** | **Output name** | **Data type** | **Format** |
| message | String | *Whether the user´s option was correct or not. It can be:*  *“The solution is correct”*  *“The sewer system is not correct”* |

**FASE 2: COMPILATION OF NECESSARY INFORMATION**

**Important Terminology**

Graph:

Graphs in data structures are non-linear data structures made up of a finite set of nodes or vertices and the edges that connect them. Graphs in data structures are used to address real-world problems in which it represents the problem area as a network. The graph is denoted by G(E, V).

* Vertex:

The vertices are the fundamental units of the graph, sometimes also denominated as node. Every node/vertex can be labeled or unlabeled.

* Edge:

Edges connect two nodes of the graph in any possible way. Depending on the type of graph, the set of vertices it connects must be ordered or not. Sometimes known as arcs, they can be labeled/unlabeled (also determined as weight of the edge).

* Path:

A path (of length n) in an (undirected) graph G is a sequence of vertices {v0, v1, ..., vn-1, vn} such that there is an edge between vi and vi+1 ∀i ∈ [0..n-1] along the path.

* Adjacency:

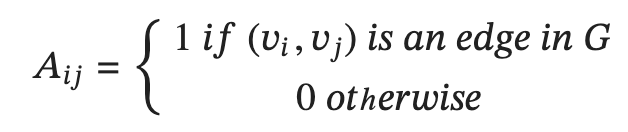
A vertex is said to be adjacent to another vertex if there is an edge in common connecting them.

Adjacency List:

An adjacency List (AL) is an array of V lists, one for each vertex (usually in increasing vertex number) where for each vertex i, AL[i] stores the list of i's neighbors or adjacent nodes. For weighted graphs, the list can store pairs of (neighbor vertex number, weight of this edge) instead.

Adjacency Matrix:

The adjacency matrix of a simple labeled graph G is the matrix *A* with A[[*i,j*]]=1 or 0 according to whether the vertex *vj*, is adjacent to the vertex *v*j or not. For simple graphs without self-loops, the adjacency matrix has 0 s on the diagonal. For undirected graphs, the adjacency matrix is symmetric.



User Interface:

User Interface (UI) is the point at which the human interacts with a computer, website and/or application. The UI must be intuitive and ease the user’s experience with the usage of the software product, requiring minimum effort on the user's part to receive the maximum desired outcome.

Dijkstra’s Algorithm:

Algorithm for finding the shortest path from a starting node to a target node in a weighted graph. The algorithm creates a tree of shortest paths from the starting vertex, the source, to all other points in the graph.

Minimum Spanning Tree:

A spanning tree of a graph is a collection of connected edges that include every vertex in the graph, but that do not form a cycle. The Minimum Spanning Tree is the one whose cumulative edge weights have the smallest value possible.

Pipe:

Connecting lines or tubes between (for the context of the program) other pipes. They act as edges between two of the vertices of the graph that represent the matrix of 8x8 that will be the playground for each of the user’s game.

They are classified in 4 different types (for more characterization of each one of them, look at phase 1: SRS).

* Default (x)
* Vertical ( | | )
* Horizontal (=)
* Circular ( ° )

**PHASE 3: RESEARCH OF CREATIVE SOLUTIONS**

**Alternative 1**

1. **User Interface:**

JavaFX is a modern library to create user interaction interfaces and can be used in various platforms such as Windows, macOS and Linux. Interactive Graphics can be created with this library.

1. **Game:**

Marlon Mania is a game that consists of a sewer system simulation. In this game, the player can locate three different types of “pipes” within an 8x8 board/matrix, with the objective of connecting the “water source” to the “draining pipe”. The users can also view a players’ ranking according to the scores gained, with each of the players’ names. There are two levels of difficulty: easy, where the player must complete the connect the water source to the draining pipe; and hard, where the player, to get points, must connect the last-mentioned pipes by using the shortest path.

1. **Versions of graph:**

For the first version of the graph, an adjacency list is considered.

An adjacency List (AL) is a representation of a graph through an array of V lists, one for each vertex (usually in increasing vertex number) where for each vertex i, AL[i] stores the list of adjacent nodes. For weighted graphs, the list can store pairs of (neighbor vertex number, weight of this edge) instead.

For the second version of the graph, an adjacency matrix is considered.

The adjacency matrix of a simple labeled graph G is the matrix A with A[[i,j]]=1 or 0 according to whether the vertex vj, is adjacent to the vertex vj or not.

1. **Graph Algorithms:**

For the first graph algorithm to be used, a graph-traversal algorithm is considered, specifically DFS.

Depth-first search (DFS) is an algorithm for searching a graph or tree data structure. The algorithm starts at the root (top) node of a tree and goes as far as it can down a given branch (path), then backtracks until it finds an unexplored path, and then explores it. The algorithm does this until the entire graph has been explored.

For the second graph algorithm to be used, a Single-Source Shortest Path (SSSP) algorithm (given a source vertex it finds the shortest path from the source to all other vertices) is considered, specifically Dijkstra’s algorithm.

Dijkstra's Algorithm works on the basis that, in a Graph G={A,B,C,D}, any subpath B -> D of the shortest path A -> D between vertices A and D is also the shortest path between vertices B and D. Dijkstra used this property in the opposite direction overestimating the distance of each vertex from the starting vertex. Then each node and its neighbors are visited to find the shortest subpath to those neighbors.

**Alternative 2**

1. **User Interface:**

It will be created using the GUI package, composed of the two classes AWT and Swing, which are rich in components and containers (Component, container, Jcomponent, Jframe, Jdialog, JApplet, Jpanel, Graphics), whose tools and classes are interactable and simple, making the user interface creating process more practical.

1. **Game:**

Pipe-Mania is a game that consists of a sewer system simulation. In this game, the player can locate three different types of “pipes” within an 8x8 board/matrix, with the objective of connecting the “water source” to the “draining pipe”. The users can also view a players’ ranking according to the scores gained, with each of the players’ names.

The player, to get points, must connect the water source to the draining pipe.

1. **Versions of Graph:**

For the first version of a graph, an incidence matrix is considered.

The incidence matrix A of an undirected graph has a row for each vertex and a column for each edge of the graph. The element A[[i,j]]=1 if the ith vertex is a vertex of the jth edge, otherwise A[[i,j]]=0.

For the second version of a graph, an edge list is considered.

An edge list is a list or array of all the edges in a graph. The underlying data structure for keeping track of all the nodes and edges is a single list of pairs. Each pair represents a single edge and is comprised of the two unique IDs of the nodes involved. Each line/edge in the graph gets an entry in the edge list, and that single data structure then encodes all nodes and relationships.

1. **Graph Algorithms:**

For the first graph algorithm to be used, a graph-traversal algorithm is considered, specifically BFS.

Breadth-first search is a graph traversal algorithm that starts traversing the graph from the root node and explores all the neighboring nodes. Then, it selects the nearest node and explores all the unexplored nodes. While using BFS for traversal, any node in the graph can be considered as the root node.

For the second graph algorithm to be used, a Shortest Path (SP) algorithm (finding a path between two vertices (or nodes) in a graph such that the sum of the weights of its constituent edges is minimized) is considered, specifically Floyd-Warshall’s algorithm.

It computes the computes the shortest distances between every pair (or a given pair) of vertices in the input graph.

**Alternative 3**

1. **User Interface:**

It will be created by console, making the effort of using different java functionalities and colors to make the user experience more user friendly, whilst making it easier for the programmer to implement their data structures, logic and functionality of the program with more flexibility.

1. **Game:**

Pipe-Mania is a game that consists of a sewer system simulation. In this game, the player can locate three different types of “pipes” within an 6x6 board/matrix, with the objective of connecting the “water source” to the “draining pipe”.

The player, to get points, must connect the water source to the draining pipe.

1. **Versions of Graph:**

For the first version of a graph, an edge list is considered.

An edge list is a list or array of all the edges in a graph. The underlying data structure for keeping track of all the nodes and edges is a single list of pairs. Each pair represents a single edge and is comprised of the two unique IDs of the nodes involved. Each line/edge in the graph gets an entry in the edge list, and that single data structure then encodes all nodes and relationships.

For the second version of a graph, an adjacency list is considered.

An adjacency List (AL) is a representation of a graph through an array of V lists, one for each vertex (usually in increasing vertex number) where for each vertex i, AL[i] stores the list of adjacent nodes. For weighted graphs, the list can store pairs of (neighbor vertex number, weight of this edge) instead.

1. **Graph Algorithms:**

For the graph algorithms, an alternative is to use MST (Minimum Spanning Tree) algorithms.

In the first place is Kruskal’s algorithm. In Kruskal’s algorithm, all edges of the given graph are sorted in increasing order. Then new edges and nodes keep being added in the MST if the newly added edge does not form a cycle. It picks the minimum weighted edge at first and the maximum weighted edge at last.

For the second algorithm, Prim’s is an alternative.

The algorithm starts with an empty spanning tree. The idea is to maintain two sets of vertices. The first set contains the vertices already included in the MST, and the other set contains the vertices not yet included. At every step, it considers all the edges that connect the two sets and picks the minimum weight edge from these edges. After picking the edge, it moves the other endpoint of the edge to the set containing MST.

**PHASE 4: TRANSITION FROM IDEA FORMULATION TO PRELIMINARY DESIGNS**

**Alternative 1 (Chosen):**

1. **User Interface:**

* JavaFx allows the use of more animation and visual functionalities.
* It requires more time and effort to learn how to use said library.
* JavaFx usage applies the model, control, view design pattern that guarantees the application of correct programming practices.

1. **Game:**

* Marlon Mania´s game needs the usage of graphs to verify the route of pipes made by the player
* It is an entertaining game that requires design principles and algorithmic logic to be developed, following, that way, with the principles of said integrative task.
* The game, by having an 8x8 board, accomplishes the non-functional requirement of using a graph with more than 50 vertices (as it has 64 nodes).
* It has different levels and game complexities that not only enrich the gaming experience, but also apply different graph algorithms that are mandatory (non-functional requirement).

1. **Versions of Graph:**

* An adjacency list clearly states the relations between the vertices and the edges that those relationships form. It also facilitates the management of the vertices, where each node is managed as an object, which will have control and information of the edges formed with itself.
* An adjacency matrix clearly states the relationships between each pair of vertices. Although its methods and the structure itself entail a bigger spatial complexity, the management of the vertices and edges, as they are described by 1 and 0´s in the case of the non-weighted graphs, and in contrast with other structures, it also eases the visualization and storage of weighted graphs.

1. **Graph Algorithm:**

* DFS is an algorithm that can be easily implemented and adapted to the developer’s and the project’s necessities. It also solves one of the game’s functionalities, which is verifying whether the water flow is correctly built. In other words, it efficiently checks whether two nodes or the nodes of a graph are connected.
* Although Dijkstra's Algorithm algorithmic complexity is significant, it solves a NP-Complete problem and solves one of the functionalities of the game, which is finding the shortest/less weighted path in a weighted graph.

**Alternative 2 (Chosen):**

1. **User Interface:**

* The GUI package can be easily implemented in the development of a Java application.
* The package and its containers (Component, container, Jcomponent, Jframe, Jdialog, JApplet, Jpanel, Graphics) are practical when used and accomplish the development of a user-friendly application.

1. **Game:**

* Pipe Mania´s game needs the usage of graphs to verify the route of pipes made by the player
* It is an entertaining game that requires design principles and algorithmic logic to be developed, following, that way, with the principles of said integrative task.
* The game, by having an 8x8 board, accomplishes the non-functional requirement of using a graph with more than 50 vertices (as it has 64 nodes).

1. **Versions of Graph:**

* An incidence matrix states the relationships between a vertex and a specific edge. Although its methods and the structure itself entail a bigger spatial complexity, the management of the vertices and edges, as they are described by 1 and 0´s.
* An edge list contains the information of all the relationships between each of the vertices of the graph (the edges). Although its spatial complexity is smaller than other versions of the graph, the methods that it entails require bigger algorithmic time and the vertices are not managed by themselves but only as pairs.

1. **Graph Algorithm:**

* BFS is an algorithm that can be easily implemented. It also solves one of the game’s functionalities, which is verifying whether the water flow is correctly built. In other words, it efficiently checks whether two specific and/or given vertices or the nodes of a graph are connected.
* Floyd-Warshall’s algorithm, like Dijkstra’s, solves a NP-Complete problem and solves one of the functionalities of the game, which is finding the shortest/less weighted path in a weighted graph. However, their differences rely on the fact that Floyd-Warshall’s returns the shortest path (not checks) and has bigger algorithmic complexity.

**Alternative 3 (Discarded):**

1. **User Interface:**

* Although an application that runs by console is easier to implement and is more flexible to changes, it lacks design, doesn´t require the application of design patterns and is not user-friendly. Meaning, it doesn’t satisfy the non-functional requirement of the project of having an user interface and it affects the gaming experience.
* Therefore, this option is completely discarded.

1. **Game:**

* The version of Pipe Mania described in this alternative doesn’t follow many of the requirements of the projects.
* Firstly, by having a 6x6 game board, it does not satisfy the non-functional requirement of the project of implementing a graph with more than 50 nodes/vertices.
* Secondly, by not counting with any levels of difficulty, this solution does not require the implementation of different graph algorithms, which is also mandatory in the development of the game.
* Finally, this version of the game does not count with any levels of difficulty or points ranking that motivates the player or enrich their gaming experience.
* Therefore, this option is discarded.

1. **Versions of Graph:**

* An edge list contains the information of all the relationships between each of the vertices of the graph (the edges). Although its spatial complexity is smaller than other versions of the graph, the methods that it entails require bigger algorithmic time and the vertices are not managed by themselves but only as pairs.
* An adjacency list clearly states the relations between the vertices and the edges that those relationships form. It also facilitates the management of the vertices, where each node is managed as an object, which will have control and information of the edges formed with itself.
* Although these versions of graph are possible candidates for their implementation, it has already been proposed in other alternatives and does not bring anything new to the brainstorming process.

1. **Graph Algorithm:**

* MST (Minimum Spanning Tree), although they can be helpful in various applications, they do not achieve the purpouse of this project, which is the one of checking the connection between vertices of a graph and finding the less weighted path.
* In conclusion, this option is discarded.

PHASE 5: EVALUATION AND SELECTION OF THE SOLUTION

***5.1 Criteria Evaluation Definition in terms of Quality:***

|  |  |  |
| --- | --- | --- |
| **CRITERIA QUALITY EVALUATION DEFINITION** | | |
| **Criteria** | **Definition** | **Evaluation Scale** |
| Functionality | Assess how well the software meets the required functionality, including precision, adequacy, interoperability, conformance, and security. | -1: Does not meet functionality requirements  -2: Partially meets functionality requirements  -3: Moderately meets functionality requirements  -4: Adequately meets functionality requirements  -5: Fully and precisely meets functionality requirements |
| Reliability | Evaluate the software's reliability in terms of maturity, error tolerance, and recoverability. | -1: Highly unreliable and lacks maturity  -2: Moderately reliable with some maturity  -3: Reasonably reliable with good maturity  -4: Highly reliable and mature  -5: Exceptionally reliable and mature |
| Usability | Assess the usability of the software, including comprehensibility, learnability, operability, and attractiveness. | -1: Highly unusable, poor user experience  -2: Moderately usable but needs improvement  -3: Reasonably usable with a good user experience  -4: Highly usable with an excellent user experience  -5: Exceptionally usable and provides an outstanding user experience |
| Efficiency | Evaluate the software's efficiency in terms of response time (algorithmic complexity), memory usage, and resource utilization. | -1: Highly inefficient and consumes excessive resources  -2: Moderately efficient but could be more resource-friendly  -3: Reasonably efficient with acceptable resource usage  -4: Highly efficient with minimal resource consumption  -5: Exceptionally efficient, making optimal use of resources |

***5.1.2 Evaluation of the Chosen Alternatives in terms of Quality:***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **ALTERNATIVE 1 EVALUATION** | | | | |
| **Requisit** | **Functionality Punctuation** | **Reliability**  **Punctuation** | **Usability**  **Punctuation** | **Efficiency**  **Punctuation** |
| 1. *User Interface* | 5 | 4 | 4 | 5 |
| 1. *Game* | 5 | 5 | 5 | 4 |
| 1. *Versions of Graph* | 5 | 5 | 5 | 5 (adjacency list)  +  3 (adjacency matrix) |
| 1. *Graph Algorithms* | 5 | 5 | 5 | 4 (DFS)  +  4 (Dijkstra’s) |
| ***Total Punctuation*** | **20** | **19** | **19** | **25** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **ALTERNATIVE 2 EVALUATION** | | | | |
| **Requisit** | **Functionality Punctuation** | **Reliability**  **Punctuation** | **Usability**  **Punctuation** | **Efficiency**  **Punctuation** |
| 1. *User Interface* | 3 | 3 | 3 | 3 |
| 1. *Game* | 3 | 4 | 4 | 4 |
| 1. *Versions of Graph* | 3 | 4 | 2 | 3 (incidence matrix)  +  2 (edge list) |
| 1. *Graph Algorithms* | 2 | 4 | 4 | 4 (BFS)  +  1 (Floyd-Warshall’s) |
| ***Total Punctuation*** | **11** | **15** | **13** | **17** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Criteria** | Functionality | Reliability | Usability | Efficiency | **Total** |
| **Alternative 1** | **20** | **19** | **19** | **25** | **83** |
| **Alternative 3** | **11** | **15** | **13** | **17** | **56** |

***5.2 Criteria Evaluation Definition in terms of Algorithm and Spatial Complexity (Worst Case):***

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Font: Medium

[*https://medium.com/@Hollyzhou/data-structure-the-big-o-notation-e3e2405bb8eb*](https://medium.com/@Hollyzhou/data-structure-the-big-o-notation-e3e2405bb8eb)

|  |  |  |
| --- | --- | --- |
| **BIG (O) EVALUATION SCALE** | | |
| **Complexity** | **Definition** | **Punctuation** |
| Cubic |  | 0 |
| Quadratic |  | 1 |
| Lineal | O(n) | 2 |
| Log-linear Complexity | O(n Log(n)) | 3 |
| Logarithmic | O(Log(n)) | 4 |
| Constant | O(1) | 5 |

|  |  |  |
| --- | --- | --- |
| **ALGORITHMICAL EVALUATION CRITERIA** | | |
| **Criteria** | **Definition** | **Evaluation Scale** |
| **Verifying sewer system** | | |
| *Checking the water flow for Easy Level* | This criterion evaluates how efficiently the system checks that the pipes are correctly connected, meaning, that the vertices are connected.  For this functionality, the DFS or BFS algorithm would be used | BIG O CRITERIA |
| *Checking the water flow for the Hard Level* | This criterion evaluates how efficiently the system checks that the pipes are correctly connected, meaning, that the vertices are connected. Besides, it also guarantees that the path built is the most efficient one.  For this functionality, Dijkstra’s or Floyd-Warshall’s algorithm would be used. | BIG O CRITERIA |

***5.2.1 Evaluation of Structures in Chosen Alternatives in terms of Algorithm Complexity***

***(Worst Case):***

**Alternative 1 Evaluation**

|  |  |
| --- | --- |
| **ALTERNATIVE 1 (DFS & Dijkstra’s Algorithm)**  **Verifying sewer system** | |
| **Criteria** | **Evaluation Scale**  **(Big-O)** |
| *Checking the water flow for Easy Level* | 2  [O(V+E)] |
| *Checking the water flow for the Hard Level* | 1 |
| ***Total Punctuation*** | **3** |

**Alternative 3 Evaluation**

|  |  |
| --- | --- |
| **ALTERNATIVE 1 (BFS & Floyd-Warshall’s Algorithm)**  **Verifying sewer system** | |
| **Criteria** | **Evaluation Scale**  **(Big-O)** |
| *Checking the water flow for Easy Level* | 2  [O(V+E)] |
| *Checking the water flow for the Hard Level* | 0 |
| ***Total Punctuation*** | **2** |

**Comparison of Alternative 1 and Alternative 3 Algorithmical Time Complexity:**

|  |  |  |
| --- | --- | --- |
| **Criteria** | **Verifying Sewer System** | |
| *Checking the water flow for Easy Level* | *Checking the water flow for the Hard Level* |
| **Alternative 1** | **2** | **2** |
| **Alternative 3** | **1** | **0** |
| **Total** | **3** | **2** |

***5.3 Selection of the best Alternative:***

Alternative 1:

This solution has been selected due to its comprehensive approach to the task at hand. Firstly, it is possible to observe that its quality fit properly not only the objectives of the game proposed, but also the requisites of the integrative task. On the other hand, the algorithms proposed by alternative one, and that will deal with the functional requirement of verifying the sewer system, are more effective than the second alternative and embrace more integrally the objectives of the levels of the game proposed.

PHASE 6: PREPARATION OF REPORTS AND SPECIFICATIONS

***6.1 General Problem Specification:***

Marlon Mania is a single player a game in which players will have to go deep into the sewage system to solve a massive problem caused by a huge earthquake. This earthquake has destroyed some crucial parts of the sewage system leaving most of the population without access to water. To solve this problem the player must be able to connect two sets of pipes that were disconnected due to the earthquake. The starting point will be known as the source and the arrival point will be known as the drainage.

The idea is that the player achieves this connection using the least amount of pipes and for the most serious damage, the player must place the pipes so that the water takes the shortest time to arrive. In order to do this, the player is able to place 3 different types of pipes: the first one is the horizontal pipe that allows water to flow form right to left or vice versa, the second one is the vertical pipe that allows water to flow up and down or vice versa, and finally the third one is the circular pipe, which allows to change the flow of water from up or down to left or right. Lastly, players must know that the game calculates the score based on how effective the player's solution is.

To model the situation at hand, a graph will be used as the main data structure. The user must have the possibility of switching between two different versions of graph (Adjacency List and Adjacency Matrix) and to check whether the user’s solution is correctly built, two different types of graph’s algorithms will be implemented (DFS and Dijkstra’s Algorithm).

***6.2 SubProblems Specification:***

|  |  |
| --- | --- |
| **Start a new Game** | |
| *Sub-Problem Specification* | The program has a to start a game, creating a new graph of 64 nodes with all connected edged but empty vertices. |
| *Inputs* | * **Inp\_1:** Player’s name * **Inp\_2:** Game level * **Inp\_3:** Type of graph |
| *Outpust* | * **Out\_1:** 8x8 board with vertices of a graph, where two of them are of a specific type (source and drainage) |
| ***Considerations:***   * After the system receives the data entered by the user, it creates a new User with the name as the one entered, and created for them a new game board, which will be visualized as a matrix but is managed in a graph structure. * The graph will be implemented according to the version chosen by the user. It can be: * Adjacency matrix * Adjacency list * The levels chosen by the user can be: * Hard * Easy | |

|  |  |
| --- | --- |
| **Place pipe** | |
| *Sub-Problem Specification* | The system must allow the user to place a pipe in one of the vertices of the boardgame (matrix) |
| *Inputs* | * **Inp\_1:**Type of pipe * **Inp\_2:** X coordinate of the pipe * **Inp\_3:** Y coordinate of the pipe. |
| *Outpust* | * **Out\_1:** 8x8 board with vertices of a graph, where two of them are of a specific type (source and drainage) and extra(s) vertex/vertices is “filled” with another type of pipe (the new vertex is located in coordinate (x,y)). |
| ***Considerations:***   * The types of pipes that the user can connect are: * Horizontal (=) * Vertical ( | | ) * Circular ( o ) * The pipes can be located within x values between 0 and 7, and y values between 0,7. * The new pipe inserted in a vertex is registered in the matrix structure that is being used. | |

|  |  |
| --- | --- |
| **Verify sewer system** | |
| *Sub-Problem Specification* | The program must verify that, according to the level, that:   * The pipes are correctly connected and create a path from the “source” to the “drainage” (Easy level). * The pipes are correctly connected, they create a path from the “source” to the “drainage” and they go through the “shortest” path possible. |
| *Inputs* | * **Inp\_1:**N/A |
| *Outpust* | * **Out\_1:** Confirmation Message of Success/Failure. Example: * “*You won!”* * *“You lost ☹. Keep trying”* |
| ***Considerations:***   * The system verifies, for both levels, that the pipes are correctly connected. The horizontal pipes can only relate to another horizontal pipe (on their right/left side); vertical pipes can only be connected to another vertical pipe (up and down); and circular pipes connect a horizontal and vertical pipe forming a 90° angle with each other. * For both levels, the system uses DFS algorithm on the matrix structure to verify whether the source and the drainage vertices are connected. * For the hard level, the system applies Dijkstra´s algorithm on the matrix to verify that the path created by the user (if connected) is the one with the lowest weight inside the matrix. * If the solution of the user accomplishes what the level requires, the system calculates its score, saves it in a scores list and show a success message for then to returns to the main page. Otherwise, the system show a failure message and returns to the game. | |

|  |  |
| --- | --- |
| **View Scores** | |
| *Sub-Problem Specification* | The program must store in a list the scores of all the users that have successfully connected the pipes following their level requirements. |
| *Inputs* | * **Inp\_1:**N/A |
| *Outpust* | * **Out\_1:** Table including the players’ names and their correspondent score. |
| ***Considerations:***   * The list is empty if no user has played or if no user has been able to successfully accomplish their respective level challenges. | |

**PHASE 7: Design Implementation**

**Class Diagram:**

**Graph**

**Graph (Adjacency Matrix) Subroutines**

**Subroutine Specification**

**Construction**

|  |  |
| --- | --- |
| **Name:** | MatrixGraph() |
| **Description** | It instantiates a new matrix graph |
| **Input** | isDirected: boolean  vertices: int |
| **Return** | none  (Object MatrixGraph instantiated) |

|  |
| --- |
| **public MatrixGraph(boolean isDirected, int vertices) {  this.isDirected = isDirected;  this.vertices = new MatrixVertex[vertices];  this.matrix = new int[vertices][vertices]; }** |

|  |  |
| --- | --- |
| **Name:** | getNumOfVertices() |
| **Description** | It returns the number of vertices in the graph |
| **Input** | none |
| **Return** | vertices.length  (number of vertices in the graph) |

|  |
| --- |
| **public int getNumOfVertices(){  return vertices.length; }** |

|  |  |
| --- | --- |
| **Name:** | addVertex() |
| **Description** | Creates a new vertex in a graph |
| **Input** | value: T |
| **Return** | None  (new vertex added to the graph) |

**public void addVertex(T value) throws VertexAlreadyAddedException {  
 boolean stop = false;  
 if (searchVertexIndex(value) != -1)  
 throw new VertexAlreadyAddedException("There is a vertex with the same value");  
 for (int i = 0; i < vertices.length && !stop; i++) {  
 if (vertices[i] == null) {  
 vertices[i] = new MatrixVertex<>(value);  
 vertices[i].setState(State.*EMPTY*);  
 stop = true;  
 }  
 }  
}**

|  |  |
| --- | --- |
| **Name:** | addEdge() |
| **Description** | Connects two vertices of a graph, creating an edge with weigh and identifier |
| **Input** | start: T  end: T  id: String  weight: int |
| **Return** | None  (new edge created in the graph) |

**public void addEdge(  
 T start, T end, String id, int weight  
) throws VertexNotFoundException, LoopsNotAllowedException, MultipleEdgesNotAllowedException {  
 int vertex1 = searchVertexIndex(start);  
 int vertex2 = searchVertexIndex(end);  
  
 if (vertex1 == vertex2) {  
 System.*out*.println(start + " -> " + end);  
 throw new LoopsNotAllowedException("Loops are not allowed");  
  
 }  
  
 if (vertex1 != -1 && vertex2 != -1) {  
 if (matrix[vertex1][vertex2] != 0)  
 throw new MultipleEdgesNotAllowedException("Multiples edges are not allowed");  
 if (isDirected) {  
 matrix[vertex1][vertex2] = weight;  
 } else {  
 matrix[vertex1][vertex2] = weight;  
 matrix[vertex2][vertex1] = weight;  
 }  
 } else {  
 String vError = vertex1 == -1 ? "vertex1" : "vertex2";  
 throw new VertexNotFoundException("Cannot find the vertex " + vError);  
 }  
}**

|  |  |
| --- | --- |
| **Name:** | deleteVertex() |
| **Description** | Deletes one of the vertices of the graph |
| **Input** | value: T |
| **Return** | None  (vertex deleted from the graph) |

**public void deleteVertex(T value) throws VertexNotFoundException {  
 int oldVerPos = searchVertexIndex(value);  
 if (oldVerPos == -1) throw new VertexNotFoundException("There's no such vertex in the graph");  
 for (int i = 0; i < vertices.length; i++) {  
 if (vertices[i].getValue().equals(value)) {  
 vertices[i] = null;  
 break;  
 }  
 }  
  
 for (int i = 0; i < matrix.length; i++) {  
 matrix[oldVerPos][i] = 0;  
 matrix[i][oldVerPos] = 0;  
 }  
}**

|  |  |
| --- | --- |
| **Name:** | deleteEdge() |
| **Description** | Deletes one of the edges of the graph |
| **Input** | start: T  end: T  id: String |
| **Return** | None  (edge identified deleted from the graph) |

**public void deleteEdge(T start, T end, String id) throws EdgeNotFoundException, VertexNotFoundException {  
 int posVal1 = searchVertexIndex(start);  
 int posVal2 = searchVertexIndex(end);  
  
 boolean hasEdge = searchEdge(start, end, id);  
  
 if (hasEdge) {  
 matrix[posVal1][posVal2] = 0;  
 matrix[posVal2][posVal1] = 0;  
 } else {  
 throw new EdgeNotFoundException("The edge was not found");  
 }  
}**

|  |  |
| --- | --- |
| **Name:** | searchVertexIndex() |
| **Description** | Returns the index of and specific vertex in the graph |
| **Input** | value: T  end: T  id: String |
| **Return** | -1 (vertex not found)  Index (index of the vertex in the matrix) |

**public int searchVertexIndex(T value) {  
 for (int i = 0; i < matrix.length; i++) {  
 if (vertices[i] != null && vertices[i].getValue().equals(value)) {  
 return i;  
 }  
 }  
  
 return -1;  
}**

|  |  |
| --- | --- |
| **Name:** | obtainVertex() |
| **Description** | Returns a specific vertex given an index |
| **Input** | index: int |
| **Return** | vertices[index]  (vertex located in the index given) |

**public MatrixVertex<T> obtainVertex(int index){  
 return vertices[index];  
  
}**

|  |  |
| --- | --- |
| **Name:** | getEdgeWeight() |
| **Description** | Returns the weight of an edge formed by given vertex |
| **Input** | startVertex: MatrixVertex<T>  endVertex: MatrixVertex<T> |
| **Return** | 0 (edgeNotFound)  matrix[startIndex]  [endIndex] (weight of edge connecting start and end vertex) |

**public int getEdgeWeight(MatrixVertex<T> startVertex, MatrixVertex<T> endVertex) {  
 int startIndex = searchVertexIndex(startVertex.getValue());  
 int endIndex = searchVertexIndex(endVertex.getValue());  
  
 if (startIndex != -1 && endIndex != -1) {  
 return matrix[startIndex][endIndex];  
 } else {  
 // Manejar el caso donde uno de los vértices no se encuentra  
 return 0; // O podrías lanzar una excepción, dependiendo de tus necesidades  
 }  
}**

|  |  |
| --- | --- |
| **Name:** | searchEdge() |
| **Description** | Returns whether there is an specific edge in the graph |
| **Input** | start: T  end: T  id: String |
| **Return** | result  (boolean indicating wheter the edge with those vertices exists or not) |

**public boolean searchEdge(T start, T end, String id) throws VertexNotFoundException {  
 int vertex1 = searchVertexIndex(start);  
 int vertex2 = searchVertexIndex(end);  
 boolean result = false;  
  
 String error = vertex1 == -1 ? "start" : "end";  
 if (vertex1 == -1 || vertex2 == -1) throw new VertexNotFoundException("The " + error + " vertex was not found");  
  
 if (isDirected) {  
 if (matrix[vertex1][vertex2] != 0) {  
 result = true;  
 }  
 } else {  
 if (matrix[vertex1][vertex2] != 0 && matrix[vertex2][vertex1] != 0) {  
 result = true;  
 }  
 }  
  
 return result;  
}**

|  |  |
| --- | --- |
| **Name:** | dijkstra() |
| **Description** | Returns the distance of the path with the less weight in the graph |
| **Input** | startVertex: T  endVertex: T |
| **Return** | Vertices[endVertexIndex].getDistance()  (length of the shortest path in a graph from one specific vertex to another) |

**public int dijkstra(T startVertex, T endVertex) throws VertexNotFoundException, VertexNotAchievableException {  
 int startVertexIndex = searchVertexIndex(startVertex);  
 int endVertexIndex = searchVertexIndex(endVertex);  
 if (startVertexIndex == -1 || endVertexIndex == -1) {  
 throw new VertexNotFoundException("Vertex was not found");  
 }  
  
 PriorityQueue<MatrixVertex<T>> q = new PriorityQueue<>(Comparator.*comparingInt*(MatrixVertex::getDistance));  
  
 for (MatrixVertex<T> vertex : vertices) {  
 if (vertex != null) {  
 vertex.setDistance(Integer.*MAX\_VALUE*);  
 vertex.setFather(null);  
 vertex.setVisited(false);  
 }  
 }  
  
 vertices[startVertexIndex].setDistance(0);  
 q.add(vertices[startVertexIndex]);  
  
 while (!q.isEmpty()) {  
 MatrixVertex<T> u = q.poll();  
 if (u.isVisited()) {  
 continue;  
 }  
 int uIndex = searchVertexIndex(u.getValue());  
  
 for (int i = 0; i < vertices.length; i++) {  
 if (matrix[uIndex][i] != 0 && !vertices[i].isVisited()) {  
 int alt = u.getDistance() + matrix[uIndex][i];  
 if (alt < vertices[i].getDistance()) {  
 vertices[i].setDistance(alt);  
 vertices[i].setFather(u);  
 q.add(vertices[i]);  
 }  
 }  
 }  
 u.setVisited(true);  
 }  
 if (vertices[endVertexIndex].getDistance() == Integer.*MAX\_VALUE*) {  
 throw new VertexNotAchievableException("The end vertex is not reachable from the start vertex.");  
 }  
 return vertices[endVertexIndex].getDistance();  
}**

|  |  |
| --- | --- |
| **Name:** | DFS() |
| **Description** | Checks wheter the nodes of the graph from an specific start point are connected |
| **Input** | startVertex: T |
| **Return** | none  (traversal of the graph from the starting vertex given) |

**public void DFS(T startVertex) throws VertexNotFoundException, VertexNotAchievableException {  
 Stack<MatrixVertex<T>> stack = new Stack<>();  
 int startIndex = searchVertexIndex(startVertex);  
  
 if (startIndex == -1) {  
 throw new VertexNotFoundException("Vertex was not found");  
 }  
  
 stack.push(vertices[startIndex]);  
 vertices[startIndex].setVisited(true);  
  
 while (!stack.isEmpty()) {  
 MatrixVertex<T> vertex = stack.pop();  
 for (int i = 0; i < vertices.length; i++) {  
 int currentIndex = searchVertexIndex(vertex.getValue());  
  
 if (!vertices[i].isVisited() && matrix[currentIndex][i] != 0) {  
 stack.push(vertices[i]);  
 vertices[i].setVisited(true);  
 }  
 }  
 }  
}**

|  |  |
| --- | --- |
| **Name:** | DFSVALIDATOR() |
| **Description** | Checks wheter the nodes of the graph from an specific start point are connected and returns its findings |
| **Input** | vertexes: T[] |
| **Return** | dfsSimplified(sub\_graph)  (boolean indicating wheter the nodes in a graph are connected) |

**public boolean DFSVALIDATOR(T[] vertexes) throws VertexNotFoundException, VertexNotAchievableException {  
 ArrayList<Integer> indexes = new ArrayList<>();  
 ArrayList<MatrixVertex<T>> temps = new ArrayList<>();  
 ArrayList<MatrixVertex<T>> sub\_graph = new ArrayList<>();  
 for (T vertex : vertexes) {  
 indexes.add(searchVertexIndex(vertex));  
 }  
  
 for (int i = 0; i < vertices.length-1; i++) {  
 if (indexes.get(i) == -1) {  
 throw new VertexNotFoundException("Start vertex not found.");  
 }  
 temps.add(vertices[indexes.get(i)]);  
 }  
  
 sub\_graph.add(temps.get(0).clone());  
 sub\_graph.get(0).setVisited(false);  
  
 for (int i = 1; i < temps.size(); i++) {  
 sub\_graph.add(temps.get(i).clone());  
 sub\_graph.get(i).setVisited(false);  
 }  
 return dfsSimplified(sub\_graph);  
}**

|  |  |
| --- | --- |
| **Name:** | dfsSimplified() |
| **Description** | Checks wheter the nodes of the a subgraph with certain vertices are connected |
| **Input** | subGraph: ArrayList<MatrixVertex<T>> |
| **Return** | false (vertices in the subgraph are not connected)  true (vertices in the subgraph are connected) |

**private boolean dfsSimplified(ArrayList<MatrixVertex<T>> subGraph) {  
 for (MatrixVertex<T> vertex : subGraph) {  
 if (!vertex.isVisited()) {  
 if (!depthFirstSearchRecursive(vertex, subGraph)) {  
 return false;  
 }  
 }  
 }  
 return true;  
}**

|  |  |
| --- | --- |
| **Name:** | depthFirstSearchRecursive() |
| **Description** | Checks whether a graph is connected given its list of vertices |
| **Input** | vertex: MatrixVertex<T>  subgraph: ArrayList<MatrixVertex<T>> |
| **Return** | false (graph not connected)  true (graph connected) |

**private boolean depthFirstSearchRecursive(MatrixVertex<T> vertex, ArrayList<MatrixVertex<T>> subGraph) {  
 vertex.setVisited(true);  
  
 for (MatrixVertex<T> neighbor : subGraph) {  
 if (!neighbor.isVisited() && vertex.getState().checkConnection(neighbor.getState(),vertex.getPosX(),vertex.getPosY(),neighbor.getPosX(),neighbor.getPosY())) {  
 if (!depthFirstSearchRecursive(neighbor, subGraph)) {  
 return false;  
 }  
 }  
 }  
  
 return true;  
}**

|  |  |
| --- | --- |
| **Name:** | getEdgeWeighsList() |
| **Description** | List of the weights of all edges |
| **Input** | vertexList: ArrayList<MatrixVertex<T>> |
| **Return** | edgeWeights (list of all the weights of the edges of the list of vertices) |

**public ArrayList<Integer> getEdgeWeightsList(ArrayList<MatrixVertex<T>> vertexList) {  
 ArrayList<Integer> edgeWeights = new ArrayList<>();  
  
 for (int i = 0; i < vertexList.size() - 1; i++) {  
 MatrixVertex<T> currentVertex = vertexList.get(i);  
 MatrixVertex<T> nextVertex = vertexList.get(i + 1);  
  
 int currentVertexIndex = searchVertexIndex(currentVertex.getValue());  
 int nextVertexIndex = searchVertexIndex(nextVertex.getValue());  
  
 if (currentVertexIndex != -1 && nextVertexIndex != -1) {  
 int weight = matrix[currentVertexIndex][nextVertexIndex];  
 edgeWeights.add(weight);  
 } else {  
 System.*out*.println("One of the vertices is not found in the graph.");  
 }  
 }  
  
 return edgeWeights;  
}**

|  |  |
| --- | --- |
| **Name:** | subGraphDistance() |
| **Description** | Total weight of the edges of the path |
| **Input** | subEdges: ArrayList<MatrixVertex<T>> |
| **Return** | edgeWeights (list of all the weights of the edges of the list of vertices) |

**public int subGraphDistance(ArrayList<Integer> subEdges){  
 return subEdges.stream().mapToInt(Integer::*valueOf*).sum();}**

|  |  |
| --- | --- |
| **Name:** | getVertices() |
| **Description** | Returns a matrix of vertices of a graph |
| **Input** | none |
| **Return** | Vertices  (vertices of the graph) |

**public MatrixVertex<T>[] getVertices() {  
 return vertices;  
}**

|  |  |
| --- | --- |
| **Name:** | print() |
| **Description** | Show the graph in its matrix representation |
| **Input** | none |
| **Return** | None  (shows the graph in a matrix representation) |

**public void print(){  
  
 StringBuilder msg = new StringBuilder(" ");  
 for (MatrixVertex<T> vertex : vertices) {  
 msg.append(vertex.getValue()).append(" ");  
 }  
 System.*out*.println(msg.toString());  
  
 for (int i = 0; i < vertices.length; i++) {  
 System.*out*.printf("%-4s [ ", vertices[i].getValue());  
  
 for (int j = 0; j < vertices.length; j++) {  
 System.*out*.printf("%-4d ", matrix[i][j]);  
 }  
  
 System.*out*.print("]");  
 System.*out*.println();  
 }  
  
}**

|  |  |
| --- | --- |
| **Name:** | checkShortPath() |
| **Description** | Checks wheter an array of vertices corresponds to the shortest path of the graph |
| **Input** | Subgraph: MatrixVertex<T>[] |
| **Return** | res==acu  (whether the subgraph is the shortest path in the graph) |

**public boolean checkShortPath(  
 MatrixVertex<T>[] subgraph  
) throws VertexNotAchievableException, VertexNotFoundException {  
 var res = dijkstra(subgraph[0].getValue(), subgraph[subgraph.length - 1].getValue());  
  
 int first = searchVertexIndex(subgraph[0].getValue());  
 int second = searchVertexIndex(subgraph[1].getValue());  
 int acu = matrix[first][second] + subgraph[0].getDistance();  
 for (int i = 1; i < subgraph.length; i++) {  
 int last = searchVertexIndex(subgraph[i - 1].getValue());  
 int act = searchVertexIndex(subgraph[i].getValue());  
 acu += matrix[act][last] + subgraph[i - 1].getDistance();  
 }  
  
 return res == acu;  
}**

**Graph (Adjacency List) Subroutines**

**Subroutine Specification**

**Construction**

|  |  |
| --- | --- |
| **Name:** | ListGraph() |
| **Description** | It instantiates a new list graph |
| **Input** | isGuided: boolean  isMultiple: boolean  allowsLoop: boolean |
| **Return** | none  (Object ListGraph instantiated) |

**public ListGraph(boolean isGuided, boolean isMultiple, boolean allowsLoop) {  
 list = new ArrayList<>();  
 this.isGuided = isGuided;  
 this.isMultiple = isMultiple;  
 this.allowsLoop = allowsLoop;  
}**

|  |  |
| --- | --- |
| **Name:** | addVertex() |
| **Description** | Creates a new vertex in a graph |
| **Input** | vertex: T |
| **Return** | None  (new vertex added to the graph) |

**public void addVertex(T vertex) throws VertexAlreadyAddedException {  
 if (searchVertexIndex(vertex) == -1) {  
 ListVertex<T> newVertex = new ListVertex<>(vertex);  
 newVertex.setState(State.*EMPTY*);  
 list.add(newVertex);  
 } else {  
 System.*err*.println("ALGO RARO");  
 /\*throw new VertexAlreadyAddedException("Vertex found: " + vertex);\*/  
 }  
}**

|  |  |
| --- | --- |
| **Name:** | addEdge() |
| **Description** | Connects two vertices of a graph, creating an edge with weigh and identifier |
| **Input** | start: T  end: T  id: String  weight: int |
| **Return** | None  (new edge created in the graph) |

**public void addEdge(T start, T end, String id, int weight)  
 throws VertexNotFoundException, LoopsNotAllowedException, MultipleEdgesNotAllowedException {  
 int startVertex = searchVertexIndex(start);  
 int endVertex = searchVertexIndex(end);  
  
 // Verifica si los vértices existen  
 if (startVertex == -1) {  
 throw new VertexNotFoundException("Error. Start vertex not found: " + start);  
 }  
 if (endVertex == -1) {  
 throw new VertexNotFoundException("Error. End vertex not found: " + end);  
 }  
 // Verifica si hay bucles  
 if (startVertex == endVertex && !allowsLoop) {  
 throw new LoopsNotAllowedException("Error. Loops not allowed.");  
 }  
 // Verifica si ya existe la arista  
 if (searchEdgeIndex(list.get(startVertex), list.get(endVertex), id) != -1 && !isMultiple) {  
 throw new MultipleEdgesNotAllowedException("Error. Multiple edges between vertex not allowed.");  
 }  
 // Añade la arista  
 if (!isGuided) {  
 // Si no es dirigido, añade la arista en ambas direcciones  
 list.get(endVertex).getEdges().add(new ListEdge<>(list.get(endVertex), list.get(startVertex), id, weight));  
 }  
 list.get(startVertex).getEdges().add(new ListEdge<>(list.get(startVertex), list.get(endVertex), id, weight));  
}**

|  |  |
| --- | --- |
| **Name:** | searchEdge() |
| **Description** | Returns whether there is a specific edge in the graph |
| **Input** | start: T  end: T  id: String |
| **Return** | true/false  (boolean indicating wheter the edge with those vertices exists or not) |

**public boolean searchEdge(T start, T end, String id) throws VertexNotFoundException {  
 if (searchVertexIndex(start) == -1 || searchVertexIndex(end) == -1) {  
 throw new VertexNotFoundException("Error. One vertex not found.");  
 }  
 int startIndex = searchVertexIndex(start);  
 for (int i = 0; i < list.get(startIndex).getEdges().size(); i++) {  
 ListEdge<T> edge = list.get(startIndex).getEdges().get(i);  
 if (edge.getRightVertex().getValue() == end && edge.getId().equals(id)) {  
 return true;  
 }  
 }  
 return false;  
}**

|  |  |
| --- | --- |
| **Name:** | deleteVertex() |
| **Description** | Deletes one of the vertices of the graph |
| **Input** | value: T |
| **Return** | None  (vertex deleted from the graph) |

**public void deleteVertex(T vertex) throws VertexNotFoundException {  
 int vertexIndex = searchVertexIndex(vertex);  
 if (vertexIndex == -1) {  
 throw new VertexNotFoundException("Error. Vertex not found: " + vertex);  
 }  
 for (ListVertex<T> tVertex : list) {  
 for (int j = 0; j < tVertex.getEdges().size(); j++) {  
 if (tVertex.getEdges().get(j).getLeftVertex() == list.get(vertexIndex) || tVertex.getEdges().get(j).getRightVertex() == list.get(vertexIndex)) {  
 tVertex.getEdges().remove(j);  
 }  
 }  
 }  
 list.remove(vertexIndex);  
}**

|  |  |
| --- | --- |
| **Name:** | deleteEdge() |
| **Description** | Deletes one of the edges of the graph |
| **Input** | start: T  end: T  id: String |
| **Return** | None  (edge identified deleted from the graph) |

**public void deleteEdge(T start, T end, String id) throws EdgeNotFoundException, VertexNotFoundException {  
 int startIndex = searchVertexIndex(start);  
 int endIndex = searchVertexIndex(end);  
 if (startIndex == -1 || endIndex == -1) {  
 throw new VertexNotFoundException("Error. One vertex not found.");  
 }  
 if (searchEdgeIndex(list.get(startIndex), list.get(endIndex), id) == -1) {  
 throw new EdgeNotFoundException("Error. Edge not found: " + start + " -> " + end + " (" + id + ")");  
 }  
 if (!isGuided) {  
 list.get(endIndex).getEdges().remove(searchEdgeIndex(list.get(endIndex), list.get(startIndex), id));  
 }  
 list.get(startIndex).getEdges().remove(searchEdgeIndex(list.get(startIndex), list.get(endIndex), id));  
}**

|  |  |
| --- | --- |
| **Name:** | searchVertexIndex() |
| **Description** | Returns the index of and specific vertex in the graph |
| **Input** | value: T |
| **Return** | -1 (vertex not found)  Index (index of the vertex in the matrix) |

**public int searchVertexIndex(T vertex) {  
 for (int i = 0; i < list.size(); i++) {  
 if (list.get(i).getValue().equals(vertex)) {  
 return i;  
 }  
 }  
 return -1;  
}**

|  |  |
| --- | --- |
| **Name:** | obtainVertex () |
| **Description** | Returns the vertex located in a certain index |
| **Input** | index: int |
| **Return** | list.get(index)  (Vertex located in the ´index´ position) |

**public ListVertex<T> obtainVertex(int index) {  
 return list.get(index);  
}**

|  |  |
| --- | --- |
| **Name:** | seachEdgeIndex() |
| **Description** | Returns the index of a certain edge in the graph |
| **Input** | start: ListVertex<T>  end: ListVertex<T>  id: String |
| **Return** | -1 (edge not found)  Index (index of the edge being looked for) |

**private int searchEdgeIndex(ListVertex<T> start, ListVertex<T> end, String id) {  
 for (int i = 0; i < start.getEdges().size(); i++) {  
 if (start.getEdges().get(i).getLeftVertex() == start && start.getEdges().get(i).getRightVertex() == end && start.getEdges().get(i).getId().equals(id)) {  
 return i;  
 }  
 }  
 return -1;  
}**

|  |  |
| --- | --- |
| **Name:** | checkShortPath() |
| **Description** | Checks whether a list of vertices corresponds to the shortest path of the graph |
| **Input** | subgraph: ListVertex<T>[] |
| **Return** | res==subgraphValue  (whether the subgraph is the shortest path in the graph) |

**public boolean checkShortPath(  
 ListVertex<T>[] subgraph  
) throws VertexNotAchievableException, VertexNotFoundException {  
 var res = dijkstra(subgraph[0].getValue(), subgraph[subgraph.length - 1].getValue());  
 int subgraphValue = travelSubgraph(subgraph[0]);  
  
 return res == subgraphValue;  
}**

|  |  |
| --- | --- |
| **Name:** | travelSubgraph() |
| **Description** | Distance of the path beginning in a certain vertex |
| **Input** | node: ListVertex<T>[] |
| **Return** | node.getDistance()  (distance of the path of the graph from said vertex) |

**public int travelSubgraph(ListVertex<T> node) {  
 if (node == null) return 0;  
  
 for (ListEdge<T> edge : node.getEdges()) {  
 return node.getDistance() + edge.getWeight() + travelSubgraph(edge.getRightVertex());  
 }  
  
 return node.getDistance();  
}**

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| --- | --- |
| **Name:** | dijkstra() |
| **Description** | Returns the distance of the path with the less weight in the graph |
| **Input** | startVertex: T  endVertex: T |
| **Return** | Vertices[endVertexIndex].getDistance()  (length of the shortest path in a graph from one specific vertex to another) |

**public int dijkstra(T startVertex, T endVertex) throws VertexNotFoundException, VertexNotAchievableException {  
 int startVertexIndex = searchVertexIndex(startVertex);  
 int endVertexIndex = searchVertexIndex(endVertex);  
  
 if (startVertexIndex == -1 || endVertexIndex == -1) {  
 throw new VertexNotFoundException("Start or end vertex not found.");  
 }  
  
 PriorityQueue<ListVertex<T>> q = new PriorityQueue<>(Comparator.*comparingInt*(ListVertex::getDistance));  
  
 for (ListVertex<T> vertex : list) {  
 vertex.setDistance(Integer.*MAX\_VALUE*);  
 vertex.setFather(null);  
 q.add(vertex);  
 }  
 list.get(startVertexIndex).setDistance(0);  
  
 while (!q.isEmpty()) {  
 ListVertex<T> u = q.poll();  
 if (u == null) {  
 throw new VertexNotAchievableException("No path found between the specified vertices.");  
 }  
 for (ListEdge<T> edge : u.getEdges()) {  
 ListVertex<T> v = edge.getRightVertex();  
 int alt = u.getDistance() + edge.getWeight();  
 if (alt < v.getDistance()) {  
 v.setDistance(alt);  
 v.setFather(u);  
 q.remove(v);  
 q.add(v);  
 }  
 }  
 }  
 ListVertex<T> currentVertex = list.get(endVertexIndex);  
 if (currentVertex.getDistance() == Integer.*MAX\_VALUE*) {  
 throw new VertexNotAchievableException("End Vertex Not Achievable");  
 }  
  
  
 return currentVertex.getDistance();  
}**

|  |  |
| --- | --- |
| **Name:** | DFS() |
| **Description** | Checks wheter the nodes of the graph from a specific start point are connected |
| **Input** | startVertex: T |
| **Return** | none  (traversal of the graph from the starting vertex given) |

**public void DFS(T startVertex) throws VertexNotFoundException, VertexNotAchievableException {  
 int startIndex = searchVertexIndex(startVertex);  
  
 if (startIndex == -1) {  
 throw new VertexNotFoundException("Start vertex not found.");  
 }  
  
 Stack<ListVertex<T>> stack = new Stack<>();  
 stack.push(list.get(startIndex));  
  
 while (!stack.isEmpty()) {  
 ListVertex<T> currentVertex = stack.pop();  
  
 if (!currentVertex.isVisited()) {  
 currentVertex.setVisited(true);  
  
 for (ListEdge<T> edge : currentVertex.getEdges()) {  
 ListVertex<T> neighbor = edge.getRightVertex();  
 if (!neighbor.isVisited()) {  
 stack.push(neighbor);  
 }  
 }  
 }  
 }  
}**

|  |  |
| --- | --- |
| **Name:** | getVertexWithMinDistance() |
| **Description** | Returns the vertex with the minimun distance in a list of vertices |
| **Input** | vertices: List<ListVertex<T>> |
| **Return** | minVertex  (vertex with the minimum distance) |

**private ListVertex<T> getVertexWithMinDistance(List<ListVertex<T>> vertices) {  
 ListVertex<T> minVertex = null;  
 int minDistance = Integer.*MAX\_VALUE*;  
 for (ListVertex<T> vertex : vertices) {  
 if (vertex.getDistance() < minDistance) {  
 minVertex = vertex;  
 minDistance = vertex.getDistance();  
 }  
 }  
 return minVertex;  
}**

|  |  |
| --- | --- |
| **Name:** | DFSVALIDATOR() |
| **Description** | Checks wheter the nodes of the graph from an specific start point are connected and returns its findings |
| **Input** | vertexes: T[] |
| **Return** | dfsFirstSearchRecursive(sub\_graph)  (boolean indicating whether the nodes in a graph are connected) |

**public boolean DFSVALIDATOR(T[] vertexes) throws VertexNotFoundException, VertexNotAchievableException {  
 ArrayList<Integer> indexes = new ArrayList<>();  
 ArrayList<ListVertex<T>> temps = new ArrayList<>();  
 ArrayList<ListVertex<T>> sub\_graph = new ArrayList<>();  
 for (T vertex : vertexes) {  
 indexes.add(searchVertexIndex(vertex));  
 }  
  
 for (Integer index : indexes) {  
 if (index == -1) {  
 throw new VertexNotFoundException("Start vertex not found.");  
 }  
  
 temps.add(list.get(index));  
 }  
  
 sub\_graph.add(temps.get(0).clone());  
 sub\_graph.get(0).setVisited(false);  
  
 for (int i = 1; i < temps.size(); i++) {  
 sub\_graph.add(temps.get(i).clone());  
 sub\_graph.get(i).setVisited(false);  
 sub\_graph.get(i - 1).getEdges().add(new ListEdge<>(sub\_graph.get(i - 1), sub\_graph.get(i), i + "", 0));  
 }  
  
 return depthFirstSearchRecursive(sub\_graph.get(0));  
}**

|  |  |
| --- | --- |
| **Name:** | depthFirstSearchRecursive() |
| **Description** | Checks whether a graph is connected given its list of vertices |
| **Input** | vertex: MatrixVertex<T>  subgraph: ArrayList<MatrixVertex<T>> |
| **Return** | false (graph not connected)  true (graph connected) |

**private boolean depthFirstSearchRecursive(ListVertex<T> vertex) {  
 vertex.setVisited(true); // Marca el vértice actual como visitado  
 // Recorre los vértices adyacentes no visitados  
 for (ListEdge<T> edge : vertex.getEdges()) {  
 ListVertex<T> neighbor = edge.getRightVertex();  
 if (!neighbor.isVisited()) {  
 if (vertex.getState().checkConnection(neighbor.getState(), vertex.getPosX(), vertex.getPosY(), neighbor.getPosX(), neighbor.getPosY())) {  
 depthFirstSearchRecursive(neighbor);  
 } else {  
 return false;  
 }  
 }  
 }  
 return true;  
}**

|  |  |
| --- | --- |
| **Name:** | toString() |
| **Description** | Show the graph in its list representation |
| **Input** | none |
| **Return** | ans.toString()  (the graph in a list representation) |

**public String toString() {  
 StringBuilder ans = new StringBuilder();  
 for (ListVertex<T> u : list) {  
 int limit = 6;  
 String valueStr = String.*format*("%" + limit + "s", u.getValue());  
 ans.append(String.*format*("%s -> { ", valueStr));  
 for (ListVertex<T> v : u.getEdges().stream().map(ListEdge::getRightVertex).toList()) {  
 ans.append(String.*format*("%s, ", v.getValue()));  
 }  
 if (!u.getEdges().isEmpty()) ans.replace(ans.length() - 2, ans.length(), "");  
 ans.append(" }\n");  
 }  
 return ans.toString();  
  
}**

|  |  |
| --- | --- |
| **Name:** | getList() |
| **Description** | Returns the list of vertices of the graph with their connections |
| **Input** | none |
| **Return** | list  (list of vertices of the graph) |

**public ArrayList<ListVertex<T>> getList() {  
 return list;  
}**