

PROGRAMMING
Homework, Help

## FamilyTee

In Java



```
Family Tree in Java
This program is finding its parent grandparent and siblings. There are
methods to find the grandchildren, most similar descendant, etc.
import java.util.ArrayList;
import java.util.List;
public class FamilyTree {
    Tree t;
    public FamilyTree(Tree t) {
        this.t = t;
    public String getParent(Node person) {
        if (person.getParent() == null)
    return "No parent";
        return (String) person.getParent().getElement();
    public String getGrandparent(Node person) {
        if (person.getParent() == null
                | | person.getParent().getParent() == null)
           return "No grandparent";
        return (String) person.getParent().getParent().getElement();
        ic List<String> getChildren(Node person) {
        List<String> children = new ArrayList<String>();
        for (Node child : person.getChildren()) {
            children.add((String) child.getElement());
        return children;
    public List<String> getGrandchildren(Node person)
        List<String> grandchildren = new ArrayList<String>();
        for (Node child : person.getChildren()) {
                                                                     PROGRAMMING
```

```
grandchildren.addAll(getChildren(child));
        return grandchildren;
    public List<String> getSiblings(Node person) {
        List<String> siblings = new ArrayList<String>();
        if (person.getParent() == null)
            return siblings;
        for (Node sibling : person.getParent().getChildren())
            if (sibling != person)
                siblings.add((String) sibling.getElement());
        return siblings;
    public int getSimilarityScore(String a, String b)
        int score = 0;
        int minLength = Math.min(a.length(), b.length());
        for (int i = 0; i < minLength; i++)
            if (a.charAt(i) == b.charAt(i))
                score++;
            else
                break;
        return score;
    public String mostSimilarDescendant(Node person) {
        if (person.getChildren().isEmpty())
           return null;
        String mostSimilar = null;
        int mostSimilarScore = -1;
            (String child: getChildren(person)) {
            int score = getSimilarityScore((String)
 erson.getElement(), child);
            if (score > mostSimilarScore) {
                mostSimilar = child;
                mostSimilarScore = score;
        for (String grandchild : getGrandchildren(person)) {
            int score = getSimilarityScore((String))
person.getElement(), grandchild);
                                                                    PROGRAMMING
```

