

# Systems Programming and Concurrency Course 22/23

## Home task on GUI with Java

### System description

We want to compare the time taken to sort lists of  $N$  numbers (stored in arrays of type  $a[0..N-1]$ ) using the sorting algorithm by selection and the bubble algorithm, which are described below:

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#### Selection sort

```
for (int i=0;i<N-1;i++){  
    // We look for the smallest element of the array a[i.. N-1]  
    // and we swap it with a[i]  
    int lowest = i  
    for (int j=i+1; j<N; j++){  
        if (a[j]<a[lowest]) lowest = j;  
    }  
    int aux = a[i];  
    a[i] = a[lowest];  
    a[lowest] = aux;  
    // Inv: a[0..i] contains the i+1 lowest elements of a[0..N-1]  
    //Inv: a[0..i] is ordered  
}
```

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#### Bubble sort

```
for (int i=0;i<N-1;i++){  
    // we run the array a[i.. N-1] from position N-1 to i.  
    // We compare the elements two by two and exchange them if  
    // are unsorted  
    for (int j=N-1; j>i; j--) {  
        if (a[j]<a[j-1]){  
            int aux = a[j];  
            a[j] = a[j-1];  
            a[j-1] = aux;  
        }  
    }  
    // Inv: a[0..i] contains the i+1 lowest elements of a[0..N-1]  
    // Inv: a[0..i] is ordered  
}
```

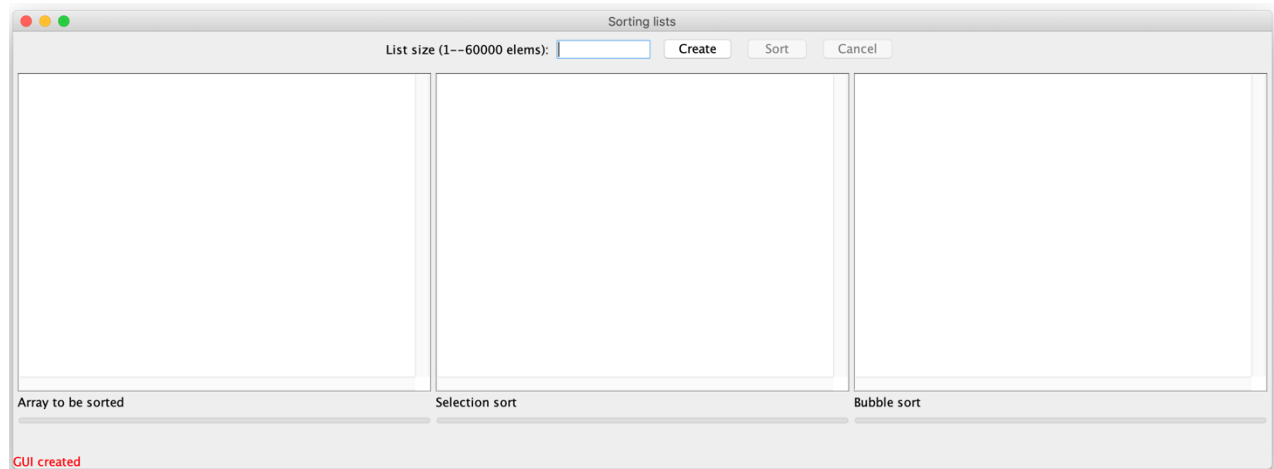
This algorithm can be optimized following several approaches. One of them is to stop iterating the outermost loop when it detects that no pair of items has been swapped in an iteration (meaning that the list is sorted).

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Note that in the two algorithms described, in each iteration of the outermost loop the sublist  $a[0..i]$  is already ordered.

You have to develop a GUI that, given a list of numbers, generated randomly, shows it ordered using the two algorithms described above. In the Virtual Campus you have the template of the **Panel** class that will help you start the project. You have to make three versions of this project and deliver each of them in a compressed file.

The provided **Panel** class allows you creating an user interface with the layout shown in the figure:



The main elements of the interface are:

1. A text field (JTextField size) in which the user enters the size N of the list to be sorted.
2. A button (JButton createButton) with the text "Create" that, once pressed, randomly generates a list of N numbers between 0 and 99999 and displays the list in the leftmost area.
3. A text area (JTextArea area) where the random list generated after pressing the "Create" button is displayed.
4. A button (JButton sortButton) with the text "Sort" that, once pressed, sorts the list created using the two algorithms (selection and bubble).
5. A button (JButton cancelButton) with the text "Cancel" that, once pressed, allows you to cancel the sorting of the list.
6. Two text areas (JTextArea areaSelection, areaBubble) in which the lists sorted using each of the algorithms are displayed.
7. Three labels (JLabel messageArea, messageSelection, messageBubble) below the text areas that are used to display the status of tasks being performed.
8. Two progress bars (JProgressBar progressSelection, progressBubble) below the respective text areas that are used in the second part of the exercise to show the progress of each sort algorithm.
9. A red label (JLabel comment) at the bottom of the GUI that allows you to give information to the user.

### Exercise 1 (0.5 points): GUI with SwingWorker with done():

1. Include the **Panel** class in your project, which will look alike the one shown in the previous figure.
2. Create a **Controller** class that implements the interfaces needed to handle the events of the "Create" and "Sort" buttons.
3. When the user presses the "Create" button, a random list of numbers of the size indicated in the size text field must be created. The list should be displayed in the text area on the left (called area), and the message label should be updated with the message "List created". If the size

entered by the text field is not in the range [1.60000] the number must be deleted and the user informed, through the comment tag, that the number entered is invalid. When you create a new list, the areaSelection and areaBubble text areas must be cleaned up.

4. Creates a **WorkerSelection** class that sorts the previous list using the selection sorting algorithm. The list to be sorted is passed as a parameter in the constructor and, in the constructor, **a copy of the list must be created** (Note: the input list should not be sorted).
5. Create a **WorkerBubble** class that gives a list sorts the list using the bubble algorithm. The list to be sorted is passed as a parameter in the constructor and, in the constructor, **a copy of the list must be created** (Note: the input list should not be sorted).
6. When the user presses the "Sort" button, the list created must be sorted by the two workers and then the result must be displayed in the corresponding text areas. While each worker is sorting the list, the message "Sorting the list" should appear below each text area. When a worker has finished, a message of the type "List sorted in xxx ms." should appear below its text area. To calculate the time taken to perform sorting, you can use instructions such as:

```
long startTime = System.currentTimeMillis(); //Beginning of sorting
```

```
.....
```

```
total= (System.currentTimeMillis()-startTime); // end of sorting
```

7. Create a **Main** class that constructs a dispatcher thread from which the GUI is created.

Note: In this first version it is not necessary to control the progress bar, nor to make use of the "Cancel" button

## Exercise 2 (0.3 points): GUI with SwingWorker with publish and progress bar.

This version of the GUI uses the fact that, after each iteration of the outermost loop of each of the algorithms, the sublist `a[0..i]` is already sorted:

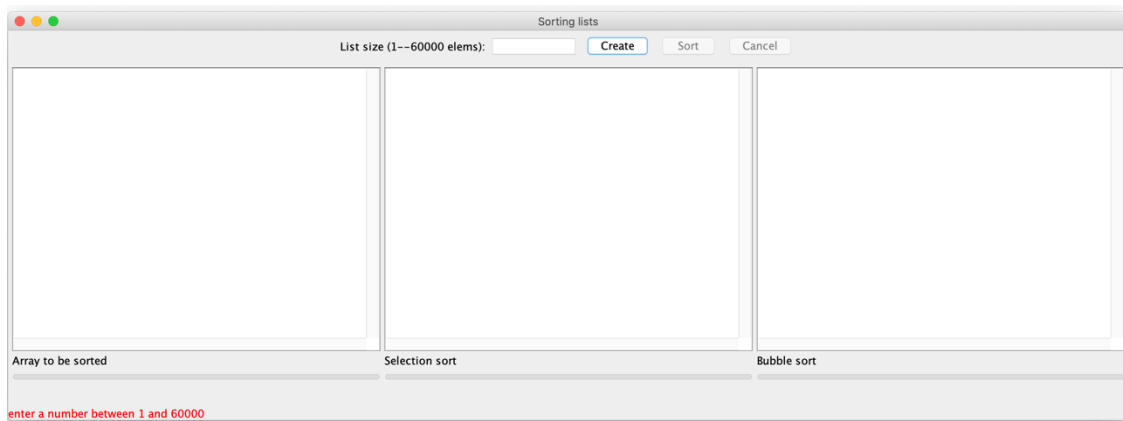
1. Modify the **WorkerSelection** and **WorkerBubble** classes so that the ordered sublists are displayed in the respective text areas as the outermost loops of the algorithms are iterated. In addition, workers have to update their progress so that each progress bar shows the percentage of work done by each worker.
2. Modifies the **Controller** class to implement the interfaces necessary to handle worker progress change events.

## Exercise 3 (0.2 points): Make the necessary modifications to the **Panel**, **Controller**, **WorkerSelection**, and **WorkerBubble** class so that:

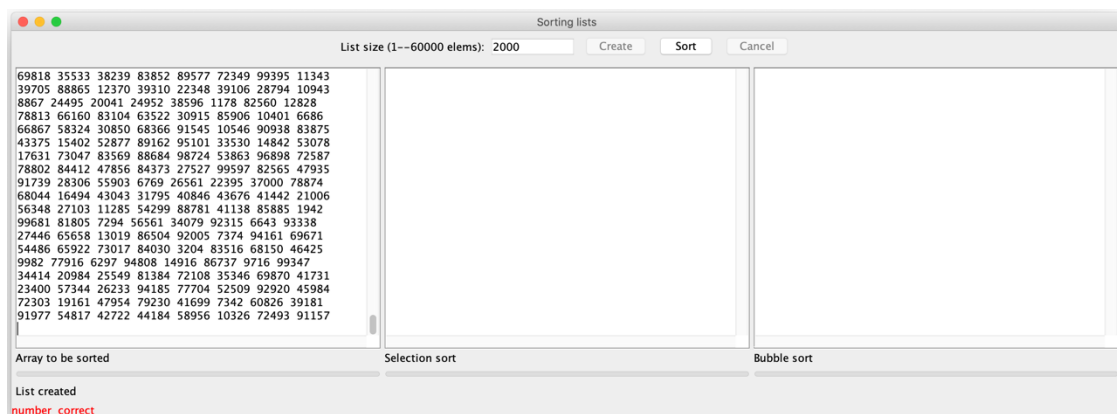
1. It is possible to cancel the sorting executions of the two workers when the user presses the "Cancel" button.
2. Only the "Create" button is enabled if a list has not been created.
3. The "Sort" button is only enabled if a list has been created but not yet sorted.
4. Only the "Cancel" button is enabled while the lists are being sorted.
5. After sorting the list, or if sorting has been cancelled, only the "Create" button should be enabled.

Examples of the view in the first part of the project:

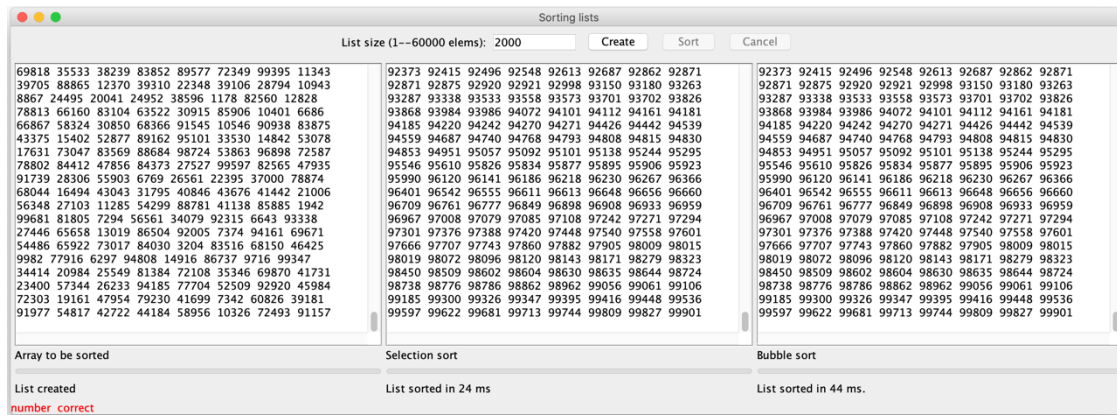
- 1.- GUI after pressing the "Create" button without entering any number



## 2.- GUI after pressing "Create" and entering the value 2000

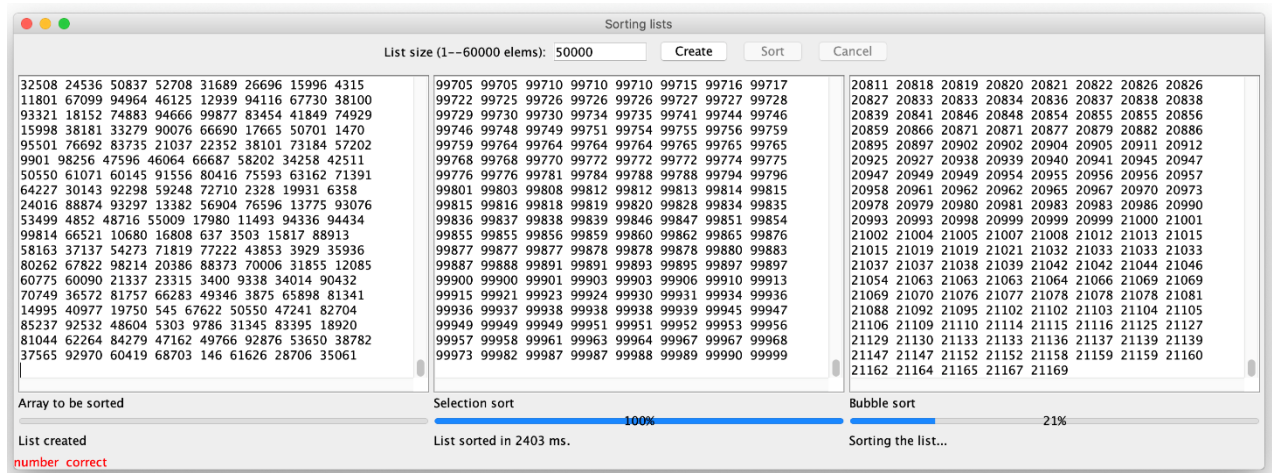


## 3.- GUI after pressing "Sort"



Example of the view in the second part of the project:

## 1.- GUI during list sorting



Example of the view in the third part of the project:

1. GUI after you have cancelled the sorting process.

