```
package Wyjatki;
public class EmptyQueueException extends Throwable {
}
```

#### **ZADANIE 1**

#### KLASA ELEMENT

```
@Override
@Override
```

# **INTERFEJS LinkedList**

```
package Zadanie1;

public interface LinkedListOneWay<E> {
    void addEnd(E e);
    void insert(int pos, E e);
    E get( int pos );
```

```
E set(int pos, E e);
boolean contains( E e );
int size();
void clear();
void deletePos( int pos);
boolean delete( E e );
E deleteEl(Element e);
void wyswietlListe();
}
```

## **IMPLEMENTACJA**

```
ackage Zadanie1;
  @Override
          actElem.setNextElem(newElem);
          actElem.setNextElem(newElem);
```

```
actElem.setNextElem(head);
actElem.setNextElem(head.getNextElem());
while (actElem.getNextElem()!=e)
   actElem=actElem.getNextElem();
```

```
if (size() == 0) System.out.println("[]");

else{
         System.out.print('[']');
         for (int i = 0; i < size(); i++) {
                System.out.print(actElem.getData()+", ");
                actElem = actElem.getNextElem();
          }
          System.out.print("]\n");
}</pre>
```

## **TEST**

```
list.delete(0);
System.out.println();
list.wyswietlListe();
list.delete(1);
System.out.println();
list.wyswietlListe();
}
```

```
WYNIKI:
[0, 1, 2, 3, 4, 5, 6, ]
AFTER
[1, 3, 4, 5, 6, ]
SET NA POZYCJI
[10, 3, 4, 10, 6, ]
INSERT NA POZYCJI
[20, 21, 10, 3, 4, 21, 10, 6, ]
true
true
false
8
0
[0, 1, 2, 3, 4, 5, 6,]
[1, 2, 3, 4, 5, 6, ]
[2, 3, 4, 5, 6, ]
```

## **ZADANIE 2**

Klasa Person

```
package Zadanie2;

public class Person {
    private int number;
    private boolean wasMentioned;

    public Person(int number) {
        this.number = number;
        this.wasMentioned = false;
    }
}
```

```
public int getNumber() {
    return number;
}

public void setNumber(int number) {
    this.number = number;
}

public boolean isWasMentioned() {
    return wasMentioned;
}

@Override
public String toString() {
    return ""+number;
}

public void setWasMentioned(boolean wasMentioned) {
    this.wasMentioned = wasMentioned;
}
```

#### PersonCircle

```
public static void main(String[] args) {
        circle(10,2);
    }

KONSOLA:
2,4,6,8,10,3,7,1,9,
```

ZADANIE 3

Interfejs:

```
package Zadanie3;
import Wyjatki.EmptyQueueException;

public interface IQueue<T> {
    boolean isEmpty();
    boolean isFull();
    T dequeue() throws EmptyQueueException;
    void enqueue(T elem);
    T first() throws EmptyQueueException;
}
```

## Queue

```
package Zadanie3;
import Wyjatki.EmptyQueueException;
import Zadanie1.OneWayLinkedListWithoutSentine1;
import java.util.StringJoiner;
public class Queue<T> implements IQueue<T> {
    OneWayLinkedListWithoutSentine1<T> list = new
OneWayLinkedListWithoutSentine1<<\);

    @Override
    public boolean isEmpty() {
        return list.size() == 0;
    }

    @Override
    public boolean isFull() {
        return false;
    }

    @Override
    public T dequeue() throws EmptyQueueException {
        T elem = list.get(list.size()-1);
        list.deletePos(list.size()-1);
        return elem;
    }

    @Override
    public void enqueue(T elem) {</pre>
```

```
if(isEmpty()) {list.addEnd(elem);}
else {list.insert(0,elem);}
}

public void display(){
    list.wyswietlListe();
}

@Override
public T first() throws EmptyQueueException {
    if(isEmpty()) throw new EmptyQueueException();
    return list.get(list.size()-1);
}
```

## QueueTest

```
package Zadanie3;
import Wyjatki.EmptyQueueException;

public class QueueTest {
    public static void main(String[] args) throws EmptyQueueException {
        Queue<Integer> kolejka = new Queue<>>();
        kolejka.enqueue(1);
        kolejka.enqueue(2);
        kolejka.enqueue(3);
        kolejka.display();
        kolejka.dequeue();
        kolejka.display();
        System.out.println(kolejka.first());
    }
}
```

Konsola:

[3, 2, 1,]

[3, 2, ]

2

# Stack:

```
package Zadanie3;
import Zadanie1.OneWayLinkedListWithoutSentine1;
import java.util.Stack;

public class StackList<T> extends Stack<T> {
    OneWayLinkedListWithoutSentine1<T> list = new
OneWayLinkedListWithoutSentine1<>>();

    @Override
    public T push(T item) {
        list.addEnd(item);
        return item;
```

```
@Override
public T pop() {
    T elem = list.get(list.size()-1);
    list.deletePos(list.size()-1);
    return elem;
}

@Override
public boolean empty() {
    return list.size()==0;
}

public void display() {
    list.wyswietlListe();
}
```

## StackTest

```
package Zadanie3;

public class StackTest {
    public static void main(String[] args) {
        StackList<Integer> stack = new StackList<>();
        for (int i = 0; i < 5; i++) {
            stack.push(i);
            stack.display();
        }

        for (int i = 0; i < 3; i++) {
            stack.pop();
            stack.display();
        }

    }
}</pre>
```

Konsola:

[0,]

[0, 1,]

[0, 1, 2,]

[0, 1, 2, 3,]

[0, 1, 2, 3, 4, ]

[0, 1, 2, 3,]

[0, 1, 2,]

[0, 1, ]

# Lista z głową:

```
@Override
```

```
@Override
@Override
@Override
@Override
```

```
@Override
@Override
@Override
```

```
@Override
```

```
public boolean remove(Object value) {
```

```
@Override
public String toString() {
    Node elem = sentinel.getNext();
    String txt = "[";
    while (elem!=null) {
        txt+=elem.getValue()+", ";
        elem = elem.getNext();
    }
    txt+="]";
    return txt;
}
```

## Klasa NODE

```
public class Node<T> {
    private T value;
    private Node next;
    private Node prev;

public T getValue() { return value; }
    public void setValue(T value) { this.value = value; }
    public Node getNext() { return next; }
    public void setNext(Node next) { this.next = next; }
    public Node getPrev() { return prev; }
    public void setPrev(Node prev) { this.prev = prev; }

    Node(T data) { this.value=data; }

    public void insertAfter(Node elem) {
        elem.setPrev(this.getNext());
        elem.setPrev(this);
        this.getNext().setPrev(elem);
        this.getNext().setPrev(this.getPrev());
        this.getNext().setPrev(this.getPrev());
        this.getPrev().setNext(this.getNext());
    }
}
```

#### **TESTY**

```
package Zadanie4;
public class Test4 {
    public static TwoWayLinkedListWithSentinel<Integer> sentinel = new
TwoWayLinkedListWithSentinel<>();
    public static TwoWayLinkedListWithHead<Integer> head = new
TwoWayLinkedListWithHead<>();
```

```
//sentinel list after head list
public static<T> void connectl(){
    Node firstOfSentinel = sentinel.getElement(0);
    head.connectWith(firstOfSentinel);
    System.out.println(head);
}

//sentinel list before elem of head list/ idx as parameter
public static<T> void connect2(int idx){
    Node firstOfSentinel = sentinel.getElement(0);
    Node lastOfSentinel = sentinel.getElement(sentinel.size());
    head.connectWithIn(firstOfSentinel, lastOfSentinel, idx);
    system.out.println(head);
}

public static void main(String[] args) {
    generateData();
    System.out.println("S "+sentinel); //nieparzyste
    System.out.println("H "+head); //parzyste
    connect1();
    sentinel = new TwoWayLinkedListWithSentinel<>();
    head = new TwoWayLinkedListWithHead<>();
    generateData();
    connect2(3);
}

private static void generateData() {
    for (int i = 0; i < 20; i++) {
        if (i%2=0) {
            head.add(i);
        } else(
            sentinel.add(i);
    }
}

}
</pre>
```

## Konsola:

```
S [1, 3, 5, 7, 9, 11, 13, 15, 17, 19, ]
H [0, 2, 4, 6, 8, 10, 12, 14, 16, 18, ]
[0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, ]
[0, 2, 4, 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 6, 8, 10, 12, 14, 16, 18, ]
```