

GREINING REIKNIRITA

TÖL403G

Skilaverkefni 2

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Kennari: Páll MELSTED

```
port java.util.Scanner;
3 blic class IntervalTree {
5 /nódurnar í trénu
6 tatic class Node
s int q; //midgildid í bilinu
9 int lower; //neðri mörk
10 int higher; //efri mörk
11 Node left; //vinstra barn
12 Node right; //hægra barn
13 Node parent; //foreldri
14 Link intervals; //bilin sem skerast á við bilið í nóðunni
16 //Notkun: node.insertInterval(a,b);
17 //Fyrir: a og b eru heiltölur, a < b
18 //Eftir: búið er að setja bilið [a,b] á réttan stað í intervals
void insertInterval(int a, int b)
          Link newLink = new Link();
          newLink.lower = a;
          newLink.higher = b;
          if( intervals == null || intervals.compareTo(a,b)<0 )</pre>
            newLink.next=intervals;
            intervals=newLink;
            return;
          }
          if(intervals.lower == a && intervals.higher == b)
                  return;
          }
          Link temp = intervals;
          while( temp.next != null )
          {
                   if( temp.next.compareTo(a,b) > 0 )
37
                   {
                           temp = temp.next;
                   else if( temp.next.compareTo(a,b) == 0 )
                           return;
42
                   else
                   {
                           newLink.next = temp.next;
45
                           temp.next = newLink;
                           return;
                  }
          }
          newLink.next = temp.next;
          temp.next = newLink;
52 }
```

```
54 //Notkun: node.findIntersections(a,b);
55 //Fyrir: a og b eru heiltölur, a < b
56 //Eftir: búið er að finna öll bil sem skerast á við bilið [a,b]
57 int findIntersections(int a,int b)
           Link chain = intervals;
           int found = 0;
           while(chain != null)
                   if((chain.lower <= b && chain.higher >= b) || (chain.lower <= a && chain.higher >= a))
                           System.out.print("["+chain.lower+", "+chain.higher+"] ");
                           found++;
                   else if((chain.lower >= a && chain.lower <= b) || (chain.higher >= a && chain.higher <=
                           System.out.print("["+chain.lower+", "+chain.higher+"] ");
                           found++;
                   chain = chain.next;
           return found;
81 //Notkun: node.findContains(a,b);
82 //Fyrir: a og b eru heiltölur, a < b
83 //Eftir: búið er að finna öll bil sem innihalda [a,b]
84 boolean findContains(int a,int b)
           Link chain = intervals;
           boolean found = false;
           while(chain != null)
                   if(chain.lower <= a && b <= chain.higher)</pre>
                           System.out.print("["+chain.lower+", "+chain.higher+"] ");
                           found = true;
                   chain = chain.next;
99
           return found;
100
101 }
void deleteInterval(int a, int b)
104 {
           if(intervals == null) return;
```

```
106
            //athugar hvort fremsta stakið sé það sem verið er að leita af
107
            if(intervals.lower == a && intervals.higher == b)
108
            {
109
                     intervals = intervals.next;
110
                     return;
111
            }
112
113
            Link chain = intervals;
114
115
            //fer i gegnum afganginn af listanum og leitar
116
            while(chain.next != null)
117
118
                     if(chain.next.lower == a && chain.next.higher == b)
119
120
                              chain.next = chain.next.next;
121
                              return;
123
124
                     chain = chain.next;
126
127 }
128
129
131 tatic class Link {
132 Link next;
133 int lower;
134 int higher;
136 //Notkun: link.compareTo(a,b);
137 //Fyrir: a og b eru heiltölur, a < b
_{138} //Eftir: Skilar 1 ef [lower, higher] < [a, b], 0 ef þau eru jöfn og -1 annars
int compareTo(int a, int b)
140 {
            if(lower < a)</pre>
            {
142
                     return 1;
143
            }
144
            else if(lower > a)
145
            {
146
                     return -1;
148
            else
149
            {
                     if(higher < b)</pre>
151
152
                              return 1;
154
                     else if(higher > b)
155
                     {
156
                              return -1;
157
                     }
158
```

```
else
159
                     {
160
                              return 0;
161
162
            }
163
165
166
167 ode root;
168
169 ublic IntervalTree()
171 root = null;
172
174 /Notkun: tree.insert(a,b);
175 /Fyrir: a og b eru heiltölur, a < b
176 /Eftir: búið er að bæta bilinu [a,b] í tréð
ublic void insert(int a, int b)
179 if(b < a) return;
181 Node newNode = new Node();
_{182} newNode.q = a+b/2;
183 newNode.lower = a;
184 newNode.higher = b;
185 newNode.insertInterval(a,b);
186
187 if(root == null) {
           root = newNode;
            return;
189
190 }
191
192 Node tree = root;
194 While(tree != null)
            if(b < tree.lower)</pre>
196
197
                     if(tree.left != null)
                     {
199
                              tree = tree.left;
200
                     }
                     else
202
                     {
203
                              newNode.parent = tree;
204
                              tree.left = newNode;
205
                              return;
                     }
207
208
            else if(a > tree.higher)
            {
210
                     if(tree.right != null)
211
```

```
{
212
                             tree = tree.right;
213
214
                    else
                    {
216
                             newNode.parent = tree;
217
                             tree.right = newNode;
218
                             return;
219
                    }
220
            }
221
           else
222
            {
223
                    tree.insertInterval(a,b);
                    return;
225
            }
226
227 }
228
230 /Notkun: tree.intersects(a,b,root);
231 /Fyrir: a og b eru heiltölur, a < b, root er nóða
232 /Eftir: búið er að finna öll bil sem skerast á við [a,b]
233 ublic int intersects(int a, int b, Node node)
235 if(b < a) return 0;
236
238 if(node == null)
           return 0;
241 }
242
1 int instanceFound = 0;
245 Node tree = node;
247 if(a < tree.lower)
248 {
            instanceFound = instanceFound + intersects(a,b, tree.left);
249
250 }
252 instanceFound = instanceFound + node.findIntersections(a,b);
254 if(b > tree.higher)
255 {
            instanceFound = instanceFound + intersects(a,b, tree.right);
256
258 return instanceFound;
259
261 ublic void intersects(int a, int b)
int instance = intersects(a, b, root);
264 if(instance == 0)
```

```
265 {
           System.out.print("[]");
266
267 }
268 System.out.println("");
269
270
271 /Notkun: tree.contains(a,b,root);
272 /Fyrir: a og b eru heiltölur, a <= b, root er nóða
273 /Eftir: búið er að finna öll bil sem innihalda[a,b]
274 ublic boolean contains(int a, int b, Node node)
276 if(b < a) return false;
278 if(node == null)
279 {
           return false;
281
283 boolean instanceFound = false;
284
285 Node tree = node;
287 if(a < tree.lower)
           boolean left = contains(a,b, tree.left);
289
            instanceFound = instanceFound || left;
290
291 }
292
293 boolean center = tree.findContains(a,b);
294 instanceFound = instanceFound || center;
295
296 if(b > tree.higher)
297 {
           boolean right = contains(a,b, tree.right);
298
            instanceFound = instanceFound || right;
300
301
302 return instanceFound;
303
304
305 ublic void contains(int a, int b)
boolean instance = contains(a, b, root);
308 if(!instance)
309 {
           System.out.print("[]");
311 }
312 System.out.println("");
314
315 /Notkun: tree.point(a);
316 /Fyrir: a er heiltala
317 /Eftir: búið er að finna öll bil sem innihalda a
```

```
318 ublic void point(int a)
320 boolean instance = contains(a, a, root);
321 if(!instance)
322 {
            System.out.print("[]");
323
325 System.out.println("");
326
328 /Notkun: tree.delete(a,b);
329 /Fyrir: a og b eru heiltölur, a <= b
330 /Eftir: Ef [a,b] var í trénu þá er búið að eyða því
ublic void delete(int a, int b)
333
334 if(root == null || b < a) return;
336 Node tree = root;
337
338 While(tree != null)
339
            if(b < tree.lower)</pre>
340
            {
                     if(tree.left != null)
342
                     {
343
                              tree = tree.left;
344
                     }
345
                     else
346
                     {
347
                              return;
348
                     }
349
            }
350
            else if(a > tree.higher)
351
                     if(tree.right != null)
353
354
                              tree = tree.right;
                     }
356
                     else
357
                     {
358
                              return;
359
                     }
360
            }
361
            else
362
            {
363
                     tree.deleteInterval(a,b);
364
                     if(tree.intervals == null)
365
                              deleteNode(tree);
367
                     }
368
                     return;
370
```

```
371 }
372
373
374 /Notkun: tree.deleteNode(node)
375 /Fyrir: node er nóða
376 /Eftir: Búið er að fjarlægja node úr trénu
377 ublic void deleteNode(Node node)
379
381 if(node == null) return;
383 if(node.left == null && node.right == null)
384 {
           node = null;
           return;
388 if(node.right == null)
           node.left.parent = node.parent;
390
           node = node.left;
           return;
392
393 }
395 Node search = node.right;
396 While(search.left != null)
397 {
           search = search.left;
398
400
401 Node copyOfSearch = search;
403 search = search.right;
404 copyOfSearch.parent = node.parent;
405 node = copyOfSearch;
406
407
408
410 /gengur í gegnum tréð, bara aðstoðarfall ekki skila
411 ublic void traverse(Node root)
413 if(root == null)
414 {
           return;
415
417 System.out.println(root.lower+" : "+root.higher);
418 traverse(root.left);
419 traverse(root.right);
420
ublic static void main(String[] args)
423
```

```
424 IntervalTree tree = new IntervalTree();
425 Scanner scanner = new Scanner(System.in);
   while(scanner.hasNext())
           String query = scanner.nextLine();
428
           String[] splitQuery = query.split(" ");
429
            int lower = Integer.parseInt(splitQuery[1]);
430
431
            if(splitQuery[0].equals("?p"))
432
            {
                    tree.point(lower);
434
            }
435
           else {
437
                    int higher = Integer.parseInt(splitQuery[2]);
438
                    if(splitQuery[0].contains("+"))
440
441
                             tree.insert(lower, higher);
442
                    }
443
                    else if(splitQuery[0].equals("?o"))
                     {
445
                             tree.intersects(lower, higher);
446
                    }
                    else if(splitQuery[0].equals("?i"))
448
                     {
449
                             tree.contains(lower,higher);
451
                    else if(splitQuery[0].equals("-"))
452
                     {
453
                             tree.delete(lower, higher);
454
                    }
455
456
            }
457
459
460 }
461
462
463
464
465
466
```