

COP 5536 Programming Project

Due Date: March 22, 2016, 11:59 PM Eastern Time

1. Problem description

You are to implement an event counter using red-black tree. Each event has two fields: *ID* and *count*, where *count* is the number of active events with the given *ID*. The event counter stores only those *ID*'s whose *count* is > 0 . Once a *count* drops below 1, that *ID* is removed. Initially, your program must build red-black tree from a sorted list of n events (i.e., n pairs (*ID*, *count*) in ascending order of *ID*) in $O(n)$ time. Your counter should support the following operations in the specified time complexity.

Command	Description	Time complexity
Increase(<i>theID</i> , m)	Increase the count of <i>the event theID</i> by m . If <i>theID</i> is not present, insert it. Print the count of <i>theID</i> after the addition.	$O(\log n)$
Reduce(<i>theID</i> , m)	Decrease the count of <i>theID</i> by m . If <i>theID</i> 's count becomes less than or equal to 0, remove theID from the counter. Print the count of <i>theID</i> after the deletion, or 0 if theID is removed or not present.	$O(\log n)$
Count(<i>theID</i>)	Print the count of <i>theID</i> . If not present, print 0.	$O(\log n)$
InRange(<i>ID1</i> , <i>ID2</i>)	Print the total count for <i>IDs</i> between <i>ID1</i> and <i>ID2</i> inclusively. Note, $ID1 \leq ID2$	$O(\log n + s)$ where s is the number of <i>IDs</i> in the range.
Next(<i>theID</i>)	Print the <i>ID</i> and the <i>count</i> of the event with the lowest <i>ID</i> that is greater than <i>theID</i> . Print "0 0", if there is no next <i>ID</i> .	$O(\log n)$
Previous(<i>theID</i>)	Print the <i>ID</i> and the <i>count</i> of the event with the greatest key that is less than <i>theID</i> . Print "0 0", if there is no previous <i>ID</i> .	$O(\log n)$

2. Input/Output Requirements

You may implement this assignment in Java or C++. Your program must be compilable and runnable on the Thunder CISE server using gcc/g++ or standard JDK. You may access the server using Telnet or SSH client on thunder.cise.ufl.edu.

You must write a **makefile** document which creates an executable. The names of your executable must be **bbst**.

Your program has to support redirected input from a file "file-name" which contains the initial sorted list. The command line for this mode is as follows for C++ and Java respectively:

```
$bbst file-name
$java bbst file-name
```

Input format

```
n
ID1 count1
ID2 count2
...
IDn countn
```

Assume that $ID_i < ID_{i+1}$ where ID_i and $count_i$ are positive integers and the total count fits in 4-byte integer limits.

Interactive part

Read the commands from the **standard input stream** and print the output to the **standard output stream**. Use the command specifications described in part 1 with all **lower cases**. The command and the arguments are separated by **a space, not parenthesis or commas** (i.e "inrange 3 5" instead of "InRange(3, 5)"). At the end of each command, there will be an **EOL character**. For each command, print the specified output in the table. Use **one space** if more than one numbers are printed. Print an **EOL character** at the end of each command.

3. Submission

The following contents are required for submission:

1. Makefile: Your makefile must be **directly under the zip folder**. No nested directories.
2. Source Program: Provide comments.
3. REPORT: The report must be in PDF format. State what compiler you use. Present function prototypes showing the structure of your programs. Include the structure of your program. List of function prototypes is not enough.

To submit, Please compress all your files together using a zip utility and submit to the **Canvas system**. You should look for Assignment->Project for the submission. Your submission should be named **LastName_FirstName.zip**.

Please make sure the name you provided is the same as the same that appears on the Sakai system. **DO NOT** submit directly to a TA. **All email submission will be ignored without further notification.** Please note that the due day is a hard deadline. No late submission will be allowed. Any submission after the deadline will not be accepted.

4. Grading Policy

Grading will be based on the **correctness** and **efficiency** of algorithms. Below are some details of the grading policy.

Correct and efficient implementation and execution: 60%. **There will be a threshold for the running time of your program. If your program runs slow, we will assume that you have not implemented the BBST properly.**

Comments and readability: 15%

Report: 25%

Note: If you do not follow the input/output or submission requirements above, **25% of your score will be deduced**. In addition, we may ask you to demonstrate your projects.

If you have any question, please contact Eyup Serdar Ayaz at ayaz@cise.ufl.edu.