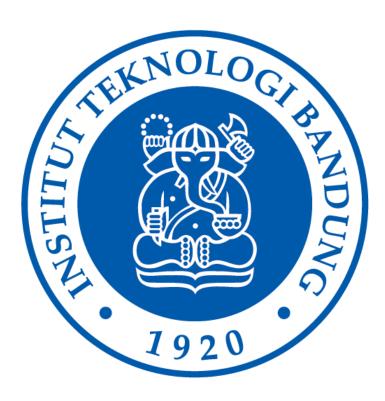
## Penyusunan Rencana Kuliah dengan Topological Sort (Penerapan Decrease and Conquer)

Laporan Tugas Kecil II Mata kuliah IF2211 Strategi Algoritma



**Disusun Oleh:** 

Juan Louis Rombetasik (13519075)

Program Studi Teknik Informatika Sekolah Teknik Elektro dan Informatika Institut Teknologi Bandung Semester 2 Tahun 2020/2021

## **ALGORTIMA TOPO-SORT**

Merekursif List yang berisi Object Graph dengan dan men pop indeks 0 dari list;

Memasukkan ke himpunan solusi mereka yang tidak memiliki prerequisite

Memasukkan ke himpunan solusi mereka yang memliki prerequisite yang sudah di dalam himpunan solusi

Jika tidak dimasukkan kedalam himpunan solusi maka isi list pada saat itu akan dimasukkan ke dalam List Graph ke posisi paling akhir

Menoutput (log) himpunan list solusi (satu mata kuliah per semester) jika List sudah kosong (semua Mata kuliah sudah masuk kedalam himpunan solusi)

https://github.com/mizuday/Tucil2\_13519075

## **KODE PROGRAM**

```
class Main {
    public static void main(String[] args) {
           System.out.println();
            System.out.print("nama file (tanpa txt): ");
            String namafile = sc.nextLine();
            List<Graph<String>> graph = Graph.fileToGraph("../test/" + namafile + ".txt");
            List<String> solusi = new ArrayList<>();
            Graph.solver(graph, solusi);
            System.out.print("solve lagi? y/n >> ");
            String in = sc.nextLine().toLowerCase();
            if (in.equals("n")|| in.equals("no")){
                break;
class Graph<T> {
   private T succ;
    public Graph(T preccc, T succc){
        prec = preccc;
```

```
public T getPrec(){
    return prec;
public T getSucc(){
public void cetakIsi(){
public static boolean punyaPrec(List<Graph<String>> lg, Graph<String> g){
    while (i < lg.size()) {
        if (lg.get(i).getSucc().equals(g.getPrec()))
            return true;
public static boolean dalamList(List<Graph<String>> lg, String str){
    for (Graph<String> stringGraph : lg) {
        if (stringGraph.getSucc().equals(str) || stringGraph.getPrec().equals(str))
            return true;
    return false;
public static void solver(List<Graph<String>> graph, List<String> solusi){
    if (!graph.isEmpty()) {
       try {
            if (punyaPrec(graph, graph.get(0))) {
               graph.add(graph.get(0));
                if (!solusi.contains(graph.get(0).getPrec()))
                    solusi.add(graph.get(0).getPrec());
                if (!dalamList(graph, graph.get(0).getSucc())) {
                   solusi.add(graph.get(0).getSucc());
```

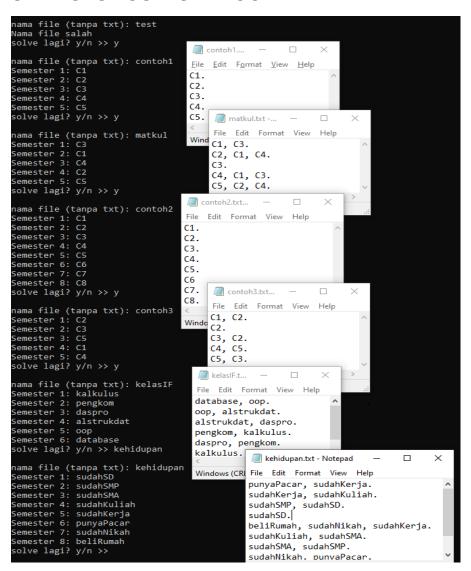
```
graph.remove(0);
           solver(graph, solusi);
       } catch (NullPointerException e) {
           System.out.println("NullPointerException Caught");
        for (String string : solusi){
            System.out.println("Semester "+ (counter+1) + ": " +string);
public static List<Graph<String>> fileToGraph(String namafile){
    List<Graph<String>> graph = new ArrayList<>();
    List<String[]> data = new ArrayList<>();
    try {
        BufferedReader reader = new BufferedReader(new FileReader(namafile));
        String line = reader.readLine();
            line = line.replace(".", "");
            String[] temp = line.split(", ");
            data.add(temp);
            line = reader.readLine();
        reader.close();
        for (int i = 0; i < data.size(); i++) {</pre>
            akhir = true;
            for (int j = 0; j < data.size(); j++) {</pre>
                if (j == i) {
                    for (int k = 0; k < data.get(j).length; k++) {</pre>
                        if (data.get(i)[0].equals(data.get(j)[k])) {
                            graph.add(new Graph<>(data.get(i)[0], data.get(j)[0]));
```

```
}
}
if (akhir)
    graph.add(new Graph<>(data.get(i)[0], ""));
}

} catch (IOException e) {
    System.out.println("Nama file salah");
}

return graph;
}
```

## SKRINSHUT OUTPUT PROGRAM



```
D:\Kuliah\Tucil2_13519075\src>java com.mizuday.Main
                                                                                                             kelasHarvard.txt - Notepad
                                                                                                            File Edit Format View Help
nama file (tanpa txt): kelasHarvard
Semester 1: basic_programming
Semester 2: algorithms
Semester 3: data_structures
                                                                                                            algorithms, basic_programming.
                                                                                                            data_structures, basic_programming.
                                                                                                            introduction_to_game_developtment, data_structures, algorithms.
Semester 3: udca_structures
Semester 4: introduction_to_game_developtment
Semester 5: object_oriented_programming
Semester 6: advanced_game_developtment
solve lagi? y/n >> y
                                                                                                            advanced_game_developtment, introduction_to_game_developtment, object_oriented_r
                                                                                                            basic_programming.
                                                                                                            object_oriented_programming, data_structures, algorithms.
nama file (tanpa txt): kelasMIT
Semester 1: 60001 Introduction to Computer Science Programming in Python
Semester 2: 6034 Artificial Intelligence
Semester 3: 6009 Fundamentals of Programming
Semester 4: 6833 The Human Intelligence Enterprise
Semester 5: 6006 Introduction to Algorithms
Semester 6: 6836 Multicore Programming
solve lagi? y/n >>
                                                                                                             kelasMIT.txt - Notepad
                                                                                                            <u>File Edit Format View Help</u>
                                                                                                            6034 Artificial Intelligence, 60001 Introduction to Computer Science Programming
                                                                                                            6006 Introduction to Algorithms, 6009 Fundamentals of Programming.
                                                                                                            6009 Fundamentals of Programming, 60001 Introduction to Computer Science Program
                                                                                                            60001 Introduction to Computer Science Programming in Python.
                                                                                                            6833 The Human Intelligence Enterprise, 6034 Artificial Intelligence.
                                                                                                            6836 Multicore Programming, 6006 Introduction to Algorithms.
                                                                                                                                                                                                       100% Windows (CRLI
                                                                                                                                                                               Ln 3, Col 96
```

Poin	Ya	Tidak
Program berhasil dikompilasi	/	
2. Program berhasil <i>running</i>	$\sqrt{}$	
Program dapat menerima berkas input dan menuliskan output.		
Luaran sudah benar untuk semua kasus input.	$ egthinspace{1.5em} $	