

Do You Know?

Set 10

The source code for the AbstractGrid class is in Appendix D.

1. Where is the isValid method specified? Which classes provide an implementation of this method?

1 Grid 2 BoundedGrid and UnBoundedGrid

2. Which AbstractGrid methods call the isValid method? Why don't the other methods need to call it?

1 getValidAdjacentLocations 2 others use getValidAdjacentLocations method

3. Which methods of the Grid interface are called in the getNeighbors method? Which classes provide implementations of these methods?

1 getOccupiedAdjacentLocations 2 AbstractGrid

4. Why must the get method, which returns an object of type E, be used in the getEmptyAdjacentLocations method when this method returns locations, not objects of type E?

Neighbors should be a object not a location.

5. What would be the effect of replacing the constant Location.HALF_RIGHT with Location.RIGHT in the two places where it occurs in the getValidAdjacentLocations method?

It would just return the location from north south east west ignoring east-north, east-south, west-south, west-north

Do You Know?

Set 11

The source code for the BoundedGrid class is in Appendix D.

1. What ensures that a grid has at least one valid location?

```
if (rows <= 0)
    throw new IllegalArgumentException("rows <= 0");
if (cols <= 0)
    throw new IllegalArgumentException("cols <= 0");
```

2. How is the number of columns in the grid determined by the getNumCols method? What assumption about the grid makes this possible?

```
public int getNumRows()
{
    return occupantArray.length;
}
```

```

public int getNumCols()
{
    // Note: according to the constructor precondition, numRows() > 0, so
    // theGrid[0] is non-null.
    return occupantArray[0].length;
}

```

assumption: private Object[][] occupantArray; // the array storing the grid elements

3. What are the requirements for a Location to be valid in a BoundedGrid?

```

0 <= loc.getRow() && loc.getRow() < getNumRows()
    && 0 <= loc.getCol() && loc.getCol() < getNumCols();

```

In the next four questions, let r = number of rows, c = number of columns, and n = number of occupied locations.

4. What type is returned by the getOccupiedLocations method? What is the time complexity (Big-Oh) for this method?

1 ArrayList<Location> 2 O(n²)

5. What type is returned by the get method? What parameter is needed? What is the time complexity (Big-Oh) for this method?

1 E 2 Location loc 3 O(1)

6. What conditions may cause an exception to be thrown by the put method? What is the time complexity (Big-Oh) for this method?

```

if (!isValid(loc))
    throw new IllegalArgumentException("Location " + loc
        + " is not valid");
if (obj == null)
    throw new NullPointerException("obj == null");

```

O(1)

7. What type is returned by the remove method? What happens when an attempt is made to remove an item from an empty location? What is the time complexity (Big-Oh) for this method?

```

1 E 2 throw new IllegalArgumentException("Location " + loc
    + " is not valid");

```

3 O(1)

8. Based on the answers to questions 4, 5, 6, and 7, would you consider this an efficient implementation? Justify your answer.

Yes, it is efficient cuz most method is $O(1)$.

Do You Know?

Set 12

The source code for the UnboundedGrid class is in Appendix D.

1. Which method must the Location class implement so that an instance of HashMap can be used for the map? What would be required of the Location class if a TreeMap were used instead? Does Location satisfy these requirements?

1 equals 2 compareTo 3 yes

2. Why are the checks for null included in the get, put, and remove methods? Why are no such checks included in the corresponding methods for the BoundedGrid?

1 If null it would cuz error. 2 it use isValid to check loc

3. What is the average time complexity (Big-Oh) for the three methods: get, put, and remove? What would it be if a TreeMap were used instead of a HashMap?

get: $O(1)$

put: $O(1)$

remove: $O(1)$

it would spend more time for the method above

4. How would the behavior of this class differ, aside from time complexity, if a TreeMap were used instead of a HashMap?

No difference.

5. Could a map implementation be used for a bounded grid? What advantage, if any, would the two-dimensional array implementation that is used by the BoundedGrid class have over a map implementation?

1 yes 2 faster access time

Exercises

1. Suppose that a program requires a very large bounded grid that contains very few objects and that the program frequently calls the getOccupiedLocations method (as, for example, ActorWorld). Create a class SparseBoundedGrid that uses a "sparse array" implementation. Your solution need not be a generic class; you may simply store occupants of type Object.

The "sparse array" is an array list of linked lists. Each linked list entry holds both a grid occupant and a

column index. Each entry in the array list is a linked list or is null if that row is empty.

You may choose to implement the linked list in one of two ways. You can use raw list nodes.

```
public class SparseGridNode
{
    private Object occupant;
    private int col;
    private SparseGridNode next;
    . . .
}
```

Or you can use a `LinkedList<OccupantInCol>` with a helper class.

```
public class OccupantInCol
{
    private Object occupant;
    private int col;
    . . .
}
```

For a grid with *r* rows and *c* columns, the sparse array has length *r*. Each of the linked lists has maximum length *c*.

Implement the methods specified by the `Grid` interface using this data structure. Why is this a more time-efficient implementation than `BoundedGrid`?

It use `getOccupiedLocations` frequently, and it would be surely faster in this method.

The `World` has a public `addGridClass` method. Since the `ActorWorld` is a `World`, you can call this method in a runner. Here is the code to add a new grid to the GUI.

```
import info.gridworld.actor.Actor;
import info.gridworld.actor.ActorWorld;
import info.gridworld.grid.Location;
import info.gridworld.actor.Critter;
import info.gridworld.actor.Rock;
import info.gridworld.actor.Flower;
/**
 * This class runs a world with additional grid choices.
 */
public class SparseGridRunner
{
    public static void main(String[] args)
    {
        ActorWorld world = new ActorWorld();
        world.addGridClass("SparseBoundedGrid");
        world.addGridClass("SparseBoundedGrid2");
        world.addGridClass("SparseBoundedGrid3");
        world.addGridClass("UnboundedGrid2");
        world.add(new Location(2, 2), new Critter());
        world.show();
    }
}
```

```
}
```

Note that you should firstly compile the SparseBoundedGrid.java to generate the SparseBoundedGrid.class.

When you execute a runner class and choose the World menu->set grid, the new grid type will be available for you to choose.

2. Consider using a HashMap or TreeMap to implement the SparseBoundedGrid. How could you use the UnboundedGrid class to accomplish this task? Which methods of UnboundedGrid could be used without change?

Fill in the following chart to compare the expected Big-Oh efficiencies for each implementation of the SparseBoundedGrid.

Let r = number of rows, c = number of columns, and n = number of occupied locations

Methods	SparseGridNode version	LinkedList<OccupantInCol> version	HashMap version	TreeMap version
getNeighbors				
getEmptyAdjacentLocations				
getOccupiedAdjacentLocations				
getOccupiedLocations	n		n	n
get	$N/2$		1	$\log n$
put	$N/2$		1	$\log n$
remove	$N/2$		1	$\log n$

3. Consider an implementation of an unbounded grid in which all valid locations have non-negative row and column values. The constructor allocates a 16 x 16 array. When a call is made to the put method with a row or column index that is outside the current array bounds, double both array bounds until they are large enough, construct a new square array with those bounds, and place the existing occupants into the new array.

Implement the methods specified by the Grid interface using this data structure. What is the Big-Oh efficiency of the get method? What is the efficiency of the put method when the row and column index values are within the current array bounds? What is the efficiency when the array needs to be resized?

1 $O(1)$ 2 $O(1)$ 3 $O(n)$