

Account Object's method time complexity analysis, LDLinkedList data structure.

1-)

String getFollowing(int index)

```
/**
 * @param index The index of the account owner in the Account Following[100] data container
 * @return Returns the name of the account owner in Account Following[1000] data container
 */
public final String getFollowing(int index)
{
    return this.Following.get(index).getName( );
}
```

→ $O(n)$

- get() method searching for an element takes $O(n)$ time in LDLinkedList

$T(n) = O(n)$

2-)

Public final getAccount(int AccID)

```
/**
 * This method finds an specific account that is registered already, and returns its reference
 * @param AccID An integer AccountID of an Account
 * @return Returns reference to the particular Account object whose has ID been given as a parameter, null if it is not exist
 */
public final Account getAccount(int AccID)
{
    Account Admin = new Account( );
    Admin = this.Followers.get(0);
    for(int index = 0; index < Admin.getFollowing( ); index++)
    {
        if(AccID == Admin.Following.get(index).getID( ))
        {
            Account temp = Admin.Following.get(index);
            return temp;
        }
    }
    return null;
}
```

→ $O(n)$
→ $O(n)$
→ $O(n)$
 $T(n) = O(n^2)$

- get() method searching for an element takes $O(n)$ time in LDLinkedList.

$T(n) = O(n^2)$

3-) void listFollowers() and listFollowing()

```
public void listFollowers( )
{
    for(int i = 1 ; i < followers_count; i++)
    {
        if(i == ( followers_count - 1 ))
            System.out.printf("%s.", Followers.get(i).getName( ));
        else
            System.out.printf("%s, ", Followers.get(i).getName( ));
    }
}
/**
 * Displays all the account that has been followed by this account
 * */
public void listFollowing( )
{
    for(int i = 0 ; i < following_count; i++)
    {
        if(i ==(following_count - 1 ))
            System.out.printf("%s.", Following.get(i).getName( ));
        else
            System.out.printf("%s, ", Following.get(i).getName( ));
    }
    System.out.printf("\n");
}
/**
```

- get() method searching for an element takes $O(n)$ time in LDLinkedList.

$T(n) = O(n^2)$

4-)boolean isUserExist (Account)

```
public boolean isUserExist(Account Admin)
{
    boolean checkDuplicates = false ;

    for(int i = 0 ; i < Admin.getFollowing( ); i++)
    {
        if(Admin.getFollowing(i) == this.getName( ))
        {
            System.out.printf("ERROR: This username is already in use.\n");
            checkDuplicates = true;
            break;
        }
        else if(Admin.Following.get(i).getID( ) == this.getID( ))
        {
            System.out.printf("ERROR: This AccountID has already been used by another account.\n");
            checkDuplicates = true;
            break;
        }
    }
    return checkDuplicates;
}
```

- get() method searching for an element takes $O(n)$ time in LDLinkedList.

$$T(n) = O(n^2)$$

5-) public void follow(Account Acc)

```

/**
 * Checks whether given account has already followed or not, if not adds the new Account into Following data container
 * and increases following_count by one.
 * @param Acc An account that is going to be followed by this account
 */
public void follow(Account Acc)
{
    if(isLoggedIn == false)
        System.out.printf("Please log into the Account to perform an action!\n");
    else{
        for(int i = 0; i < getFollowing( ); i++)
            if(Following.get(i).getName( ) == Acc.getName( ))
            {
                System.out.printf("This account has already been followed!\n");
                return;
            }

        Following.add(Acc); // Add the Account into following data container
        following_count++; //Increase following number by one
        Acc.updateFollowers(this);
        String str = String.format("You followed %s", Acc.getName( ));
        this.addToHistory(str);
    }
}

```

Handwritten annotations on the code: $O(n)$ next to the for loop, $O(1)$ next to the return statement, and $O(1)$ next to the add and update methods.

- get() method searching for an element takes $O(n)$ time in LDLinkedList.
- Add() $O(1)$

$$T(n) = O(n^2)$$

6-) public void login()

```

public void login( )
{
    boolean checkLoggedIn = true;
    Account Admin = new Account( );
    Admin = this.Followers.get(0); //Admin's reference, it has reference to all instantiated objects
    for(int i = 0 ; i < Admin.getFollowing( ); i++)
    {
        if( Admin.Following.get(i).isLoggedIn( ) == false) // Checks if is there any account currently active in the system.
        {
            System.out.printf("%s's account is currently logged in, you should logged out first to login again.\n", Admin.Following.get(i).getName());
            checkLoggedIn = false;
            break;
        }
    }

    if( checkLoggedIn == false )
        isLoggedIn = false;
    else
        isLoggedIn = true;
}

```

Handwritten annotations on the code: $O(n)$ next to the for loop, $O(1)$ next to the break statement, and $O(1)$ next to the isLoggedIn assignment.

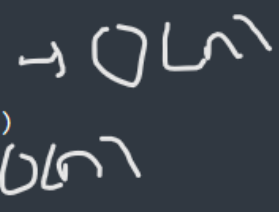
- get() method searching for an element takes $O(n)$ time in LDLinkedList

$$T(n) = O(n^2)$$

7-) public final boolean isAccountFollowed(int accID)

```
public final boolean isAccountFollowed(int accID)
{
    boolean isFollowed = false;

    for(int i = 0; i < this.getFollowing(); i++)
    {
        if(this.Following.get(i).getID() == accID)
        {
            isFollowed = true;
            break;
        }
    }
    return isFollowed;
}
```

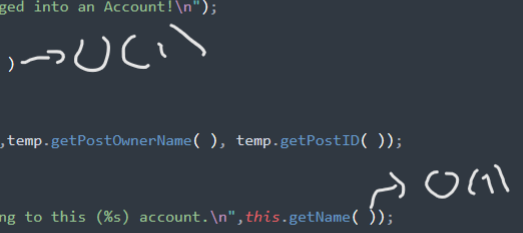


- get() method searching for an element takes $O(n)$ time in LDLinkedList

$$T(n) = O(n^2)$$

8-) void unlike(Like temp)

```
public void unlike(Like temp)
{
    if(isLoggedIn == false)
        System.out.printf("To perform this operation, you must be logged into an Account!\n");
    else
    {
        if( (temp != null) && (temp.getAccountID() == this.getID()) )
        {
            Post findPost = temp.getPost();
            findPost.removeLike(temp);
            String str = String.format("You unliked %s's post id: %d", temp.getPostOwnerName(), temp.getPostID());
            this.addToHistory(str);
        }
        else
            System.out.printf("ERROR: This interaction does not belong to this (%s) account.\n", this.getName());
    }
}
```



Time complexity of removeLike is $O(n)$ worst case, best case $O(1)$

Time complexity of addToHistory is $O(1)$

$$T(n) = O(n)$$

9-) void unComment(Comment temp)

This method has the same code structure, the only difference that is provoking the removeComment method which has a $O(n)$ time complexity

$$T(n) = O(n)$$

9-) public void sendMessage(Message messageReceived)

```

public void sendMessage(Message messageReceived)
{
    if(isAccountFollowed(messageReceived.getReceiverID( )) == true) → O(n²)
    {
        Outbox.add(messageReceived);
        Account Receiver = this.getAccount(messageReceived.getReceiverID( )); → O(1)
        Receiver.addToInbox(messageReceived); → O(1)
        String str = String.format("You sent message to %s",messageReceived.getReceiverName( ));
        this.addToHistory(str); → O(1)
    }
    else
        System.out.printf("To send a message the account must be followed, please follow the account first.\n\n");
}

```

Time complexity of addToInbox is $O(n)$

$$T(n) = O(n^2)$$

10-)

- public void addPost(Post temp)
- public void viewPosts(Account AccObject)
- public void viewHistory()

```

public void addPost(Post temp)
{
    if(isLoggedIn == false)
        System.out.printf("Please log into the Account to share a post!\n");
    else
    {
        this.Posts.add(temp);
        this.Posts.get(Posts.size() - 1).setPostStatus( );
        this.Posts.get(Posts.size() - 1).setAccountID(this.getID( ));
        this.Posts.get(Posts.size() - 1).setAccountName(this.getName( ));
    }
}

/**
 * This method is to display another users all posts.
 * @param Acc An account whose post are going to be displayed
 */
public void viewPosts(Account AccObject)
{
    if(this.isBlocked(AccObject) == true)
        System.out.printf("Error: The post could not be displayed, you might've blocked/been blocked by %s.", AccObject.getName( ));
    else
    {
        System.out.printf("%s's posts...\n", AccObject.getName( ));
        for(int i = 0; i < AccObject.Posts.size( ); i++)
        {
            System.out.printf("(PostID: %d): ", AccObject.Posts.get(i).getPostID( ));
            System.out.printf("%s\n", AccObject.Posts.get(i).getPostContent( ));
        }
        System.out.printf("\n");
    }
}

/**
 * Shows all the history of the actions that has been performed by this Acc.
 */
public void viewHistory( )
{
    if(isLoggedIn == false)
        System.out.printf("To perform this operation, you must be logged into an Account!\n");
    else
    {
        System.out.printf("Displaying the %s's history...\n", this.getName( ));
        for(int i = 0; i < History.size( ); i++)
        {
            System.out.printf("- %s\n", History.get(i));
        }
    }
}

```

Handwritten annotations in the image:

- Next to `this.Posts.add(temp);`: $O(1)$
- Next to `this.Posts.get(Posts.size() - 1).setPostStatus();`: $O(1)$
- Next to `this.Posts.get(Posts.size() - 1).setAccountID(this.getID());`: $O(1)$
- Next to `this.Posts.get(Posts.size() - 1).setAccountName(this.getName());`: $O(1)$
- Next to the `for` loop in `viewPosts`: $O(n)$
- Next to the inner loop body in `viewPosts`: $T(n) = O(n^2)$
- Next to the `for` loop in `viewHistory`: $O(n)$
- Next to the inner loop body in `viewHistory`: $O(1)$
- Overall complexity for `viewHistory`: $T(n) = O(n^2)$

addPost = $O(n)$

viewPost = $O(n^2)$

viewHistory = $O(n^2)$

12-) public void viewPostInteractions(int postID, Account AccObject)

```

public void viewPostInteractions(Post AccPost)
{
    int number_of_likes = AccPost.HowManyLike( );
    int number_of_comments = AccPost.HowManyComments( );

    System.out.printf("(PostID: %d): %s\n", AccPost.getPostID( ), AccPost.getPostContent( ));
    if(number_of_likes > 0)
    {
        System.out.printf("The post has %d like(s).\n", number_of_likes);
        System.out.printf("The post was liked by the following account(s): ");
        for(int i = 0; i < number_of_likes; i++)
        {
            if( (number_of_likes == 1) || (i == number_of_likes - 1) )
                System.out.printf("%s.", AccPost.getWhoLiked(i));
            else
                System.out.printf("%s, ", AccPost.getWhoLiked(i));
        }
    }
    else
        System.out.printf("The post has no likes.");

    System.out.printf("\n");

    if(number_of_comments > 0)
    {
        System.out.printf("The post has %d comment(s)...\n", number_of_comments);
        for(int i = 0; i < number_of_comments; i++)
            System.out.printf("Comment %d: '%s' said '%s'\n", i + 1, AccPost.getWhoCommented(i), AccPost.getCommentContent(i));
    }
    else
        System.out.printf("The post has no comments");

    System.out.printf("\n");
}

```

$T(n) = O(n)$

13-) public void unFollow(Account Acc)

```

*/
public void unFollow(Account Acc)
{
    int index = 0;
    if(this.isAccountFollowed(Acc.getID( )) == true) → O(1)
    {
        index = Following.getIndexOf(Acc); → O(n)
        Following.remove(index); → O(1)
        index = 0;
        following_count = following_count - 1;

        index = Acc.Followers.getIndexOf(this); → O(n)
        Acc.Followers.remove(index); → O(1)
        Acc.followers_count = Acc.followers_count - 1;
        if(this.isBlocked(Acc) == false || Acc.isBlocked(this) == false)
        {
            String str = String.format("You unfollowed %s", Acc.getName( ));
            this.addToHistory(str); → O(1)
        }
    }
    else
        System.out.printf("ERROR: To unfollow an account, it must have been followed before.\n");
}

```

$T(n) = O(n)$

14-) public boolean block(Account Acc)

```

*/
public void block(Account Acc)
{
    if(isBlocked(Acc) == false) //Checks whether Acc has already been blocked before.
    {
        Blocks.add(Acc); → O(1)
        Acc.block2(this); → O(n)
        this.unFollow(Acc); → O(1)
        String str = String.format("You blocked %s", Acc.getName( ));
        this.addToHistory(str); → O(1)
    }
}
public void block2(Account Acc)
{
    Blocks.add(Acc); → O(1)
    this.unFollow(Acc); → O(1)
}
/**

```

$T(n) = O(n)$