Renaldo Musto

Examples of Code Re-Use

The first example of code reuse is from the collections library in Java importing java.util.Collections. It is found in the class SortedStack and we use the sort() method from it. This is meant to prevent the creation of a sorting algorithm when one is already present for us to use that is sufficiently fast for this purpose. The second example can be found in the same class SortedStack and we import java.util.Stack. This allows us to easily create the stack without having to manage all the pointers or or the data contained in the list.

Next we have the import of java.util.Scanner which lets me avoid having to create an input stream manually this is found in the classes Main and GetUserInput. I also re-used java.lang.System when I used System.out and println() in the GetUserInput and PrintStack classes. This code re-use allowed me to call a pre-made method println() that did all the work of outputting to the terminal for me. I also made use of java.lang.String in Main and particularly in SortedStack where I used its built in function split(). This code re-use let me avoid having to custom code string parsing logic. I also made use of java.lang.Integer in the class SortedStack when I used the pre-made method of parseInt() which avoided me coding integer parsing logic. I also used java.lang.NumberFormatException in SortedStack as well when I had the error loop to catch bad input. This would handle the exception raising during code execution for me without me having to make any custom methods.