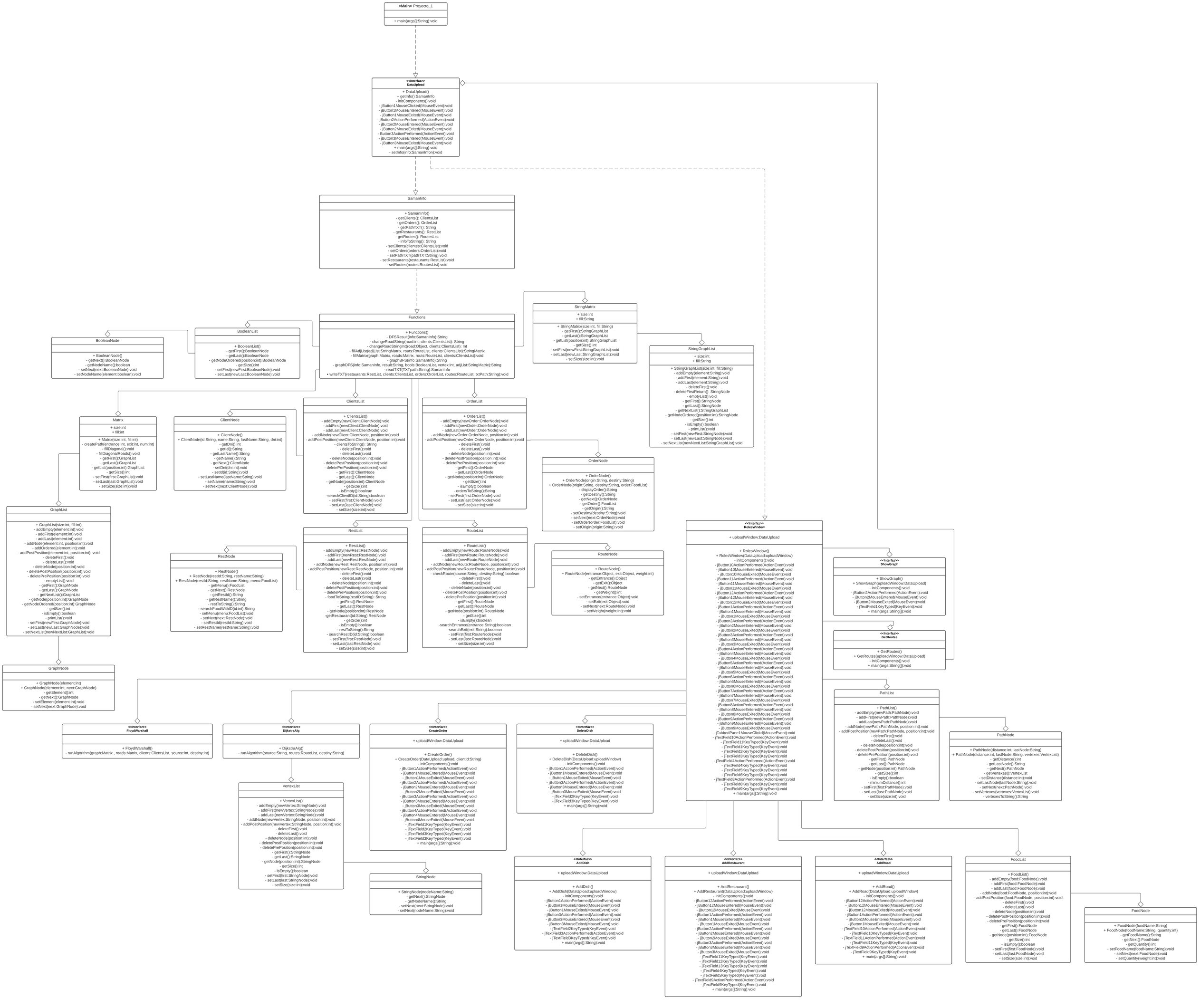
<Main> Proyecto_1
+ main(args[]:String):void
<<Interfaz>>
DataUpload
+ DataUpload()
+ getInfo():SamanInfo
- initComponents():void
- jButton1MouseClicked(MouseEvent):void
- jButton1MouseEntered(MouseEvent):void
- jButton1MouseExited(MouseEvent):void
- jButton2ActionPerformed(ActionEvent):void
- jButton2MouseEntered(MouseEvent):void
- jButton2MouseExited(MouseEvent):void
- Button3ActionPerformed(ActionEvent):void
- jButton3MouseEntered(MouseEvent):void
- jButton3MouseExited(MouseEvent):void
+ main(args[]:String):void
- setInfo(info:SamanInfon):void
SamanInfo
+ SamanInfo()
- getClients(): ClientsList
- getOrders(): OrderList
- getPathTXT(): String
- getRestaurants(): RestList
- getRoutes(): RoutesList
- infoToString(): String
- setClients(clientes:ClientsList):void
- setOrders(orders:OrderList):void
- setPathTXT(pathTXT:String):void
- setRestaurants(restaurants:RestList):void
- setRoutes(routes:RoutesList):void
Functions
+ Functions()
- DFSResult(info:SamanInfo):String
- changeRoadString(road:int, clients:ClientsList): String
- changeRoadStringInt(road:Object, clients:ClientsList): Int
- fillAdjList(adjList:StringMatrix, routs:RouteList, clients:ClientsList):StringMatrix
- fillMatrix(graph:Matrix, roads:Matrix, routs:RouteList, clients:ClientsList):void
- graphBFS(info:SamanInfo):String
- graphDFS(info:SamanInfo, result:String, bools:BooleanList, vertex:int, adjList:StringMatrix):String
- readTXT(TXTpath:String):SamanInfo
• writeTXT(restaurants:RestList, clients:ClientsList, orders:OrderList, routes:RouteList, txtPath:String):void
StringMatrix
+ size:int
+ fill:String
+ StringMatrix(size:int, fill:String)
- getFirst():StringGraphList
- getLast():StringGraphList
- getList(position:int):StringGraphList
- getSize():int
- setFirst(newFirst:StringGraphList):void
- setLast(newLast:StringGraphList):void
- setSize(size:int):void
StringGraphList
+ size:int
+ fill:String
+ StringGraphList(size:int, fill:String)
- addEmpty(element:String):void
- addFiirst(element:String):void
- addLast(element:String):void
- deleteFirst():void
- deleteFirstReturn(): StringNode
- emptyList():void
- getFirst():StringNode
- getLast():StringNode
- getNextList():StringGraphList
- getNodeOrdered(position:int):StringNode
- getSize():int
- isEmpty():boolean
- printList():void
- setFirst(newFirst:StringNode):void
- setLast(newLast:StringNode):void
- setNextList(newNextList:StringGraphList):void
BooleanNode
+ BooleanNode()
- getNext():BooleanNode
- getNodeName():boolean
- setNext(next:BooleanNode):void
- setNodeName(element:boolean):void
BooleanList
+ BooleanList()
- getFirst():BooleanNode
- getLast():BooleanNode
- getNodeOrdered(position:int):BooleanNode
- getSize():int
- setFirst(newFirst:BooleanNode):void
- setLast(newLast:BooleanNode):void
Matrix
+ size:int
+ fill:int
+ Matrix(size:int, fill:int)
- createPath(entrance:int, exit:int, num:int)
- fillDiagonal():void
- fillDiagonalRoads():void
- getFirst():GraphList
- getLast():GraphList
- getList(position:int):GraphList
- getSize():int
- setFirst(first:GraphList):void
- setLast(last:GraphList):void
- setSize(size:int):void
ClientNode
+ ClientNode()
+ ClientNode(id:String, name:String, lastName:String, dni:int)
- getDni():int
- getId():String
- getLastName():String
- getName():String
- getNext():ClientNode
- setDni(dni:int):void
- setId(id:String):void
- setLastName(lastName:String):void
- setName(name:String):void
- setNext(next:ClientNode):void
ClientsList
+ ClientsList()
- addEmpty(newClient:ClientNode):void
- addFirst(newClient:ClientNode):void
- addLast(newClient:ClientNode):void
- addNode(newClient:ClientNode, position:int):void
- addPostPosition(newClient:ClientNode, position:int):void
- clientsToString(): String
- deleteFirst():void
- deleteLast():void
- deleteNode(position:int):void
- deletePostPosition(position:int):void
- deletePrePosition(position:int):void
- getFirst():ClientNode
- getLast():ClientNode
- getNode(position:int):ClientNode
- getSize():int
- isEmpty():boolean
-searchClientID(id:String):boolean
- setFirst(first:ClientNode):void
- setLast(last:ClientNode):void
- setSize(size:int):void
OrderList
+ OrderList()
- addEmpty(newOrder:OrderNode):void
- addFirst(newOrder:OrderNode):void
- addLast(newOrder:OrderNode):void
- addNode(newOrder:OrderNode, position:int):void
- addPostPosition(newOrder:OrderNode, position:int):void
- deleteFirst():void
- deleteLast():void
- deleteNode(position:int):void
- deletePostPosition(position:int):void
- deletePrePosition(position:int):void
- getFirst():OrderNode
- getLast():OrderNode
- getNode(position:int):OrderNode
- getSize():int
- isEmpty():boolean
- ordersToString():String
- setFirst(first:OrderNode):void
- setLast(last:OrderNode):void
- setSize(size:int):void
OrderNode
+ OrderNode()
+ OrderNode(origin:String, destiny:String)
+ OrderNode(origin:String, destiny:String, order:FoodList)
- displayOrder():String
- getDestiny():String
- getNext():OrderNode
- getOrder():FoodList
- getOrigin():String
- setDestiny(destiny:String):void
- setNext(next:OrderNode):void
- setOrder(order:FoodList):void
- setOrigin(origin:String):void
GraphList
+ GraphList(size:int, fill:int)
- addEmpty(element:int):void
- addFirst(element:int):void
- addLast(element:int):void
- addNode(element:int, position:int):void
- addOrdered(element:int):void
- addPostPosition(element:int, position:int): void
- deleteFirst():void
- deleteLast():void
- deleteNode(position:int):void
- deletePostPosition(position:int):void
- deletePrePosition(position:int):void
- emptyList():void
- getFirst():GraphNode
- getLast():GraphNode
- getNextList():GraphList
- getNode(position:int):GraphNode
- getNodeOrdered(position:int):GraphNode
- getSize():int
- isEmpty():boolean
- setFirst(newFirst:GraphNode):void
- setLast(newLast:GraphNode):void
- setNextList(newNextList:GraphList):void
GraphNode
+ GraphNode(element:int)
+ GraphNode(element:int, next:GraphNode)
- getElement():int
- getNext():GraphNode
- setElement(element:int):void
- setNext(next:GraphNode):void
RestNode
+ RestNode()
+ RestNode(restId:String, restName:String)
+ RestNode(restId:String, restName:String, menu:FoodList)
- getMenu():FoodList
- getNext():RestNode
- getRestId():String
- getRestName():String
- restToString():String
- searchFoodWithID(id:int):String
- setMenu(menu:FoodList):void
- setNext(next:RestNode):void
- setRestId(restId:String):void
- setRestName(restName:String):void
RestList
+ RestList()
- addEmpty(newRest:RestNode):void
- addFirst(newRest:RestNode):void
- addLast(newRest:RestNode):void
- addNode(newRest:RestNode, position:int):void
- addPostPosition(newRest:RestNode, position:int):void
- deleteFirst():void
- deleteLast():void
- deleteNode(position:int):void
- deletePostPosition(position:int):void
- deletePrePosition(position:int):void
- foodToString(restID:String): String
- getFirst():RestNode
- getLast():RestNode
- getNode(position:int):RestNode
-getRestaurant(id:String):RestNode
- getSize():int
- isEmpty():boolean
- restToString():String
- searchRestID(id:String):boolean
- setFirst(first:RestNode):void
- setLast(last:RestNode):void
- setSize(size:int):void
RouteList
+ RouteList()
- addEmpty(newRoute:RouteNode):void
- addFirst(newRoute:RouteNode):void
- addLast(newRoute:RouteNode):void
- addNode(newRoute:RouteNode, position:int):void
- addPostPosition(newRoute:RouteNode, position:int):void
- checkRoute(source:String, destiny:String):boolean
- deleteFirst():void
- deleteLast():void
- deleteNode(position:int):void
- deletePostPosition(position:int):void
- deletePrePosition(position:int):void
- getFirst():RouteNode
- getLast():RouteNode
- getNode(position:int):RouteNode
- getSize():int
- isEmpty():boolean
-searchEntrance(entrance:String):boolean
-searchExit(exit:String):boolean
- setFirst(first:RouteNode):void
- setLast(last:RouteNode):void
- setSize(size:int):void
RouteNode
+ RouteNode()
+ RouteNode(entrance:Object, exit:Object, weight:int)
- getEntrance():Object
- getExit():Object
- getNext():RouteNode
- getWeight():int
- setEntrance(entrance:Object):void
- setExit(exit:Object):void
- setNext(next:RouteNode):void
- setWeight(weight:int):void
<<Interfaz>>
RolesWindow
+ uploadWindow:DataUpload
+ RolesWindow()
+ RolesWindow(Data.Upload:uploadWindow)
- initComponents():void
- jButton10ActionPerformed(ActionEvent):void
- jButton10MouseEntered(MouseEvent):void
- jButton10MouseExited(MouseEvent):void
- jButton11ActionPerformed(ActionEvent):void
- jButton11MouseEntered(MouseEvent):void
- jButton11MouseExited(MouseEvent):void
- jButton12ActionPerformed(ActionEvent):void
- jButton12MouseEntered(MouseEvent):void
- jButton12MouseExited(MouseEvent):void
- jButton1ActionPerformed(ActionEvent):void
- jButton1MouseEntered(MouseEvent):void
- jButton1MouseExited(MouseEvent):void
- jButton2ActionPerformed(ActionEvent):void
- jButton2MouseEntered(MouseEvent):void
- jButton2MouseExited(MouseEvent):void
- jButton3ActionPerformed(ActionEvent):void
- jButton3MouseEntered(MouseEvent):void
- jButton3MouseExited(MouseEvent):void
- jButton4ActionPerformed(ActionEvent):void
- jButton4MouseEntered(MouseEvent):void
- jButton4MouseExited(MouseEvent):void
- jButton5ActionPerformed(ActionEvent):void
- jButton5MouseEntered(MouseEvent):void
- jButton5MouseExited(MouseEvent):void
- jbutton6ActionPerformed(ActionEvent):void
- jButton6MouseEntered(MouseEvent):void
- jButton6MouseExited(MouseEvent):void
- jButton7ActionPerformed(ActionEvent):void
- jButton7MouseEntered(MouseEvent):void
- jButton7MouseExited(MouseEvent):void
- jButton8ActionPerformed(ActionEvent):void
- jButton8MouseEntered(MouseEvent):void
- jButton8MouseExited(MouseEvent):void
- jButton9ActionPerformed(ActionEvent):void
- jButton9MouseEntered(MouseEvent):void
- jButton9MouseExited(MouseEvent):void
- jTabbedPane1MouseClickd(MouseEvent):void
- jTextField10ActionPerformed(ActionEvent):void
- jTextField11KeyTyped(KeyEvent):void
- jTextField1KeyTyped(KeyEvent):void
- jTextField2KeyTyped(KeyEvent):void
- jTextField3KeyTyped(KeyEvent):void
- jTextField4ActionPerformed(ActionEvent):void
- jTextField4KeyTyped(KeyEvent):void
- jTextField5KeyTyped(KeyEvent):void
- jTextField6KeyTyped(KeyEvent):void
- jTextField8ActionPerformed(ActionEvent):void
- jTextField8KeyTyped(KeyEvent):void
- jTextField9KeyTyped(KeyEvent):void
+ main(args[]:String):void
<<Interfaz>>
ShowGraph
+ ShowGraph()
+ ShowGraph(uploadWindow:Data.Upload)
- initComponents():void
- jButton2ActionPerformed(ActionEvent):void
- jButton2MouseEntered(MouseEvent):void
- jButton2MouseExited(MouseEvent):void
- jTextField1KeyTyped(KeyEvent):void
+ main(args:String[]):void
<<Interfaz>>
GetRoutes
+ GetRoutes()
+ GetRoutes(uploadWindow:DataUpload)
- initComponents():void
+ main(args:String[]):void
PathList
+ PathList()
- addEmpty(newPath:PathNode):void
- addFirst(newPath:PathNode):void
- addLast(newPath:PathNode):void
- addNode(newPath:PathNode, position:int):void
- addPostPosition(newPath:PathNode, position:int):void
- deleteFirst():void
- deleteLast():void
- deleteNode(position:int):void
- deletePostPosition(position:int):void
- deletePrePosition(position:int):void
- getFirst():PathNode
- getLast():PathNode
- getNode(position:int):PathNode
- getSize():int
- isEmpty():boolean
- miniumDistance():int
- setFirst(first:PathNode):void
- setLast(last:PathNode):void
- setSize(size:int):void
PathNode
+ PathNode(distance:int, lastNode:String)
+ PathNode(distance:int, lastNode:String, vertexes:VertexList)
- getDistance():int
- getLastNode():String
- getNext():PathNode
- getVertexes():VertexList
- setDistance(distance:int):void
- setLastNode(lastNode:String):void
- setNext(next:PathNode):void
- setVertexes(vertexes:VertexList):void
- vertexesToString():String
<<Interfaz>>
FloydWarshall
+ FloydWarshall()
- runAlgorithm(graph:Matrix , roads:Matrix, clients:ClientsList, source:int, destiny:int)
<<Interfaz>>
DijkstraAlg
+ DijkstraAlg()
- runAlgorithm(source:String, routes:RouteList, destiny:String)
VertexList
+ VertexList()
- addEmpty(newVertex:StringNode):void
- addFirst(newVertex:StringNode):void
- addLast(newVertex:StringNode):void
- addNode(newVertex:StringNode, position:int):void
- addPostPosition(newVertex:StringNode, position:int):void
- deleteFirst():void
- deleteLast():void
- deleteNode(position:int):void
- deletePostPosition(position:int):void
- deletePrePosition(position:int):void
- getFirst():StringNode
- getLast():StringNode
- getNode(position:int):StringNode
- getSize():int
- isEmpty():boolean
- setFirst(first:StringNode):void
- setLast(last:StringNode):void
- setSize(size:int):void
StringNode
+ StringNode(nodeName:String)
- getNext():StringNode
- getNodeName():String
- setNext(next:StringNode):void
- setNext(nodeName:String):void
<<Interfaz>>
CreateOrder
+ uploadWindow:DataUpload
+ CreateOrder()
+ CreateOrder(DataUpload:upload, clientId:String)
- initComponents():void
- jButton1ActionPerformed(ActionEvent):void
- jButton1MouseEntered(MouseEvent):void
- jButton1MouseExited(MouseEvent):void
- jButton2ActionPerformed(ActionEvent):void
- jButton2MouseEntered(MouseEvent):void
- jButton2MouseExited(MouseEvent):void
- jButton3ActionPerformed(ActionEvent):void
- jButton3MouseEntered(MouseEvent):void
- jButton3MouseExited(MouseEvent):void
- jButton4ActionPerformed(ActionEvent):void
- jButton4MouseEntered(MouseEvent):void
- jButton4MouseExited(MouseEvent):void
- jTextField1KeyTyped(KeyEvent):void
- jTextField2KeyTyped(KeyEvent):void
- jTextField3KeyTyped(KeyEvent):void
- jTextField4KeyTyped(KeyEvent):void
+ main(args[]:String):void
<<Interfaz>>
DeleteDish
+ uploadWindow:DataUpload
+ DeleteDish()
+ DeleteDish(DataUpload:uploadWindow)
- initComponents():void
- jButton1ActionPerformed(ActionEvent):void
- jButton1MouseEntered(MouseEvent):void
- jButton1MouseExited(MouseEvent):void
- jButton3ActionPerformed(ActionEvent):void
- jButton3MouseEntered(MouseEvent):void
- jButton3MouseExited(MouseEvent):void
- jTextField2KeyTyped(KeyEvent):void
- jTextField3KeyTyped(KeyEvent):void
+ main(args[]:String):void
<<Interfaz>>
AddDish
+ uploadWindow:DataUpload
+ AddDish()
+ AddDish(DataUpload:uploadWindow)
- initComponents():void
- jButton1ActionPerformed(ActionEvent):void
- jButton1MouseEntered(MouseEvent):void
- jButton1MouseExited(MouseEvent):void
- jButton3ActionPerformed(ActionEvent):void
- jButton3MouseEntered(MouseEvent):void
- jButton3MouseExited(MouseEvent):void
- jTextField2KeyTyped(KeyEvent):void
- jTextField3ActionPerformed(ActionEvent):void
- jTextField3KeyTyped(KeyEvent):void
+ main(args[]:String):void
<<Interfaz>>
AddRestaurant
+ uploadWindow:DataUpload
+ AddRestaurant()
+ AddRestaurant(DataUpload:uploadWindow)
- initComponents():void
- jButton12ActionPerformed(ActionEvent):void
- jButton12MouseEntered(MouseEvent):void
- jButton12MouseExited(MouseEvent):void
- jButton1ActionPerformed(ActionEvent):void
- jButton1MouseEntered(MouseEvent):void
- jButton1MouseExited(MouseEvent):void
- jButton2ActionPerformed(ActionEvent):void
- jButton2MouseEntered(MouseEvent):void
- jButton2MouseExited(MouseEvent):void
- jButton3ActionPerformed(ActionEvent):void
- jButton3MouseEntered(MouseEvent):void
- jButton3MouseExited(MouseEvent):void
- jTextField11KeyTyped(KeyEvent):void
- jTextField12KeyTyped(KeyEvent):void
- jTextField13KeyTyped(KeyEvent):void
- jTextField4KeyTyped(KeyEvent):void
- jTextField5KeyTyped(KeyEvent):void
- jTextField9ActionPerformed(ActionEvent):void
- jTextField9KeyTyped(KeyEvent):void
+ main(args[]:String):void
<<Interfaz>>
AddRoad
+ uploadWindow:DataUpload
+ AddRoad()
+ AddRoad(DataUpload:uploadWindow)
- initComponents():void
- jButton12ActionPerformed(ActionEvent):void
- jButton12MouseEntered(MouseEvent):void
- jButton12MouseExited(MouseEvent):void
- jButton1ActionPerformed(ActionEvent):void
- jButton1MouseEntered(MouseEvent):void
- jButton1MouseExited(MouseEvent):void
- jTextField10ActionPerformed(ActionEvent):void
- jTextField10KeyTyped(KeyEvent):void
- jTextField11ActionPerformed(ActionEvent):void
- jTextField11KeyTyped(KeyEvent):void
- jTextField9ActionPerformed(ActionEvent):void
- jTextField9KeyTyped(KeyEvent):void
+ main(args[]:String):void
FoodList
+ FoodList()
- addEmpty(food:FoodNode):void
- addFirst(food:FoodNode):void
- addLast(food:FoodNode):void
- addNode(food:FoodNode, position:int):void
- addPostPosition(food:FoodNode, position:int):void
- deleteFirst():void
- deleteLast():void
- deleteNode(position:int):void
- deletePostPosition(position:int):void
- deletePrePosition(position:int):void
- getFirst():FoodNode
- getLast():FoodNode
- getNode(position:int):FoodNode
- getSize():int
- isEmpty():boolean
- setFirst(first:FoodNode):void
- setLast(last:FoodNode):void
- setSize(size:int):void
FoodNode
+ FoodNode(foodName:String)
+ FoodNode(foodName:String, quantity:int)
- getFoodName():String
- getNext():FoodNode
- getQuantity():int
- setFoodName(foodName:String):void
- setNext(next:FoodNode):void
- setQuantity(weight:int):void