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Aktivitas Pertemuan 7

Modul7.java

```
public class Modul7 {  
    1.  
    2.     public static void main(String[] args) {  
    3.         Graph g = new Graph();  
    4.         GraphNode[] graph_node_list = {  
    5.             new GraphNode(0),  
    6.             new GraphNode(1),  
    7.             new GraphNode(2),  
    8.             new GraphNode(3),  
    9.             new GraphNode(4),  
    10.        };  
    11.  
    12.        for (GraphNode graph_node : graph_node_list) {  
    13.            g.add_node(graph_node);  
    14.        }  
    15.  
    16.        int[][] path_list = {{0, 1, 1},  
    17.            {0, 2, 1},  
    18.            {1, 3, 1},  
    19.            {2, 3, 1},  
    20.            {3, 4, 2},  
    21.            {1, 1, 5},  
    22.            {3, 4, 2},  
    23.            {1, 1, 5},  
    24.        };  
    25.  
    26.        for (int[] path : path_list) {  
    27.            GraphNode first_node = graph_node_list[path[0]];  
    28.            GraphNode second_node = graph_node_list[path[1]];  
    29.            double distance = path[2];  
    30.            g.add_edge(new GraphEdge(first_node, second_node, distance));  
    31.            g.add_edge(new GraphEdge(second_node, first_node, distance));  
    32.        }  
    33.        g.to_tree(0).print();  
    34.    }  
    35.  
    36.}
```

Tree.java

```
public class Tree {  
    1.  TreeNode root;  
    2.  
    3.  public Tree() {  
    4.      this.root = null;  
    5.  }  
    6.  
    7.  public Tree(TreeNode root) {  
    8.      this.root = root;  
    9.  }  
    10.  
    11. void print() {  
    12.     if (this.root == null) {  
    13.         System.out.println();  
    14.     } else {  
    15.         this.root.print();  
    16.     }  
    17. }  
    18.}
```

TreeNode.java

```
import java.util.ArrayList;  
  
    1.  
    2. public class TreeNode {  
    3.     TreeNode parent;  
    4.     double distance;  
    5.     ArrayList<TreeNode> children;  
    6.     int data;  
    7.  
    8.     public TreeNode(int new_data) {  
    9.         this.data = new_data;  
    10.         this.parent = null;  
    11.         this.distance = 0.0;  
    12.         this.children = new ArrayList<TreeNode>();  
    13.     }  
    14.  
    15. void set_parent(TreeNode new_parent, double distance) {  
    16.     this.parent = new_parent;  
    17.     this.distance = distance;  
    18.     if (this.parent != null) {  
    19.         parent.children.add(this);  
    20.     }  
    21. }  
    22.  
    23. void set_parent(TreeNode new_parent) {  
    24.     this.set_parent(new_parent, 0);  
    }
```

```

25. }
26.
27. void add_child(TreeNode new_child, double distance) {
28.     new_child.set_parent(this);
29.     new_child.distance = distance;
30.
31. }
32.
33. void remove_child(TreeNode child) {
34.     child.set_parent(this);
35.     distance = child.distance;
36.     this.children.remove(child);
37. }
38.
39. void print(String spaces, double distance) {
40.     System.out.println(data+" Distance from Parent "+this.distance+ " distance
e from initial node : "+(distance+this.distance));
41.     for (int i = 0; i < this.children.size(); i++) {
42.         this.children.get(i).print(" ", (distance+this.distance));
43.     }
44. }
45.
46. void print() {
47.     this.print("", 0);
48. }
49.}

```

GraphNode.java

```
public class GraphNode {
```

```

1.
2. int data;
3.
4. public GraphNode(int new_data) {
5.     this.data = new_data;
6. }
7.}

```

GraphEdge.java

```
public class GraphEdge {
```

```

1.
2. GraphNode src;
3. GraphNode dst;
4. double distance;
5.
6. public GraphEdge(GraphNode new_src, GraphNode new_dst, double new_distance) {
7.     this.src = new_src;
8.     this.dst = new_dst;

```

```
9.     this.distance = new_distance;
10. }
11.}
```

Graph.java

```
import java.util.ArrayList;
```

```
1. public class Graph {
2.     ArrayList<GraphNode> nodes;
3.     ArrayList<GraphEdge> edges;
4.
5.     public Graph() {
6.         this.nodes = new ArrayList<GraphNode>();
7.         this.edges = new ArrayList<GraphEdge>();
8.     }
9.
10.    void add_node(GraphNode new_node) {
11.        this.nodes.add(new_node);
12.    }
13.
14.    void add_edge(GraphEdge new_edge) {
15.        this.edges.add(new_edge);
16.    }
17.
18.    void remove_node(GraphNode deleted_node) {
19.        this.nodes.remove(deleted_node);
20.        int i = 0;
21.        while (i < this.edges.size()) {
22.            GraphEdge edge = edges.get(i);
23.            if (edge.src == deleted_node || edge.dst == deleted_node) {
24.                this.edges.remove(edge);
25.            } else {
26.                i++;
27.            }
28.        }
29.    }
30.
31.    void remove_edge(GraphEdge deleted_edge) {
32.        this.edges.remove(deleted_edge);
33.    }
34.
35.    ArrayList<GraphEdge> get_edges_by_source_node(GraphNode node) {
36.        ArrayList<GraphEdge> node_edges = new ArrayList<GraphEdge>();
37.        for (int i = 0; i < this.edges.size(); i++) {
38.            GraphEdge edge = this.edges.get(i);
39.            if (edge.src == node || edge.dst == node) {
40.                node_edges.add(edge);
41.            }
42.        }
43.        return node_edges;
44.    }
45.}
```

```

46.  GraphNode get_node_by_data(int data) {
47.      for (int i = 0; i < this.nodes.size(); i++) {
48.          GraphNode node = this.nodes.get(i);
49.          if (node.data == data) {
50.              return node;
51.          }
52.      }
53.      return null;
54.  }
55.
56.  Tree to_tree(int root_data) {
57.      TreeNode first_tree_node = new TreeNode(root_data);
58.      first_tree_node = this.completing_tree_node(first_tree_node);
59.      Tree t = new Tree(first_tree_node);
60.      return t;
61.  }
62.
63.  TreeNode completing_tree_node(TreeNode tree_node) {
64.      int data = tree_node.data;
65.      GraphNode graph_node = this.get_node_by_data(data);
66.      ArrayList<GraphEdge> edges = this.get_edges_by_source_node(graph_node);
67.      for (int i = 0; i < edges.size(); i++) {
68.          GraphEdge edge = edges.get(i);
69.          if (edge.src == graph_node) {
70.              int new_data = edge.dst.data;
71.              boolean should_add_new_data = true;
72.              TreeNode current_tree_node = tree_node;
73.              while (current_tree_node != null) {
74.                  if (current_tree_node.data == new_data) {
75.                      should_add_new_data = false;
76.                      break;
77.                  }
78.                  current_tree_node = current_tree_node.parent;
79.              }
80.              if (should_add_new_data) {
81.                  TreeNode new_tree_node = new TreeNode(new_data);
82.                  tree_node.add_child(new_tree_node, edge.distance);
83.                  int last_index = tree_node.children.size() - 1;
84.                  tree_node.children.set(last_index, this.completing_tree_node(new_tr
85.                  ee_node));
86.              }
87.          }
88.          return tree_node;
89.      }
90.  }

```

Output :

```
budosen@budosen-pc:/mnt/b2c7efbf-ef52-437d-8ca7-e46ea581cbba/Kuliah/temuan 7$ java Modul7
0 Distance from Parent 0.0 distance from initial node : 0.0
1 Distance from Parent 1.0 distance from initial node : 1.0
3 Distance from Parent 1.0 distance from initial node : 2.0
2 Distance from Parent 1.0 distance from initial node : 3.0
4 Distance from Parent 2.0 distance from initial node : 4.0
4 Distance from Parent 2.0 distance from initial node : 4.0
2 Distance from Parent 1.0 distance from initial node : 1.0
3 Distance from Parent 1.0 distance from initial node : 2.0
1 Distance from Parent 1.0 distance from initial node : 3.0
4 Distance from Parent 2.0 distance from initial node : 4.0
4 Distance from Parent 2.0 distance from initial node : 4.0
budosen@budosen-pc:/mnt/b2c7efbf-ef52-437d-8ca7-e46ea581cbba/Kuliah/temuan 7$
```