

Firstly this code opens the input file and reads it. To store and classify the data, code firstly split the spaces and gets the information about station names, station coordinates, RGB values for the colors of metro lines, breakpoints and the metro line names that breakpoints are belong to. While reading, the code stores the information in arraylists by making use of indexing. A station's index in the station list is the same as its coordinates' index in the coordinate list. After classifying all the data, the code takes input from the user, firstly checks whether the stations are valid. If not, gives the error message and returns the program. Afterwards, the program finds the neighbors of the breakpoints so that the findWay method can be called to check there is a way or not. If not, which means method returns false, code gives the error message and returns the program. If there is a way, program prints the path to follow to reach the target station.

StdDraw Part: The code firstly draws the lines by iterating over the station list. For each metro line, each neighbor-pair stations are connected to each other by a line. (Since we have the coordinates of stations, it is just drawing a line from a point to the another.) Then the stations are drawn as white points. Afterwards, to reach the animation format, current station is drawn by colored big point and each iteration, it is updated. Additionally, visited stations are kept in a list and they are updated as well, so that we can draw them as colored but smaller points. Finally, station names are written.

The code consists of two methods: getLineOfStation and findWay. These methods are written to find the index of metro line of a given station and to find a way from a starting station to a target.

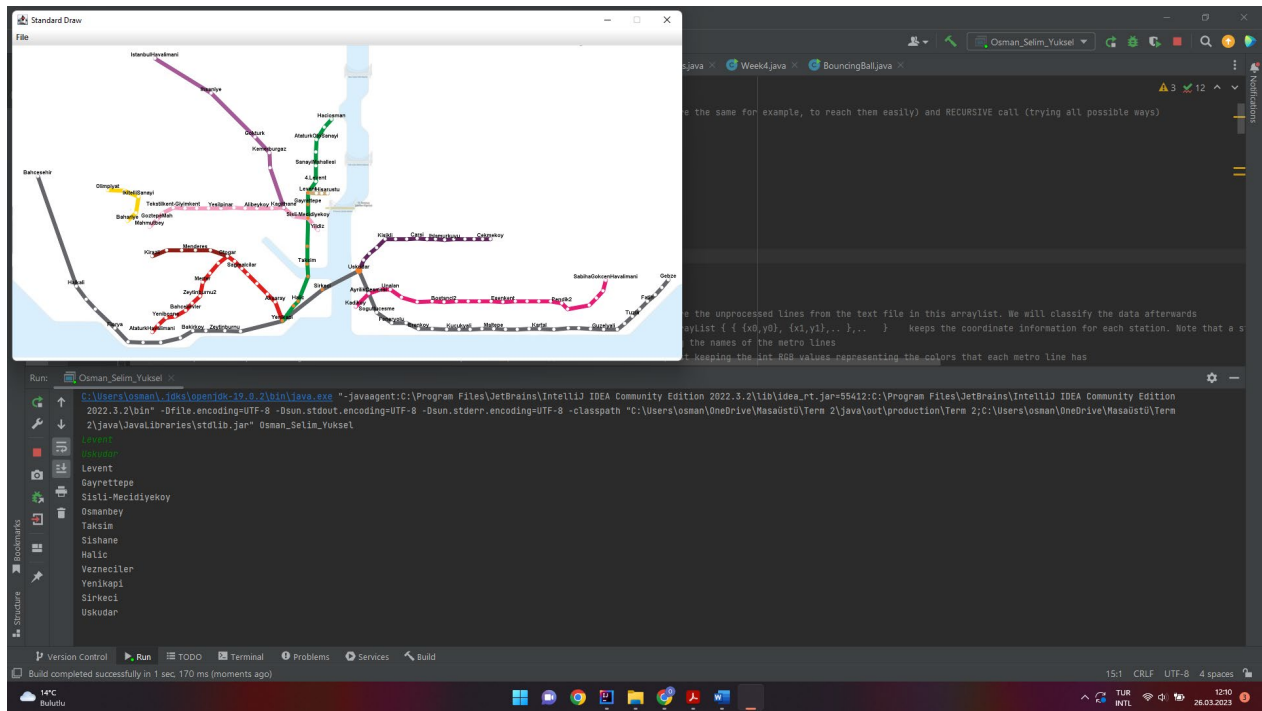
Method 1: getLineOfStation This method takes two parameters; an ArrayList<ArrayList<String>> stations2D (Master station arraylist) and a String. It returns an integer value that represents the index of the metro line that the given station stays on. The method uses a for loop to iterate over the master 2D station ArrayList. Then, for each metro line, it checks whether the station exists in that line. If the station exists in the metro line, the method stores the index of the metro line and sets the flag variable to true, then it breaks the loop. If the flag variable is still false after the loop, it returns -1 which means that the station is not valid. Otherwise, it returns the index of the metro line.

Method 2: findWay This method takes six parameters; ArrayList<ArrayList<String>> breakpointNeighborList, ArrayList<String> brkPoints, ArrayList<ArrayList<String>> stations2D, ArrayList<String> roadMap, String sourceStation, and String targetStation. It also returns a boolean value that indicates whether there is a way from the starting station to the target or not. If there is a way, it updates the roadmap list which contains the path to go. The method first finds the metro line of the source station using the getLineOfStation method. Then, it finds the indices of the source and target stations in their respective metro line lists. If the source station is equal to the target station, the method adds the target station to the roadmap and returns true.

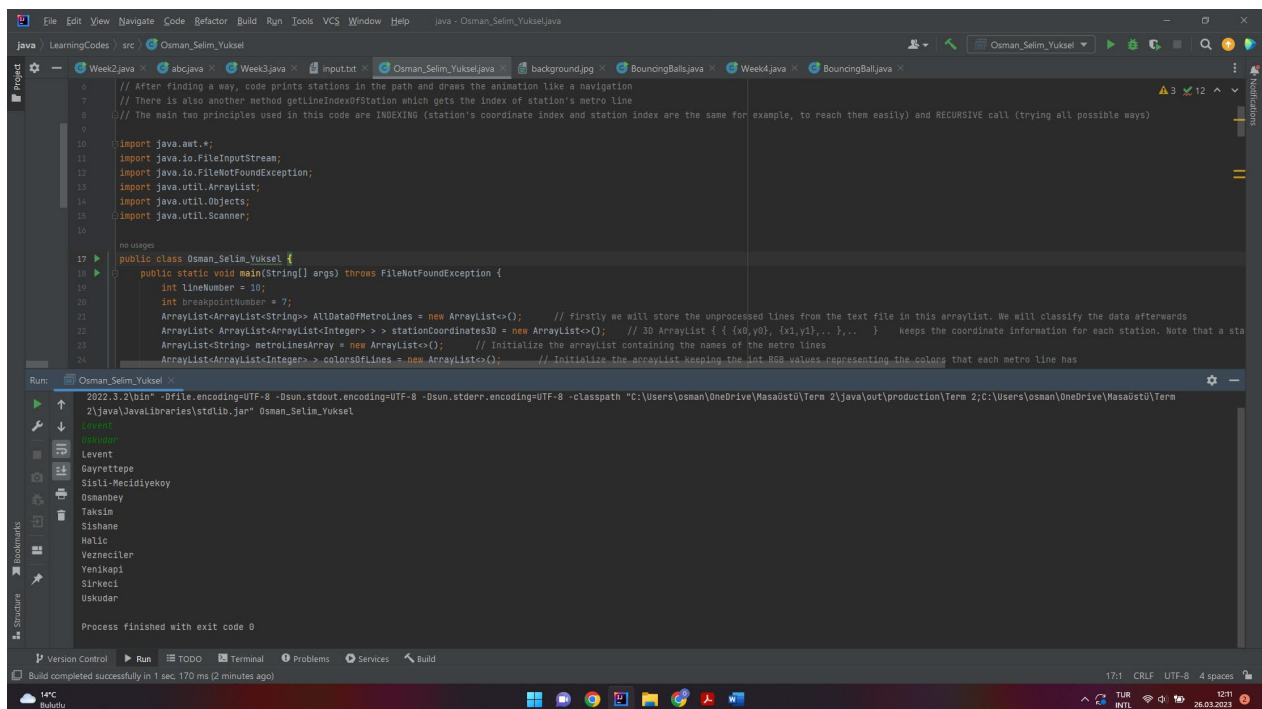
If the source station is a breakpoint, the method checks the neighbors of the source station and calls the findWay method recursively for each unvisited neighbor. In other words, function checks all possibilities. if the way is found, it adds the source station to the roadmap and returns true.

If the source station is not breakpoint, that means it can only have neighbor from the right or left, the method checks whether the neighbor station is visited before or not. If it is not visited, the method calls the findWay method recursively for the neighbor station. If the way is found, it adds the source station to the roadmap and returns true. If no way is found from the source station to the target station, the method returns false.

Testcase 1:

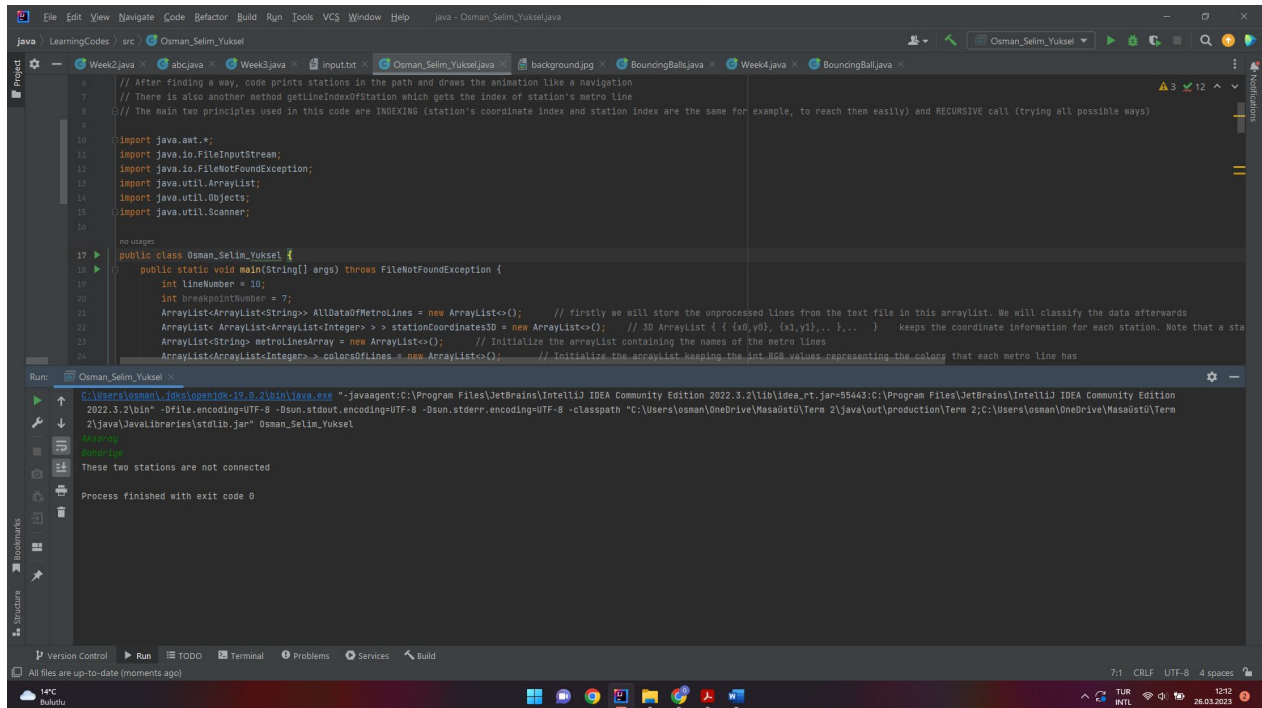


After closing StdDraw window:

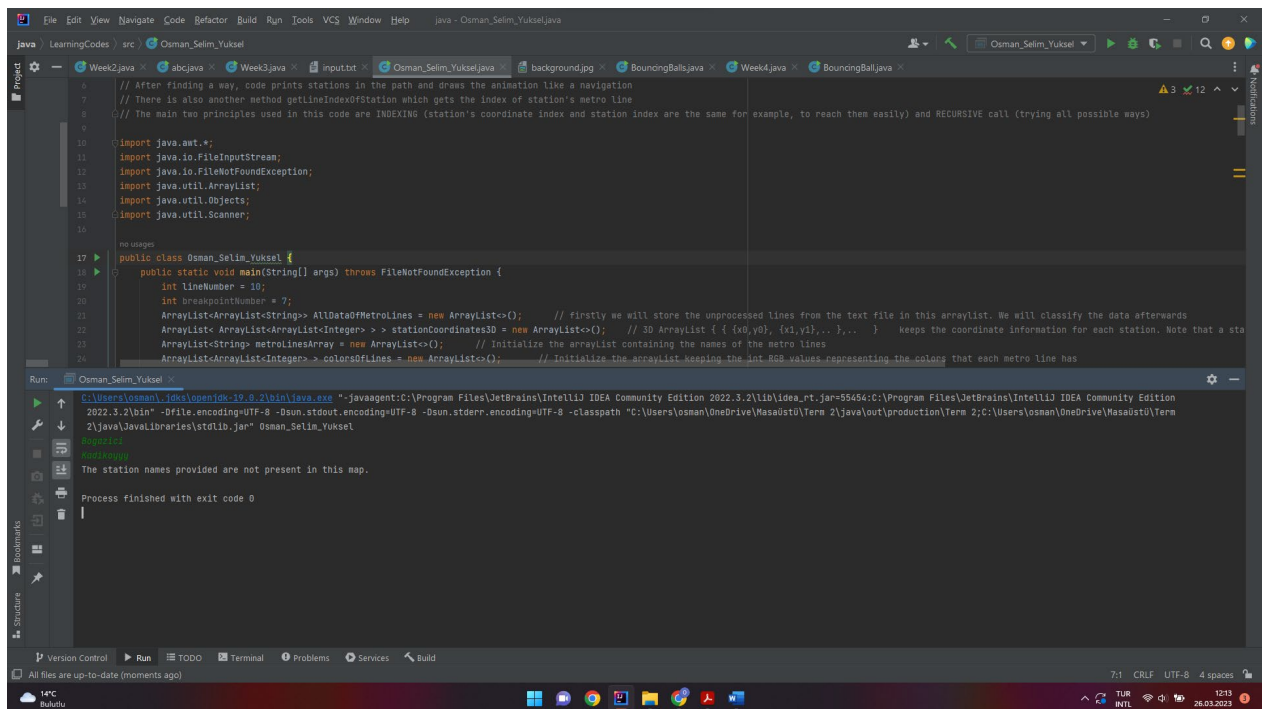


Testcase2:

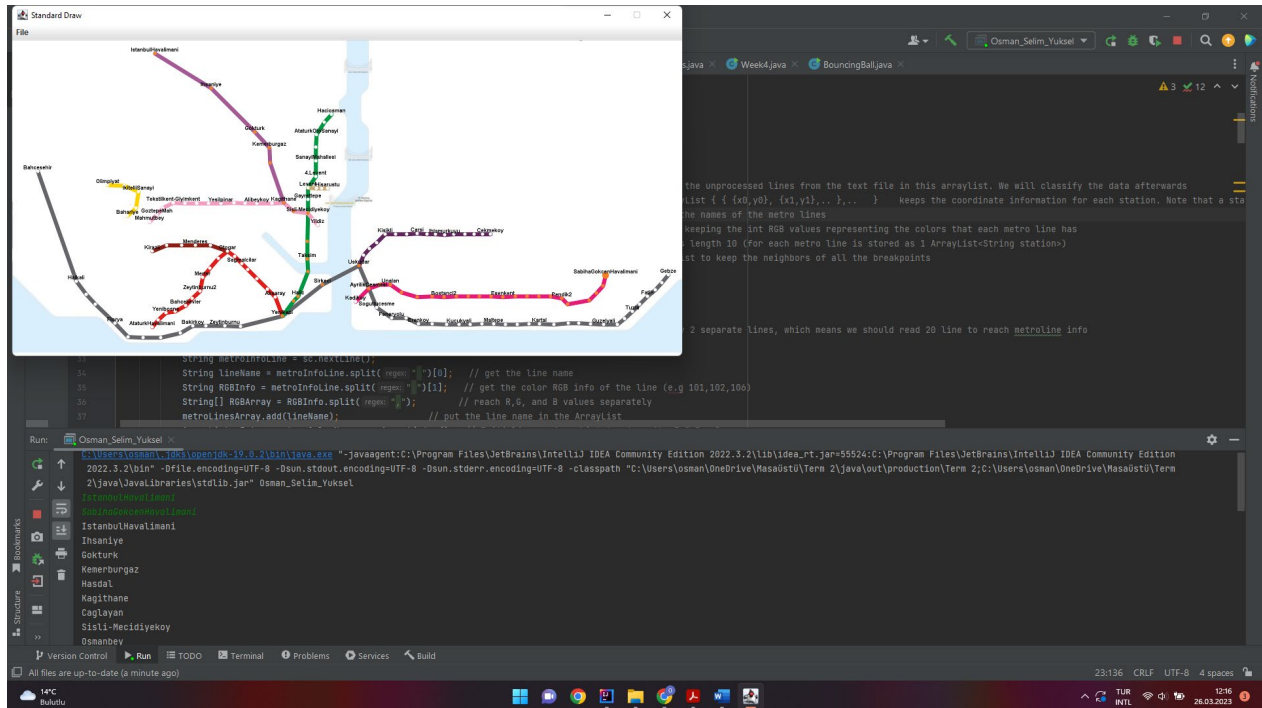
Canvas did not pop up



Testcase3: Canvas did not pop up



Testcase4:



Console output:

