

CSci 1933 Lab 10

November 17, 2015

1. Introduction

The purpose of this lab is to familiarize you with the creation and use of Java's built in [Map](#), specifically the [HashMap](#) implementation.

2. Task 1

In today's lab, you will implement a simple translator which works on text replacement. In general, what this means is that your implementation will replace the english input string with the matched word in the provided data file. You will use a [Map](#) to do this task.

To complete this lab, you will do the following:

- ❖ In IntelliJ, create a new Java project named lab10.
- ❖ Import the following files into your lab10 project.
 - [DictionaryReader.java](#) This class will read in associated words from a dictionary file. Place this in the [src/](#)
 - [Dictionary.txt](#) A dictionary to translate from English into Romanian. Place this in your project root.
- ❖ Create a [Translator](#) class, with a [main\(\)](#) method.
- ❖ Pass command line arguments to the program:
 - Click on run menu.
 - Open the "Edit Configurations..." dialog box, go to Defaults->Application.
 - In the 'Program Arguments' input box, and enter the sentence "where is a good place to get coffee".
- ❖ In your [main\(\)](#) method, check the size of the array of passed in arguments (the [String\[\]args](#) parameter). If no arguments have been passed in, print an error message and exit. To exit a Java program before the end of the

`main()` method, call `System.exit()`, with an exit code. Since this is an error, we want to exit with a value of '1'.

```
System.exit(1);
```

- ❖ Create a `Map` where the keys and values are both of type `String`. The template of the `Map` generic is:

```
Map<key, value> variable = new HashMap<key, value>()
```

- ❖ Create a `DictionaryReader` object by passing in the path `./Dictionary.txt` to the constructor, similar to the way you have used `TweetReader` in the past.
- ❖ Read in the entries using `DictionaryReader`'s `getKey()` and `getValue()`, then place them in the `Map` using:

```
map.put(key, value)
```

- ❖ Iterate through the elements of the `args` array
 - Check if the current element is present in the `Map` using `Map`'s `containsKey(key)` method.
 - If it is present then find its corresponding value in Romanian (use `map.get(key)`) and append it to the translated sentence. The following code segment appends the string " World" to "Hello". Remember to put spaces between the translated words.

```
String sentence = "";  
sentence += "Hello";  
sentence += " " + "World";
```

- If it isn't present then print an error message and exit.
- ❖ Run the program, the translated output should print in the console

3. Task 2

In last task, we used JAVA's inbuilt `HashMap` implementation. Now we'll implement a very basic `HashMap` ourselves using associative arrays.

- ❖ Create a new class `KeyValuePair`. It should have two String variables `key` and `value`. The constructor should be able to initialize these values.
- ❖ Create another class `MyHashMap`. Declare a linked-list of `KeyValuePairs` in this class. Now we'll implement some primary routines in following steps.
- ❖ `containsKey(key)`: This function should check if a key is present in our map, by iterating the through the linked list and return a boolean value depending upon that.
- ❖ `put(key, value)`: This function should first check if a key is already present in our map. If it is present, just change its value to our method argument. Otherwise, insert a `KeyValuePair` (initialized to method arguments) to the linked-list of `KeyValuePairs`.
- ❖ `get(key)`: This function should iterate the linked-list of `KeyValuePairs` to find if we can find a matching key. If we succeed, we just return its value. If no such key is present, we return `NULL`.
- ❖ Now, go back to your `Translator` class and modify its main function to use your newly implemented `MyHashMap` instead of JAVA's `HashMap`. Confirm that you get the same translation as before.

4. Extras

You can complete this part if you still have time.

- ❖ Implement the `remove(key)` method. Check if the linked-list contains key. If yes, remove the corresponding key-value pair.
- ❖ Implement the `keyList()` method. It should return the list of keys currently present in our map.
- ❖ Think of changes we require if we use `ArrayList` instead of `LinkedList` to store key-value pairs. What are the pros and cons of using `ArrayList`? Think in terms of operations we need from `MyHashMap`.

-----Solution will be available in last 15 mins-----