## **PROBLEM DEFINITION:**

- Given a value in a JSON need to find out all the parents and the children
- Given a value in JSON need to find out all paths in a undirected graph.
- Preferred language JavaScript.

## **SOLUTION:**

### **ALGORITHM:**

#### **INPUT:**

- (1) **filter-json.json** File containing menu in JSON format
- (2) **Name of node** Entered in text box for output

#### **OUTPUT:**

- (1) **List of Ancestors** List of nodes from parent to entered input node
- (2) **List of Descendants** List of all nodes from current to leaf nodes

#### STEPS:

1) Input the JSON file into the page using the controls provided.

- {1}{2
- 2) Receive the file and create a JavaScript object file "obj" to manipulate the imported file. [1]
- 3) Receive the text box input as name of node whose ancestors and descendants are displayed.4) Traverse obj recursively to find out which branch from the root the given input node belongs
- to.
- 5) When the input node is found, throw the current version of obj using a user defined exception to handle the display of all descendants separately.



- 6) Using the object thrown, all its descendants are recursively added to the path string.
- 7) Provide proper indentation for ancestor and descendant display.
- 8) The path string is used to fill the ancestor and descendant lists separately.

### **PSEUDO CODE:**

#### **START**

CALL handleFileSelect and hence receivedText to get JSON file input Parse the JSON file to a JavaScript object "obj"

Receive name of node input and proceed if it is a genuine node name

CALL find with obj and the name of node IF input supplied is present in the path string

Display ancestors and descendants from the path string

**ELSE** 

Display error message about bad input

**ENDIF** 

**END** 



### **FUNCTION** find PASS IN: JavaScript Object for JSON file and the Input name of node **BEGIN** CALL recursive with obj and input node **EXCEPTION** {2} WHEN obj type is thrown CALL desc with obj caught by exception **END** PASS OUT: The path string **ENDFUNCTION FUNCTION** recursive PASS IN: The JavaScript object "obj" and input name of node {3} FOR all keys present in obj IF type of obj[key] is object Add key to path string CALL recursive with obj[key] and input name of node Remove the key attached to the path string IF key is the input name of node THROW obi **ENDIF** ELSE Add new leaf node by removing already existing leaf node if any **ENDIF ENDFOR** PASS OUT: The path string **ENDFUNCTION FUNCTION** desc PASS IN: The JavaScript object for JSON file at input node depth {3} FOR all keys present in obj IF obj[key] is a leaf node Add all possible keys of obj to path **ELSE** Add the immediate descendant to the path string **ENDFOR** PASS OUT: The path string **ENDFUNCTION**

### **DESCRIPTION:**

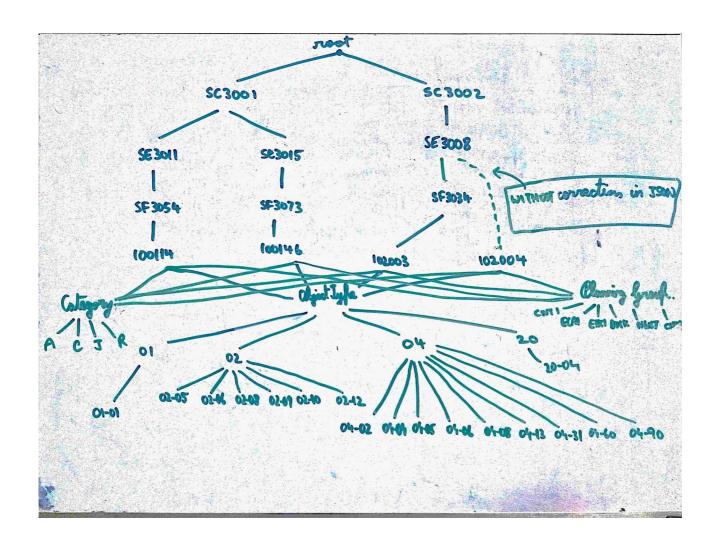
- 1. The JSON file is accepted as input and parsed into a JavaScript object.
- 2. The object is then recursively traversed by a recursive DEPTH FIRST SEARCH strategy, while storing the path traversed into a string, until the input node is found.
- 3. Once input node is found, an exception is thrown using the object at its current depth.
- 4. That object is then used for a similar DFS traversal to add all child nodes to the same path string.
- 5. The path string is then properly indented according to the use case specified.

## IMPLEMENTATION TECHNOLOGY:

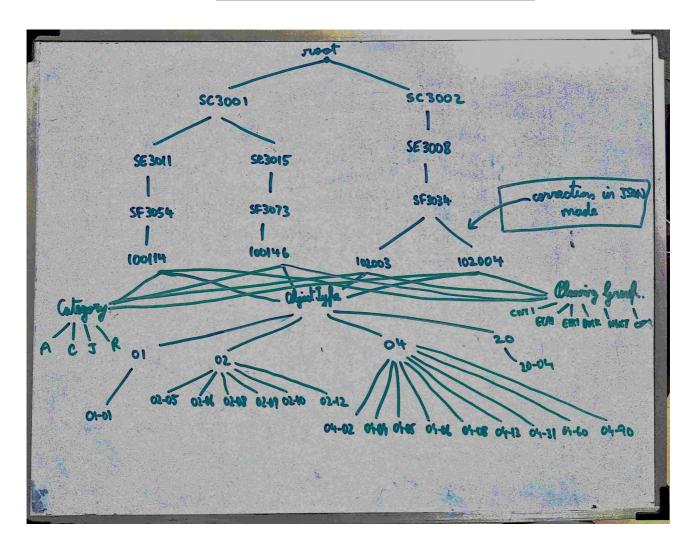
- → <u>HTML</u> User Interface
- → <u>CSS</u> Styling the User Interface
- → *JavaScript* Graph Path Traversal Algorithm
- → *JSON* Storing menu data

### **CORRECTIONS MADE:**

### **WITHOUT CORRECTION IN JSON FILE:**



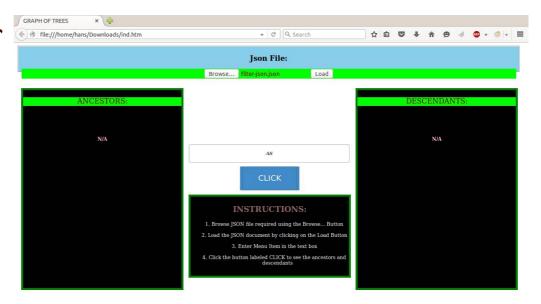
### **AFTER CORRECTION IN JSON FILE:**



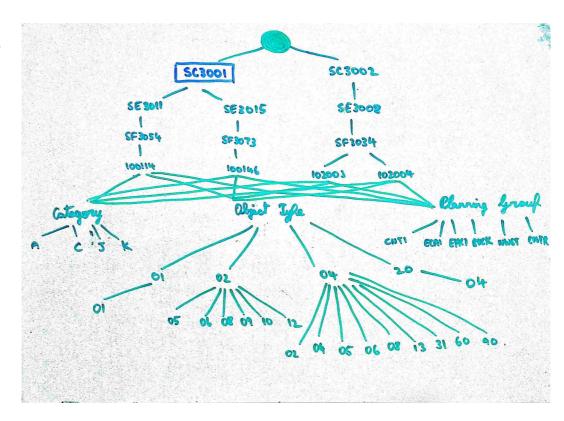
# **TESTING:**

# TEST CASE 1: Random Input not present in node list.

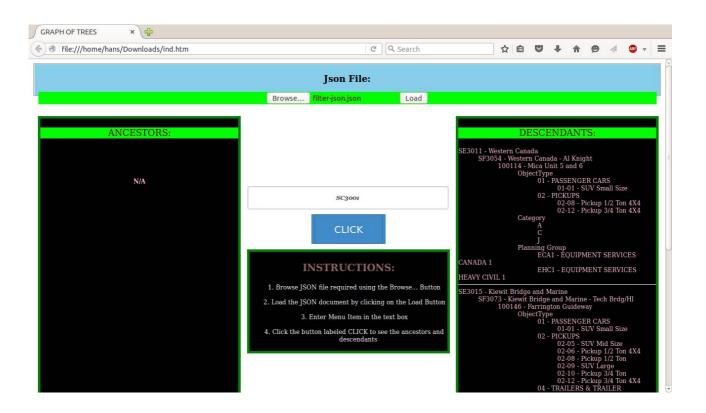
OUTPUT 1: Error Message

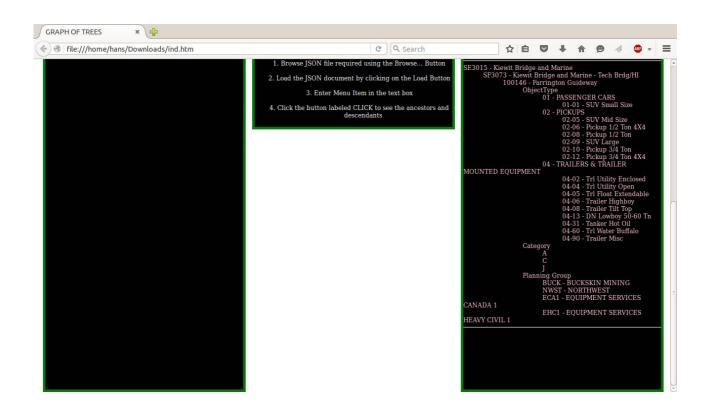


## TEST CASE 2:

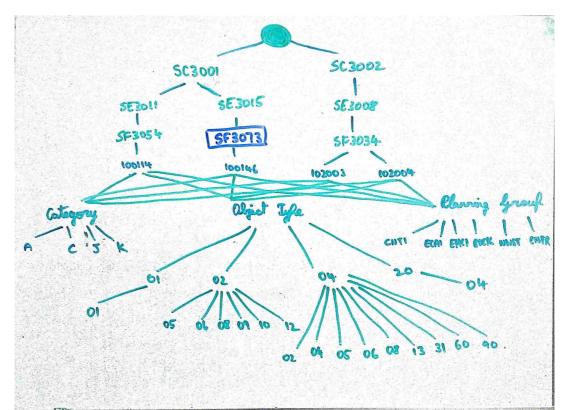


### **OUTPUT 2:**

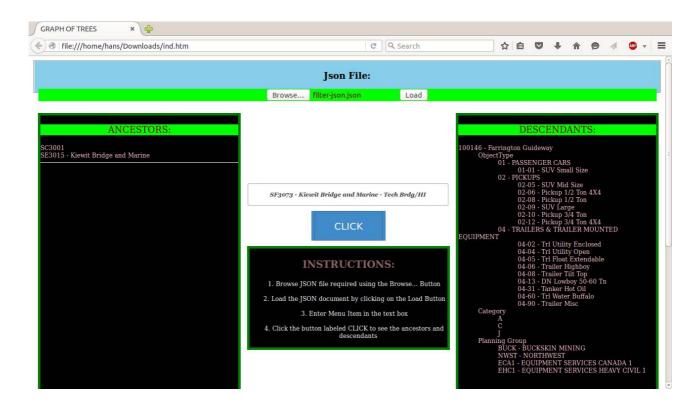




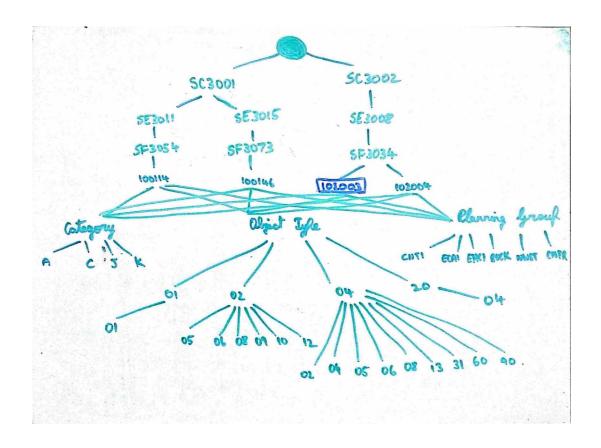
# TEST CASE 3:



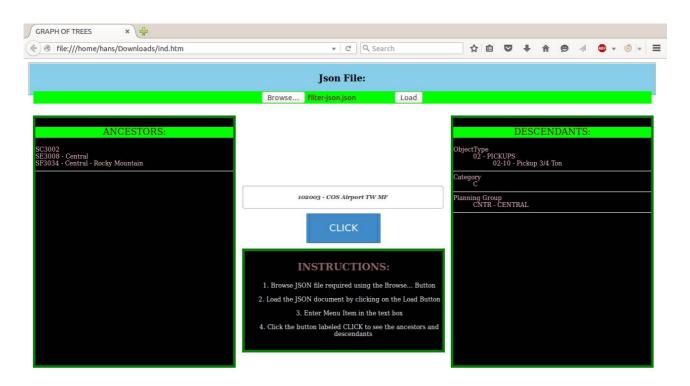
### **OUTPUT 3:**



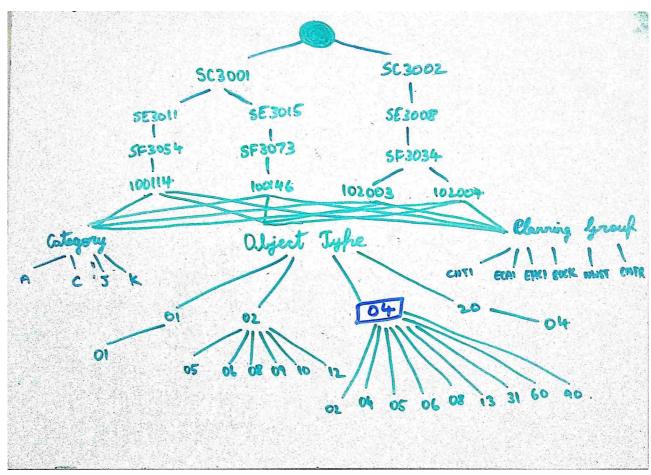
## **TEST CASE 4:**



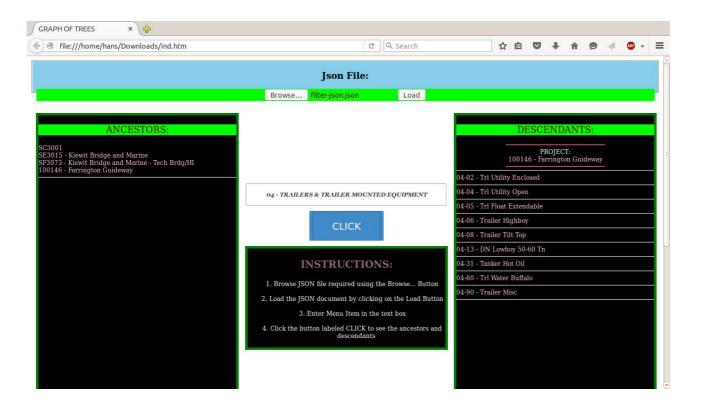
## **OUTPUT 4:**



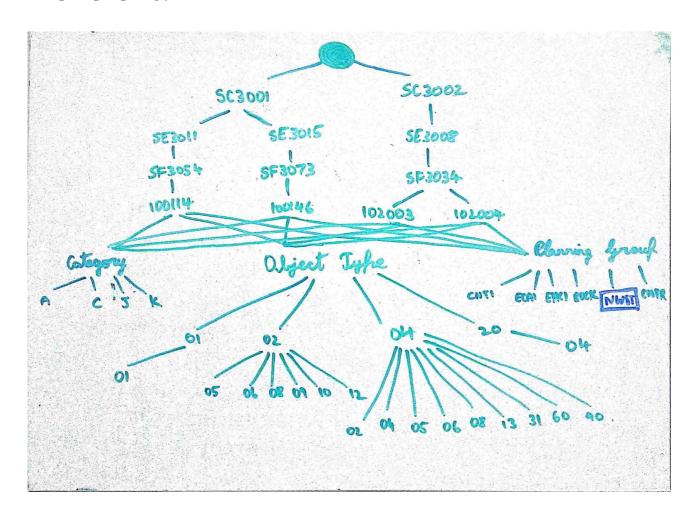
## **TEST CASE 5:**



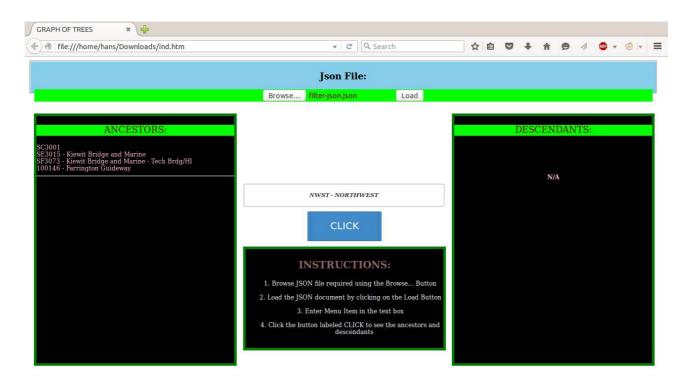
## **OUTPUT 5:**



## TEST CASE 6:



## **OUTPUT 6:**

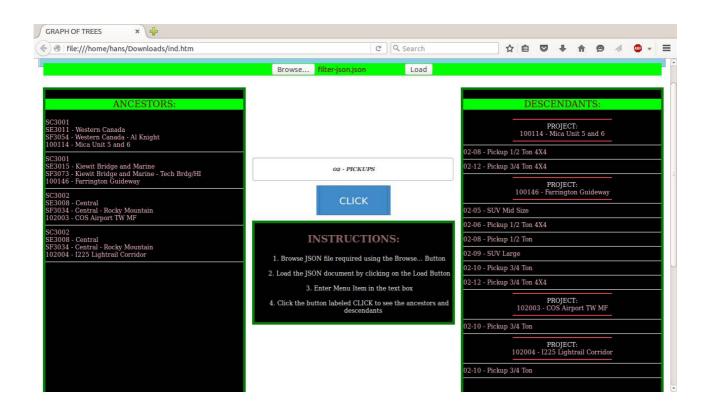


## NOTE:

# For different objectType elements,

- 01 PASSENGER CARS,
- 02 PICKUPS,
- 04 TRAILERS & TRAILER MOUNTED EQUIPMENT,

the leaf nodes are presented grouped under projects.



## **REFERENCES:**

- {1} <a href="http://www.w3schools.com/">http://www.w3schools.com/</a>
- {2} <a href="http://stackoverflow.com/">http://stackoverflow.com/</a>
- {3} <a href="http://www.youtube.com/">http://www.youtube.com/</a>