

HOMEWORK2

PROBLEM1:

1.1:

```
public static <T> void fndIth(List<T> l, int i) {  
    if (!l.empty()) {  
        l.findfirst();  
        int count = 1;  
        while (count != i && (!l.last())) {  
            l.findnext();  
            count++;  
        }  
    }  
}
```

1.2:

```
public static <T> void moveBack(List<T> l, int p) {  
    int index = 1;  
    while (!l.last()) {  
        l.findnext();  
        index++;  
    }  
  
    l.findfirst();  
    int size = 1;  
    while (!l.last()) {  
        l.findnext();  
        size++;  
    }  
  
    l.findfirst();  
    for (int i = 0; i < size - index - p; i++)  
        l.findnext();  
}
```

PROBLEM2:

2.1:

```
public void removeK(int k) {  
    for (int i = 0; i < k; i++)  
        current.next = current.next.next;  
}
```

2.2:

```
public void insertBeforeCurrent(T e) {  
    Node<T> newNode = new Node<T>(e);  
    if (current == head) {  
        newNode.next = head;  
        head = newNode;  
    }  
    else {  
        Node<T> previous = head;  
  
        while (previous.next != current)  
            previous = previous.next;  
  
        newNode.next = current;  
        previous.next = newNode;  
    }  
    current = newNode;  
}
```

PROBLEM3:

3.1:

```
public int direction(T e) {
    if (current.data.equals(e))
        return 0;

    Node<T> temp = head;

    while (temp != current) {
        if (temp.data.equals(e))
            return -1;
        temp = temp.next;
    }

    return 1;
}
```

3.2:

```
public static <T extends Comparable<T>> boolean
areReversed(DoubleLinkedList<T> l1, DoubleLinkedList<T> l2) {

    l1.findFirst();
    l2.findFirst();
    int sizeL1 = 1, sizeL2 = 1;
    while (!l1.last()) {
        l1.findNext();
        sizeL1++;
    } // end while

    while (!l2.last()) {
        l2.findNext();
        sizeL2++;
    } // end while

    if (sizeL1 != sizeL2)
        return false;

    l1.findFirst();

    for (int i = 0; i < sizeL1; i++) {

        if (l1.retrieve().compareTo(l2.retrieve()) != 0)
            return false;
        if (!l1.last() && !l2.first()) {
            l1.findNext();
            l2.findPrevious();
        }
    }
    return true;
}
```

PROBLEM4:

4.1:

```
public static <T> void remove(Queue<T> q, int[] pos, int k) {

    int size = q.length();
    int index = 0;
    T data;

    for (int i = 0; i < size; i++) {
        data = q.serve();
        if (i != pos[index])
            q.enqueue(data);
        else if (index < k - 1)
            index++;
    }

}
```

4.2:

```
public class ArrayPQ<T> {
    private int maxsize;
    private int size;
    private int head;
    private PQElement<T>[] data;
    // private int[] priority;

    public ArrayPQ(int n) {
        maxsize = n;
        size = 0;
        head = 0;
        data = (PQElement<T>[]) new PQElement<?>[n];
        // priority = new int[n];
    }

    public boolean full() {
        return size == maxsize;
    }

    public int length() {
        return size;
    }

    public PQElement<T> serve() {
        PQElement<T> temp = data[head];
        head++;
        size--;
        return temp;
    }
}
```

```

public void enqueue(T e, int pty) {
    PQElement<T> temp = new PQElement<T>(e, pty);

    if ((size == 0))
        data[head] = temp;

    else if (pty > data[head].p)
        if (head != 0) {
            data[--head] = temp;
            size++;
            return;
        }

    if (head != 0) {
        for (int x = 0; x < data.length; x++)
            if (head + x < data.length)
                data[x] = data[head + x];
            else
                data[x] = null;

        head = 0;
    }

    int index = head, i = 0;
    if (!(data[head].p < pty)) {
for (i = 0; i < size; i++) {
    if (data[index + 1] != null)
        if (data[index].p >= pty && pty > data[index + 1].p) {
            index++;
            break;
        }
        index++;
    }
}

    for (int j = size - 1; j >= i; j--) {
        data[j + 1] = data[j];
        if (j == index)
            break;
    }

    data[index] = temp;

    size++;
}
}

```

PROBLEM5:

5.1:

```
public static LinkedList<ItemPair> minPairing(LinkedList<Item> items) {
    LinkedPQ<Item> temp = new LinkedPQ<Item>();
    LinkedList<ItemPair> list = new LinkedList<ItemPair>();
    ItemPair b;
    int size;

    items.findfirst();
    while (!items.last()) {
        temp.enqueue(items.retrieve(), items.retrieve().getPrice());
        items.findnext();
    }
    temp.enqueue(items.retrieve(), items.retrieve().getPrice());

    size = temp.length();

    for (int x = 0; x < size; x = x + 2) {
        b = new ItemPair(temp.serve().data, temp.serve().data);
        list.insert(b);
    }
    if (size % 2 != 0) {
        b = new ItemPair(temp.serve().data, null);
        list.insert(b);
    }

    return list;
}
```

5.2:

```
public static LinkedList<ItemPair> maxPairing(LinkedList<Item> items) {
    LinkedPQ<Item> temp = new LinkedPQ<Item>();
    LinkedList<ItemPair> list = new LinkedList<ItemPair>();
    ItemPair b;
    int size;

    items.findfirst();
    while (!items.last()) {
        temp.enqueue(items.retrieve(), items.retrieve().getPrice());
        items.findnext();
    }
    temp.enqueue(items.retrieve(), items.retrieve().getPrice());
    size = temp.length();

    LinkedList<Item> tempList = new LinkedList<Item>();
    for (int i = 0; i < size; i++)
        tempList.insert(temp.serve().data);

    Item item1, item2;
```

```

while (!tempList.empty()) {
    tempList.findfirst();
    item1 = tempList.retrieve();
    tempList.remove();
    if (!tempList.empty()) {
        while (!tempList.last())
            tempList.findnext();

        item2 = tempList.retrieve();
        tempList.remove();
    } else
        item2 = null;

    b = new ItemPair(item1, item2);
    list.insert(b);
}

return list;
}

```

ANTHOER SOLUTION USING ARRAY:

```

public static LinkedList<ItemPair> maxPairing2(LinkedList<Item> items) {
    LinkedPQ<Item> temp = new LinkedPQ<Item>();
    LinkedList<ItemPair> list = new LinkedList<ItemPair>();
    ItemPair b;
    int size;

    items.findfirst();
    while (!items.last()) {
        temp.enqueue(items.retrieve(), items.retrieve().getPrice());
        items.findnext();
    }
    temp.enqueue(items.retrieve(), items.retrieve().getPrice());
    size = temp.length();
    PQElement<Item>[] tempArr = (PQElement<Item>[]) new
PQElement<>[size];

    for (int i = 0; i < size; i++)
        tempArr[i] = temp.serve();

    for (int x = 0; x < size / 2; x++) {
        b = new ItemPair(tempArr[x].data, tempArr[tempArr.length - (x
+ 1)].data);
        list.insert(b);
    }

    return list;
}

```

5.3:

When I use the min pairing method:

The First pair would be : 600SR and 400 SR.

The Second pair would be : 200SR and 100 SR.

The Third pair would be: 80SR and 60SR.

The total will be: 1160 SR instead of 1320SR (when I use the max pairing method).

So, I will gain 160SR.