

CS21120 Assignment 1 – Competition Management System Report

I successfully attempted both Single Elimination and Double Elimination in this assignment, unfortunately I did not work on Bubble Sort. The resources I used to help me for the assignment was Bernie Tiddeman (bpt@aber.ac.uk) slides on blackboard titled 'Queues and list implementations.'

To create a Queue I first of all created an interface which had all the different methods required for the Queue. In terms of how I decided on what the methods this would be; I looked at the slides on Blackboard and I also looked at the assignment specification and decided what methods would be appropriate for my Queue.

In terms of Single Elimination I created one queue and cycled through it by using the next match, the winner of the match would then be placed onto the back of the queue where as the loser of the match would be discarded, for Single Elimination it is only possible to return a winner and consequently when Single Elimination is completed my code prints a message saying the winner and that determining a runner up using Single Elimination is not possible.

For the Double Elimination I created two different queues one was a winners queue and the other was the losers queue, all the different teams started out on the winners queue. When the winners queue is bigger than the losers queue, the match is the first two elements on the winners queue. The winner of that match from the winners queue is then put onto the back of the winners queue and the loser is placed onto the back of the losers queue. When the losers queue is longer than the winners queue then the first two elements from the losers queue have a match; the winner of the match is put back onto the back of the losers queue and the loser of the match is completely discarded. This goes on until there is only 1 element on both the winners queue and the losers queue, this is then the final and the two teams have a match. The winner of the match becomes the overall winner and the loser of the match becomes the runner up.

In terms of testing I used JUnit to test both Single Elimination and Double Elimination, it is however worth pointing out that in my SingleEliminationTest class I have also tested the basic functions of the queue to ensure that the queue works properly along with the actual single elimination implementation of the queue I felt that doing this again in the DoubleEliminationTest class would be unnecessary and consequently I only tested the double elimination implementation in that class.

Output of Tests

The screenshot displays the Eclipse IDE interface with two screenshots of test results. The top screenshot shows the `SingleEliminationTest` class, and the bottom screenshot shows the `DoubleEliminationTest` class. Both tests are run using JUnit, and the results are displayed in the Console window.

SingleEliminationTest Results:

- Runs: 8/8
- Errors: 0
- Failures: 0
- Test cases passed: 8
- Test cases: `testAddingToQueue` (0.001 s), `testLengthIsCorrect` (0.000 s), `checkFinal` (0.000 s), `checkMatch` (0.006 s), `testQueueEmptyBoolean` (0.000 s), `checkExternalData` (0.001 s), `testClearing` (0.000 s), `checkAddToBack` (0.001 s)

DoubleEliminationTest Results:

- Runs: 5/5
- Errors: 0
- Failures: 0
- Test cases passed: 5
- Test cases: `bothQueuesAddData` (0.001 s), `winnersQueueLonger` (0.006 s), `checkExternalData` (0.001 s), `fianlLosersQueue` (0.000 s), `losersQueueLonger` (0.001 s)