

**Gebze Technical University  
Computer Engineering**

**CSE 222 - 2019 Spring**

**HOMEWORK 3 REPORT**

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# 1 INTRODUCTION

## 1.1 Problem Definition

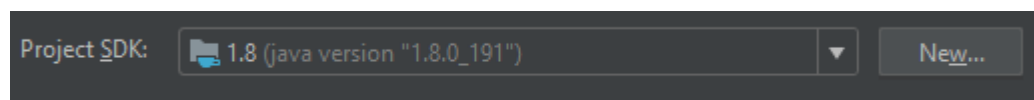
In the 1st part of the given assignment, we were asked to find the components in the text file given to us and to find out how many of them were. In this file, the components are specified by 1, and the components in the neighboring points are named with the same name.

## 1.2 System Requirements

As a system requirement, we will use the stack structure when doing this. We will access and check our components through reading from the file. Components are shown with '1' and empty cells are shown with '0' and all components are separated with whitespace.

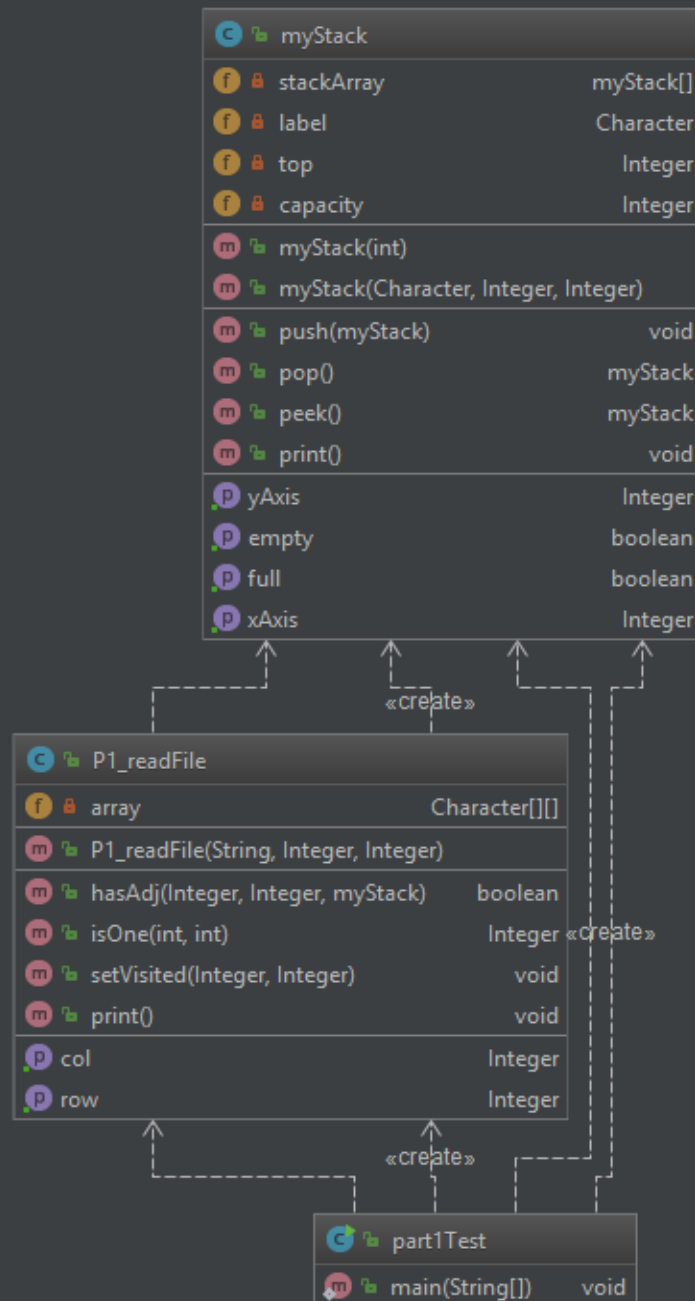
In general, we have 2 classes written for the solution. One of these is the P1\_readFile class, which we will solve using the myStack class and the other using the myStack class.

Program will run on PC with IntelliJ and on Java 8 version.

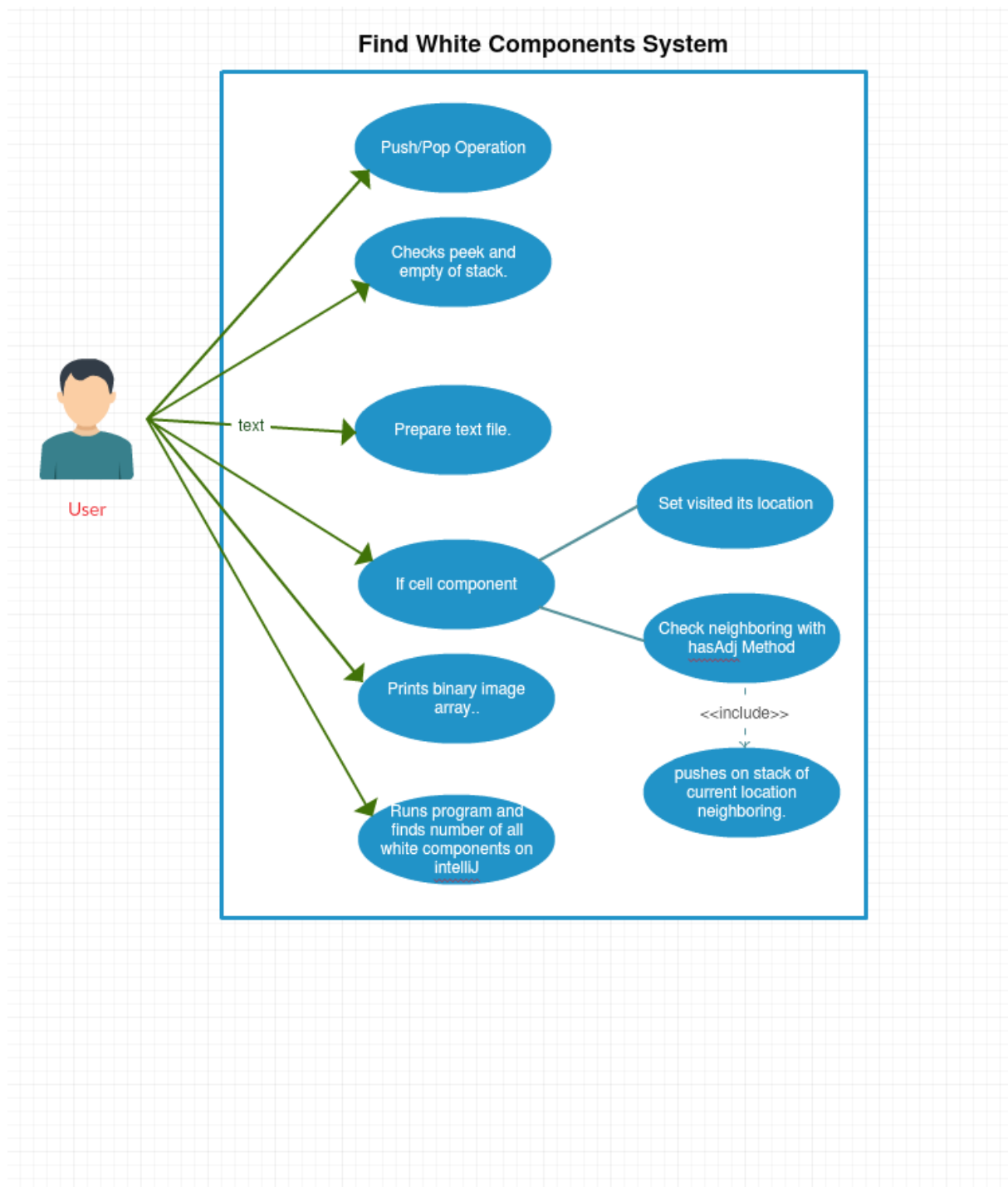


## 2 METHOD

### 2.1 Class Diagrams



## 2.2 Use Case Diagrams



Since it is a single user as user, it will be able to access all public methods. In simple terms, the use - case diagram is shown above. The user will be able to prepare the text file and obtain the number of components in the file.

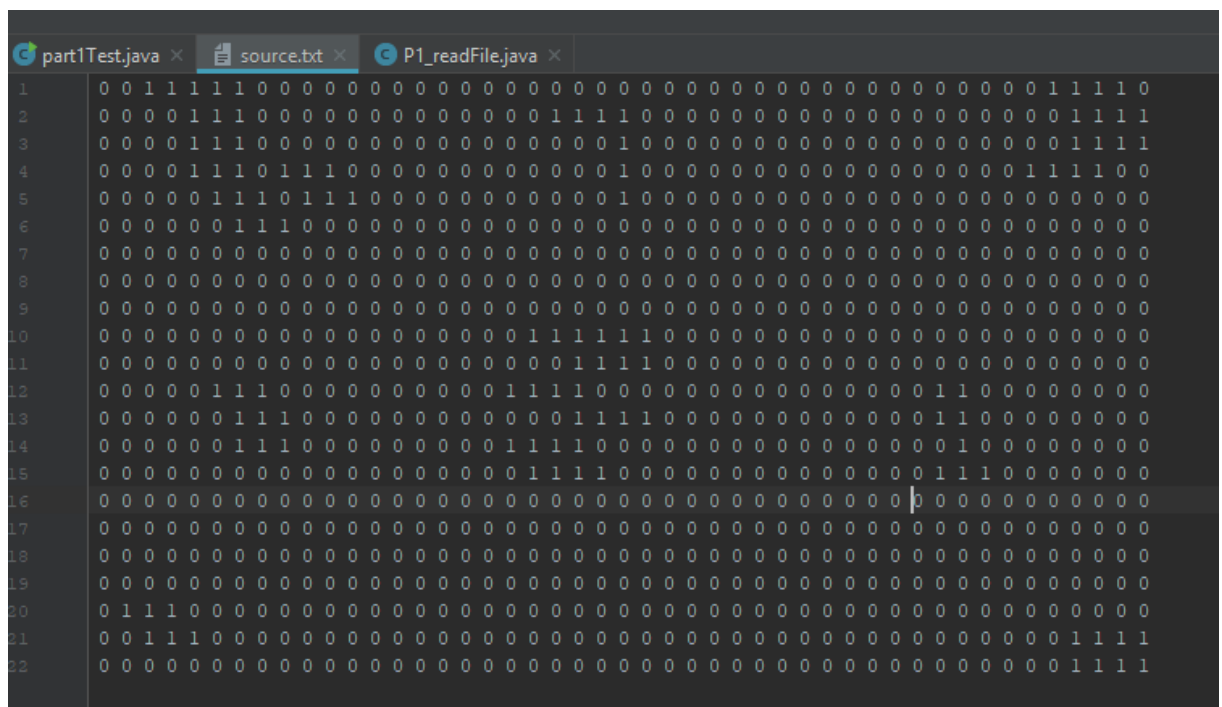
## 2.3 Problem Solution Approach

First of all, I learned the number of lines and columns of the file I read with the file reading process and I sent it to the P1\_readFile constructor and created the object that I will do the operation. There is a two-dimensional character array in this object. I've made this array out of the Whitespace we read from the file. Then I created a stack object by giving the rows and columns of the array we have edited. I visited all the elements on this array, when the component saw its neighbor, if any, push all the neighbors to the stack, by editing the current position with the SetVisited method I reached the number of all the components. Finally I printed edited array and number of White Components. My program complexity is worstcase is  $O(n^m)$ , avarage case is  $O(n*m)$  and best case is  $O(1)$ .

## 3 RESULT

### 3.1 Test Cases

- Main Test
- First I tested it with test file on moodle.



The screenshot shows a code editor with three tabs: 'part1Test.java', 'source.txt', and 'P1\_readFile.java'. The 'source.txt' tab is active, displaying a 22x30 grid of characters. The grid consists of 0s and 1s, representing a binary image or a graph structure. The first few rows show a pattern of 1s and 0s, with a vertical line of 1s on the left side. The grid is as follows:

1	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	
2	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	
3	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	
4	0	0	0	0	1	1	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	
5	0	0	0	0	1	1	1	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
6	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
12	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0
13	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0
14	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0
15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0
16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
20	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
21	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	
22	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	

Figure 1.

- I tested it with test file on moodle but I edited all elements by 1.

The screenshot shows an IDE with three tabs: 'part1Test.java', 'source.txt', and 'P1\_readFile.java'. The 'source.txt' tab is active and displays a 22x30 grid of the number '1'. The rows are numbered 1 to 22 on the left margin. The grid is composed of 22 rows and 30 columns of '1's.

Figure 2

- I tested it with on pdf example.

The screenshot shows an IDE with three tabs: 'part1Test.java', 'source.txt', and 'P1\_readFile.java'. The 'source.txt' tab is active and displays a 7x10 grid of binary digits (0s and 1s). The rows are numbered 1 to 7 on the left margin. The grid is as follows:

1	0	0	0	0	0	0	0	0	0
2	0	0	1	0	0	0	1	0	0
3	0	1	1	1	1	0	0	1	0
4	0	1	1	0	1	0	0	0	1
5	0	0	0	1	1	0	0	0	1
6	0	0	0	0	0	0	0	0	0
7									

Figure 3

- I tested it with on pdf example but I edited all components with '0'.

The screenshot shows an IDE with three tabs: 'part1Test.java', 'source.txt', and 'P1\_readFile.java'. The 'source.txt' tab is active and displays a 6x10 grid of the number '0'. The rows are numbered 1 to 6 on the left margin. The grid is composed of 6 rows and 10 columns of '0's.

Figure 4

All these cases have been tested in MainTest.

### 3.2 Running Results

- **Figure 1 Results**

[illegible]

- **Figure 2 Results**

[illegible]



- **Figure 3 Results**

```
"C:\Program Files\Java\jdk1.8.0_191\bin\java.exe" ...
00000000000
00100010000
01111001010
01101000011
00011000110
00000000000
Before Find Components
00000000000
00x000x0000
0xxx00x0x0
0xx0x0000xx
000xx000xx0
00000000000
After find all Components
The number of White Component ---->      :4

Process finished with exit code 0
```

- **Figure 4 Results**

```
"C:\Program Files\Java\jdk1.8.0_191\bin\java.exe" ...
00000000000
00000000000
00000000000
00000000000
00000000000
00000000000
00000000000
Before Find Components
00000000000
00000000000
00000000000
00000000000
00000000000
00000000000
After find all Components
The number of White Component ---->      :0
```

### 3.3 Algorithm Analysis

All operations are performed and shown in the Main test scenario. However, the sample outputs and algorithm analysis of the methods are given below.

- **hasAdj() Method**

```
/**
 * It checks 4 sides of the current position and find out if it has a neighbor.
 * If it has x or 1 around it is its neighbor then pushes to stack its neighbour. Because; In this way,
 * we have access to all the neighbors around that location.
 * @param r index of row
 * @param c index of column (integer)
 * @param e object of stack to push
 * @return true or false. If it has neighbour returns true else returns false.
 */
public boolean hasAdj(Integer r, Integer c, myStack e){
    int control = 0;
    if(r+1 < row && (array[r+1][c] == '1')){
        if(array[r+1][c] != 'x'){
            control = 1;
            e.push(new myStack(array[r+1][c], r+1, c));
        }
    }
    if(r-1 >= 0 && (array[r-1][c] == '1')){
        if(array[r-1][c] != 'x'){
            control = 1;
            e.push(new myStack(array[r-1][c], r-1, c));
        }
    }
    if(c-1 >= 0 && (array[r][c-1] == '1')){
        if(array[r][c-1] != 'x'){
            control = 1;
            e.push(new myStack(array[r][c-1], r, c-1));
        }
    }
    if(c+1 < col && (array[r][c+1] == '1')){
        if(array[r][c+1] != 'x'){
            control = 1;
            e.push(new myStack(array[r][c+1], r, c+1));
        }
    }
    if(control == 1){
        return true;
    }else{
        return false;
    }
}
```

Algorithm Analysis: It is a method for pushing them into the stack only if there is a component by looking at the right, left, bottom and top positions. Since it has direct access to its neighbors, it has a constant complexity since it has direct access to the constant and push method. That is to say the complexity of the hasAdj method is  $\Theta(1)$ .

- **getRow(), isOne() and getCol() Methods**

```
/**
 * It checks whether the current location is component or empty.
 * @param r index of row.
 * @param c index of column.
 * @return If it is component returns 1 else returns 0.
 */
public Integer isOne(int r, int c){
    if(array[r][c] == '1'){
        return 1;
    }
    return 0;
}

public Integer getRow() { return row; }

public Integer getCol() { return col; }
```

Algorithm Analysis: All these method's complexity is  $\Theta(1)$ .

- **setVisited() and print() Methods**

```
/**
 * X is placed so that the current location will not be visited again.
 * @param i index of row.
 * @param j index of column.
 */
public void setVisited(Integer i, Integer j){
    array[i][j] = 'x';
}

/**
 * Prints all map on console.
 */
public void print(){
    for(int i=0; i<row; ++i){
        for (int j = 0; j <col ; j++) {
            System.out.print(array[i][j]);
        }
        System.out.println();
    }
}
```

Algorithm Analysis: print() method's complexity  $\Theta(n)$  because it visits all elements and prints on the console. setVisited() method's complexity is  $\Theta(1)$  because it set direct index of array and replace 'x' that current location.