

# TSYS School of Computer Science CPSC 2018 – Data Structures Fall 2022

Instructor: Dr. Abid

Project#3: Graphs

Due date: Monday, Nov 28<sup>th</sup>, before 11:59 am. Graded: /100

### **Specifications:**

- This project is meant to practice in-class acquired 'conceptual knowledge' about 'Graphs'.
- You will write a "Program" to manage a set of vehicles communicating between each other alike in 'automotive cars'. Every vehicle is equipped with an 'Antenna' whose 'Connectivity Range' is given as input (in meters).
- We assume that we know the exact position of every vehicle using GPS (Global Positioning System)

# Implementation:

- Adopt the 'Adjacency List' implementation of Graphs.
- Build your graph by reading from a text file.

#### Input

• The file will have the following format:

5 250 25.11 50.5 20.23 50.5 50.23 100.11 100.00 -200.01 -5.05 -150.01

- The First line specifies the number of vehicles.
- The second line specifies the transmission range (in meters / a double).
- Every successive line contains the coordinates of the n Vehicle.
  Seeking simplicity, every vehicle/vertex will be assigned an incremental integer ID starting from 0.
  - We will use our own file to test your programs. So, use the same file naming <u>"data.txt"</u>, and put the data file in the same directory as the .exe!
  - Be careful when building the 'Adjacency List':

- NB The insertion (in the adjacency list (linked list/vector) of each vertex)) should be done in an increasing order of the "Distance" value between the vehicles, i.e., the first node in the adjacency list/queue is the closest among all adjacent nodes.
  - We assume "Wireless Communication" is a Full-Duplex one (i.e., Undirected Graphs)

# Output:

The program will display a menu with the following operations:

- 1. Display All Edges
  - in the format (1, 2, 5) [Third parameter is the weight of the edge (i.e., distance)]
- 2. Display Adjacent Vehicles
  - for a given vehicle (by ID)
- 3. Move a Vehicle
  - o Changing the Vehicle Coordinates (for a Vehicle given by ID)
  - o Input: VehicleID, (new) Coordinates
  - o The corresponding Adjacency List will change as a consequence!
- 4. DFS
  - o from a given vehicle
  - Ask for a vehicle to start from, then display 'reachable' vertices
- 5. BFS
  - o from a given vehicle
  - Ask for a vehicle to start from, then display 'reachable' edges
    - **► V. IMP**: The DFS and BFS traversals output <u>should be unique</u>, <u>thanks to the</u> "Constraint" on the in-order insertion of edges (based on distance value) in the Adjacency List.
- 6. MST
  - o Prim Algorithm
  - Display MST Edges in increasing order of distance.
- 7. Shortest Path: (Optional/Bonus: +10 pts)
  - Ask for Start and Destination then
  - Display the Path: Edge by Edge
  - Display the Min Distance/Cost (Sum of distances)
- 8. Quit

The Menu is a looped one and the only way to exit is to select 'Quit'

### **Deliverables**

- You have to record a 5-10 min demonstration with the following ingredients:
  - o Briefly introducing your name and course/semester
  - Skimming over the code (explain major functionalities and Graph implementation)

- Running the program going through all specified functionalities
  (1-7) and explaining/highlighting any defect in case there are any.
- Upload your recording to Youtube and share the link as part of your submission in CougarView (You don't need to upload the video: only share the youtube link – e.g., in a comment/text in the submission page). Make sure your recording is unlisted or public (unlisted means only the ones with a link can access it).
- <u>.zip</u> your project folder (in IntellijIDEA) name it Stud#1LastName\_Stud#2LastName\_Stud#3LastName.zip and submit it (only one team member submits)
  - **☞** Good Will!

## Lateness:

According to the Syllabus, a 24-hrs lateness induces a -15% (cumulative) penalty.









Remember - PLAGIARISM will be SEVERLY PENALIZED!