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CSC6301 - Project 5

Coding project 4 with code reuse in mind made this maintenance task very simple. I was able to fully reuse my previous code with minor refactoring. When I wrote my code for the `LinkedList` implementation, I took advantage of the fact that the `LinkedList` and `Stack` classes implement the `List` interface. Therefore, I ensured to use methods that are defined in the `List` interface as both classes will use the same names. This allowed me to replace all instances of `LinkedList` with `Stack` in the code without any additional changes. The two methods I used are **`add()`** and **`sort()`**. Similar to the **`push()`** method, **`add()`** appends to the end of the list, which corresponds to the top of the `Stack`, then the **`sort()`** method will sort the `Stack` in ascending order.

The following list of changes were needed:

1. I had to import **`java.util.Stack`** instead of **`java.util.LinkedList`**.
2. I changed the return type of the **`parseAndSortInput()`** method to **`Stack<Integer>`**.
3. When instantiating the data structure, I now needed to define it as:
 - a. **`Stack<Integer> integerList = new Stack<Integer>();`**
4. Finally, I needed to clean up the Javadoc comments for clarity as I referenced the specific data structures in my comments.

When examining both projects in totality, I wrote this small program with a lot of code reuse. I used the Java standard library **`Scanner`** class to read the user's input using the **`nextLine()`** method. I parsed the input using the **`String`** class method, **`split()`**, which accepts a regular expression. Finally, I used the **`LinkedList`** and **`Stack`** classes from the Java Collections Framework to store the data using the **`add()`** method and sort the integers in ascending order using the **`sort()`** method. Utilizing built-in methods from the Java Standard Library made the initial program much simpler to implement. Then, writing my own code to allow for easy maintenance to switch from `LinkedList` to `Stack` shows the importance of code reuse in programming.