## UnorderedArrayPriorityQueue.java

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/* Vincent Chan
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     */
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   package data structures;
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    import java.util.Iterator;
    import java.util.NoSuchElementException;
    import java.util.ConcurrentModificationException;
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   public class UnorderedArrayPriorityQueue<E> implements PriorityQueue<E> {
      /* Functions Included
       * ====PUBLIC====
      * constructors
                             //Ln.30
      * insert(object)
                             //Ln.40
       * remove()
<u>16</u>
                             //Ln.47
                            //Ln. 68
<u>17</u>
       * peek()
       * contains (Object) //Ln. 83
       * size()
                             //Ln. 91
       * clear()
20
                            //Ln. 96
       * isEmpty()
21
                            //Ln. 102
<u>22</u>
<u>23</u>
       * isFull()
                            //Ln. 107
      * iterator()
                            //Ln. 112
24
      // Variable Declarations
     private int size, maxSize, modCtr;
<u>28</u>
<u>29</u>
      private E[] vectorArray = (E[])new Object[DEFAULT MAX CAPACITY];
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      //Constructor
     public UnorderedArrayPriorityQueue() {
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      size = modCtr = 0;
       maxSize = DEFAULT MAX CAPACITY;
     } //End constructor
     public UnorderedArrayPriorityQueue(int max) {
      size = modCtr = 0;
<u>36</u>
       maxSize = max;
     } //End constructor
40
     //Insert will insert an object at the end of the array.
     public boolean insert(E object) {
      if(isFull()) return false;
       vectorArray[size++] = object;
       return true;
     } //End insert()
      //Will remove the highest priority object.
      //Ties are broken by which was inserted first.
      public E remove() {
<u>50</u>
      if(isEmpty()) return null;
        int lastIndex = 0;
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        //Finding what to remove: compare priority.
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        int comp;
        for (int i=1; i<size; i++) {</pre>
          comp=((Comparable<E>))vectorArray[lastIndex]).compareTo(vectorArray[i]);
          if(comp>0) lastIndex = i;
        }
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        //Cleanup and retrun: Shift array and return object.
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        E temp = vectorArray[lastIndex];
        size--;
        for(;lastIndex<size;lastIndex++)</pre>
          vectorArray[lastIndex] = vectorArray[lastIndex+1];
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return temp;
       } //End remove()
       //Returns object of highest priority,
       //does NOT remove it.
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       public E peek() {
         if(isEmpty()) return null;
         int lastIndex = 0;
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         int comp;
         for(int i=1; i<size; i++) {</pre>
            comp=((Comparable<E>) vectorArray[lastIndex]).compareTo(vectorArray[i]);
            if(comp>0) lastIndex = i;
         }
 80
         return vectorArray[lastIndex];
        } //End peek()
       //Will check the queue to see if
       //the specified object is a component.
       public boolean contains(E obj) {
         for(int i=0; i<size; i++)</pre>
            if(((Comparable<E>)obj).compareTo(vectorArray[i])==0) return true;
         return false;
        } //End contains()
 90
       //Returns the current size of the queue.
       public int size() {
         return size;
       } //End size()
       //Clears the queue.
       public void clear() {
         vectorArray = (E[])new Object[maxSize];
         size = 0;
100
        } //End clear()
       //Returns true if queue is empty.
       public boolean isEmpty() {
         return size==0;
       } //End isEmpty()
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       //Returns true if the queue is full.
       public boolean isFull() {
         return size == maxSize;
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        } //End isFull()
       //Returns an iterator to use for iterating
       public Iterator<E> iterator() {
         return new IteratorHelper();
       } //End iterator()
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       class IteratorHelper implements Iterator<E> {
         int iterIndex;
         int modChk;
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         public IteratorHelper() {
            iterIndex = 0;
           modChk = modCtr;
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         public boolean hasNext() {
           return iterIndex<size;</pre>
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         public E next() {
            if(!hasNext()) throw new NoSuchElementException();
            if (modCtr != modChk) throw new ConcurrentModificationException();
```

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} //End UnorderedListPriorityQueue
return vectorArray[iterIndex++];

public void remove() {
    throw new UnsupportedOperationException();
}

//End UnorderedListPriorityQueue
```