

HOMework #4

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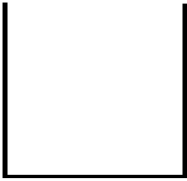
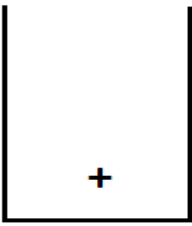
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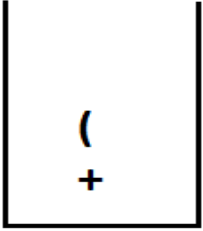
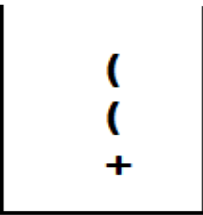
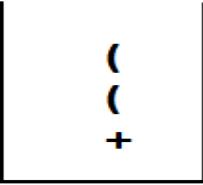
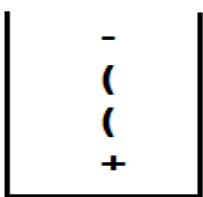
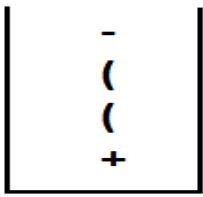
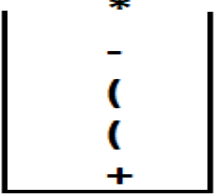
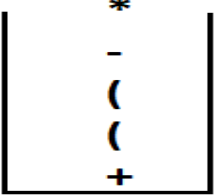
Part1

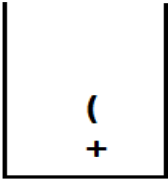
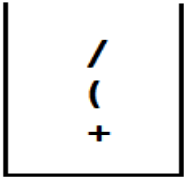
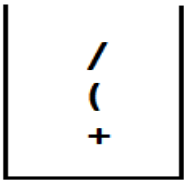
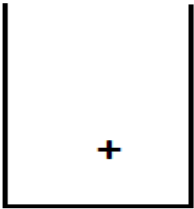
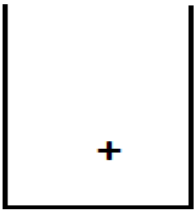
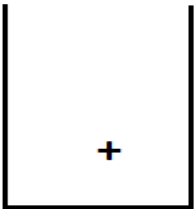
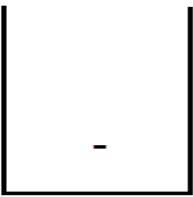
Infix to Postfix Algorithm:

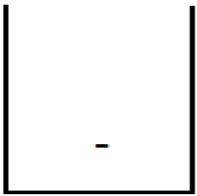
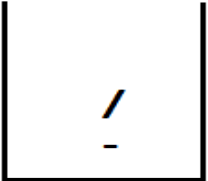
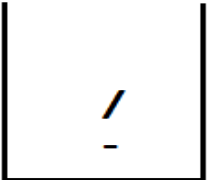
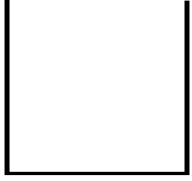
- 1-)Create and empty StringBuilder called postfix and empty Stack called operators.
- 2-)Read the infix string from left to right token by token.
- 3-)If reading token is a operand append it to postfix StringBuilder.
- 4-)If reading token is a operator check operators stack top element.
 - 5-)If reading token preference bigger than stack top element or stack is empty or top element is a paranthesis then just push the reading token to the stack.
 - 6-)else reading token preference lower or equal than stack top element pop stack elements and appent postfix until encounter a paranthesis.After that push the reading operator into the operators stack.
- 7-)If reading token is '(' push open paratheses to the operators stack.
- 8-)If reading token is ')' pop all operator from the stack until encounter a '(' operator.
- 9-)Repeat these steps until infix string readed.
- 10-)If there is still some operators in operators stack, pop all operator and append postfix.

- **A+((B-C*D)/E)+F-G/H convert postfix**

Token	Action	Operators Stack	Postfix
A	Append A to postfix		A
+	Stack is empty,Push + to operators Stack		A

(Push '(' to the Stack		A
(Push '(' to the Stack		A
B	Append B to postfix		AB
-	Push – to the Stack		AB
C	Append C to postfix		ABC
*	* has bigger preference to – so push to the stack		ABC
D	Append D to postfix		ABCD

)	Pop stack until encounter a '(' token		ABCD*-
/	Push / to the Stack		ABCD*-
E	Append E to postfix		ABCD*-E
)	Pop Stack until encounter a '(' token		ABCD*-E/
+	Pop stack because + has equal precedence with +. After pop push +		ABCD*-E/+
F	Append F to postfix		ABCD*-E/+F
-	Pop '+' because + and - has same precedence than push - into the stack		ABCD*-E/+F+

G	Append G to postfix		ABCD*-E/+F+G
/	Push / to the stack because it has higher precedence than -		ABCD*-E/+F+G
H	Append H to postfix		ABCD*-E/+F+GH
Infix is done. So pop all elements in the stack and append postfix			ABCD*-E/+F+GH/-

$A + ((B - C * D) / E) + F - G / H = \text{ABCD}^* - E / + F + GH / -$ in postfix

- **!(A && !((B < C) || (C > D))) || (C < E)** convert to postfix

Token	Action	Operators Stack	Postfix
!	Push ! into the Stack	!	
(Push (into the Stack	(!	
A	Append A Postfix	(!	A
&&	Push && into the Stack	&& (!	A
!	Push ! into the Stack	! && (!	A

(Push (into the Stack	(! && (!	A
(Push (into the Stack	((! && (!	A
B	Append B Postfix	((! && (!	B
<	Push < into the Stack	< ((! && (!	AB
C	Append C Postfix	< ((! && (!	ABC
)	Pop Stack until encouter ((! && (!	ABC<
	Push into the Stack	 (! && (!	ABC<
(Push (into the Stack	((! &&	ABC<

		(!	
C	Append C Postfix	((! && (!	ABC<C
>	Push > into the Stack	> ((! && (!	ABC<C
D	Append D Postfix	> ((! && (!	ABC<CD
)	Pop Stack until encounter ((! && (!	ABC<CD>
)	Pop Stack until encounter (! && (!	ABC<CD>
)	Pop Stack until encounter (!	ABC<CD> !&&
 	Pop ! after that push because prefence lower than !		ABC<CD> !&&!
(Push (into stack	(ABC<CD> !&&!
C	Append C postfix	(ABC<CD> !&&!C
<	Push < into the Stack	< (ABC<CD> !&&!C

E	Append E postfix	< (ABC<CD> !&&!CE
)	Pop stack until encounter (ABC<CD> !&&!CE<
Infix reading completed pop stack if its not empty	Pop and make stack empty	Stack empty	ABC<CD> !&&!CE<

! (A && ! ((B < C) || (C > D))) || (C < E) postfix is A B C < C D > || ! && ! C E < ||

Infix to Prefix Algorithm:

- 1-)Reverse infix and make '(' to ' '.
- 2-)Use Prefix algorithm.
- 3-)Reverse step 2 result.

- **A+((B-C*D)/E)+F-G/H convert prefix**

1-)reverse = H/G-F+(E/(D*C-B))+A

Now we must generate postfix version of step 1 result.

Token	Action	Operators Stack	Postfix
H	Append H to postfix	Empty	H
/	Push / into the stack	/	H
G	Append H to postfix	/	HG
-	Pop / because – precedence lower after that push – into the stack	-	HG/
F	Append F to postfix	-	HG/F
+	Pop – from stack because – and + precedence equal than push +	+	HG/F-
(Push (to stack	(+	HG/F-
E	Append E to postfix	(+	HG/F-E
/	Push / to stack	/ (HG/F-E

		+	
(Push (to stack	(/ (+	HG/F-E
D	Append D to postfix	(/ (+	HG/F-ED
*	Push * to stack	* (/ (+	HG/F-ED
C	Append C to postfix	* (/ (+	HG/F-EDC
-	Pop * fro stack because – precedence lower than * after that push – to stack	- (/ (+	HG/F-EDC*
B	Append B to postfix	- (/ (+	HG/F-EDC*B
)	Pop stack until encounter a '('	/ (+	HG/F-EDC*B-
)	Pop stack until encounter a '('	+	HG/F-EDC*B-/
+	Pop + from stack after that push +	+	HG/F-EDC*B-/+
A	Append A to postfix	+	HG/F-EDC*B-/A
infix reading is completed.pop stack until its became empty	Pop + and make array empty	Empty	HG/F-EDC*B-/A+

3-)Reverse $HG/F-EDC*B-/A+ = +A+/-B*CDE-F/GH$

So; $A+((B-C*D)/E)+F-G/H$ conversion of prefix is **$+A+/-B*CDE-F/GH$**

- **!(A && !((B < C) || (C > D))) || (C < E) convert to prefix**

1-) reverse = (E<C)|| (((D>C)|| (C<B))! && A)!

2-) now try to convert this postfix

Token	Action	Operators Stack	Postfix
(Push (into empty stack	(
E	Append E to postfix	(E
<	Push < into stack	< (E
C	Append C to postfix	< (EC
)	Pop stack until encounter '(' token	Empty	EC<
	Push into stack		EC<
(Push (into stack	(EC<
(Push (into stack	((EC<
(Push (into stack	(((EC<
D	Append D to postfix	(((EC<D
>	Push > into stack	> (((EC<D
C	Append C to postfix	> (((EC<DC

)	Pop stack until encounter '(' token	((EC<DC>
	Push into stack	 ((EC<DC>
(Push (into stack	(((EC<DC>
C	Append C to postfix	(((EC<DC>C
<	Push < into stack	< (((EC<DC>C
B	Append B to postfix	< (((EC<DC>CB
)	Pop stack until encounter '(' token	 ((EC<DC>CB<
)	Pop stack until encounter '(' token	(EC<DC>CB<
!	Push ! into stack	! (EC<DC>CB<
&&	Pop ! token because its precedence bigger than &&.After that push && into stack	&& (EC<DC>CB< !

A	Append A to postfix	&& (EC<DC>CB< !A
)	Pop stack until encounter '(' token		EC<DC>CB< !A&&
!	Push ! into stack	! 	EC<DC>CB< !A&&
Reading infix is completed. Make Stack empty	Pop Stack while its became empty	empty	EC<DC>CB< !A&&

3-) Reverse EC<DC>CB<||!A&&|| = ||!&&A!||<BC>CD<CE

Evaluate Postfix Algorithm:

- 1-) Read given string
- 2-) If reading element is operand push it to stack
- 3-) If reading element is operator pop operands calculate and then push result again.
- 4-) In the end result will be in the stack.

Evaluate postfix ABCD*-E/+FGH/-

Token	Action	Stack
A	Push A to Stack	A
B	Push B to Stack	B A
C	Push C to Stack	C B A
D	Push D to Stack	D C B A
*	Pop D and C from stack then push C*D	C*D B A
-	Pop C*D and B from Stack then push B-C*D	B-C*D A
E	Push E to Stack	E B-C*D A
/	Pop E and B-C*D then push (B-C*D)/E to Stack	(B-C*D)/E A

+	Pop (B-C*D)/E and A from Stack then push (B-C*D)/E+A	(B-C*D)/E+A
F	Push F to Stack	F (B-C*D)/E+A
+	Pop F and (B-C*D)/E+A from stack then push F+(B-C*D)/E+A	F+(B-C*D)/E+A
G	Push G to Stack	G F+(B-C*D)/E+A
H	Push H to Stack	H G F+(B-C*D)/E+A
/	Pop G and H then push G/H to stack	G/H F+(B-C*D)/E+A
-	Pop G/H and F+(B-C*D)/E+A Then push F+(B-C*D)/E+A-G/H	F+(B-C*D)/E+A-G/H

ABCD*-E/+F+GH/- postfix evaluation is **F+(B-C*D)/E+A-G/H**

Evaluate postfix ABC<CD>|!&&!CE<| |

<u>Token</u>	<u>Action</u>	<u>Stack</u>
A	Push A to stack	A
B	Push B to Stack	B A
C	Push C to Stack	C B A
<	Pop C and B then push B<C	B<C A
C	Push C to Stack	C B<C A
D	Push D to Stack	D C B<C A
>	Pop D and C from Stack then push C>D	C>D B<C A
	Pop C>D and B<C then push (B<C) (C>D)	(B<C) (C>D) A

!	Pop (B<C) (C>D) then push !((B<C) (C>D))	!((B<C) (C>D)) A
&&	Pop !((B<C) (C>D)) and A then push A&&!((B<C) (C>D))	A&&!((B<C) (C>D))
!	Pop A&&!((B<C) (C>D)) then push !(A&&!((B<C) (C>D))	!(A&&!((B<C) (C>D))
C	Push C to Stack	C !(A&&!((B<C) (C>D))
E	Push E to Stack	E C !(A&&!((B<C) (C>D))
<	Pop E and C from stack then C<E to stack	C<E !(A&&!((B<C) (C>D))
	Pop C<E and !(A&&!((B<C) (C>D))) then push stack !(A&&!((B<C) (C>D))) (C<E)	!(A&&!((B<C) (C>D))) (C<E)

ABC<CD>||!&&!CE<|| postfix evaluation is **!(A&&!((B<C) || (C>D))) || (C<E)**

Evaluate Prefix Algorithm

It is same as Evaluate prefix only difference is we start to read string from the last element.

Evaluate prefix +A+/-B*CDE-F/GH

Token	Action	Stack
H	Push H to Stack	H
G	Push G to Stack	G H
/	Pop G and H from the Stack thne push G/H	G/H
F	Push F to Stack	F G/H
-	Pop F and H/G from the stack then push F-H/G	F-G/H
E	Push E to Stack	E F-G/H
D	Push D to Stack	D E F-G/H

C	Push C to Stack	C D E F-G/H
*	Pop C and D then push C*D	C*D E F-G/H
B	Push B to Stack	B C*D E F-G/H
-	Pop B and C*D then push B-(C*D)	(B-C*D) E F-G/H
/	Pop B-(C*D) and E then push ((B-C*D)/E)	((B-C*D)/E) F-G/H
+	Pop ((B-C*D)/E) and F-G/H Then push ((B-C*D)/E)+F-G/H	((B-C*D)/E)+F-G/H
A	Push A to Stack	A ((B-C*D)/E)+F-G/H
+	Pop A and ((B-C*D)/E)+F-G/H then push A+ ((B-C*D)/E)+F-G/H	A+ ((B-C*D)/E)+F-G/H

Evaluate prefix +A+/-B*CDE-F/GH is **A+ ((B-C*D)/E)+F-G/H**

Evaluate prefix **||!&&A!||<BC>CD<CE**

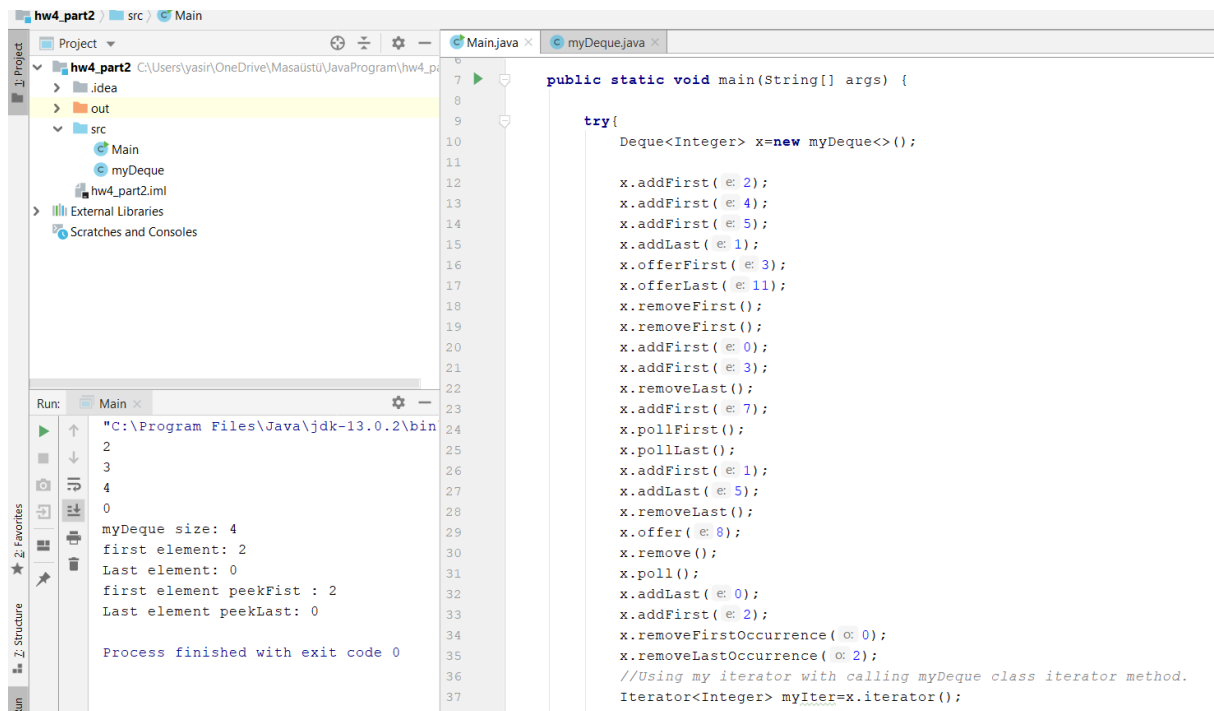
Token	Action	Stack
E	Push E to Stack	E
C	Push C to Stack	C E
<	Pop C and E from stack then push C<E	C<E
D	Push D to Stack	D C<E
C	Push C to Stack	C D C<E
>	Pop D and C from stack then push C>D	C>D C<E
C	Push C to Stack	C

		C>D C<E
B	Push B to Stack	B C C>D C<E
<	Pop B and C then push B<C	B<C C>D C<E
	Pop B<C and D>C then push (B<C) (D>C)	(B<C) (C>D) C<E
!	Pop (B<C) (D>C) then push !(B<C) (D>C))	!(B<C) (C>D)) C<E
A	Push A to Stack	A !(B<C) (C>D)) C<E
&&	Pop A and !(B<C) (D>C)) from stack then push (A&&!(B<C) (D>C))	(A&&!(B<C) (C>D))) C<E
!	Pop (A&&!(B<C) (D>C)) then push !(A&&!(B<C) (D>C))	!(A&&!(B<C) (C>D))) C<E
	Pop !(A&&!(B<C) (D>C)) and C<E then push !(A&&!(B<C) (D>C)) (C<E)	!(A&&!(B<C) (C>D)) (C<E)

Evaluate prefix ||!&&A!||<BC>CD<CE is !(A&&!(B<C)|| (C>D))||(C<E)

Part-2:

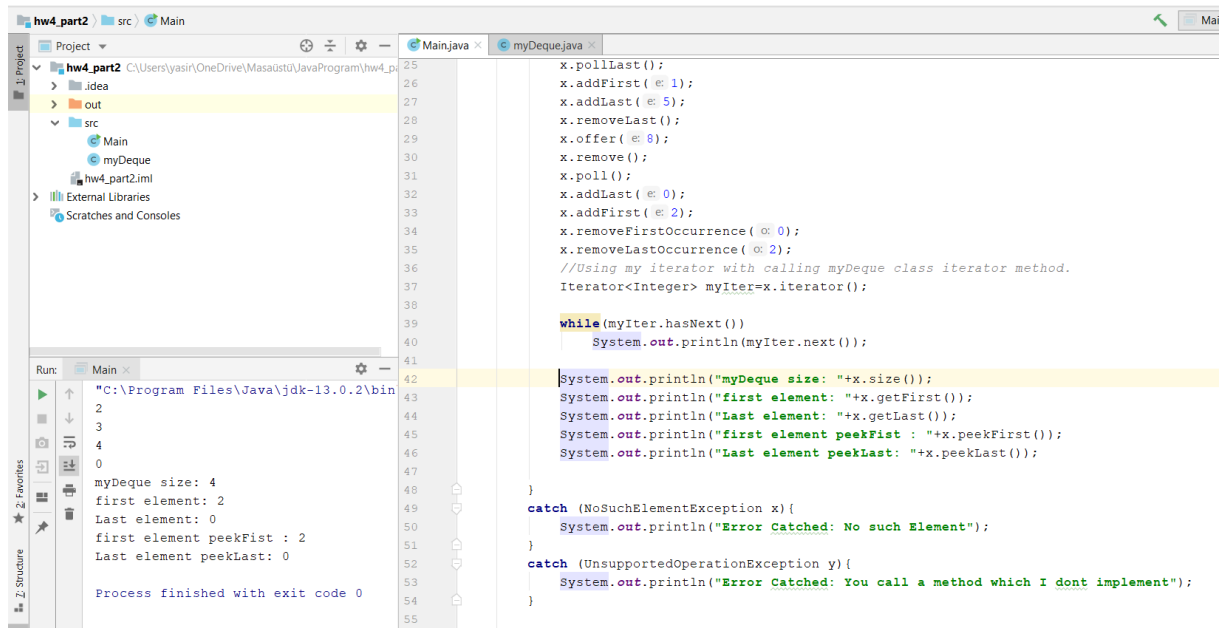
In part2 I create myDeque class, this class extend AbstractCollection and implement Deque interface. Then I implement All unimplemented methods for my class. Also I create a Node class and Iterator class for myDeque class. My deque class hold 2 Node ref called head and tail also I hold 2 more node ref for Removed_node_list. When I remove a node from the list I add this node to the removed_node_list so after I add a node to my deque class first I look removed_node_list. If there is some node I add this node to my deque class so I didn't create a node. But if removed_node_list is empty so I create a node. I use all methods and iterator in main.



Here in line 10 I create my class. in line 12-15 I call addFirst method. That method add elements at the beginning. so my deque became 5-4-2 after that I call addLast, this method add element at the end of the deque. So my list became 5-4-2-1, after that I call offer first and offer last methods. These methods similar addFirst and addLast methods only difference is offerFirst and offerLast return a boolean. After these 2 method my deque became

3-5-4-2-1-11 Then I call removeFirst method 2 times. As you can imagine this method remove the first element of the deque. If there is no element its return false. So after 2 removeFirst it remove 3 and 5 so my list became 4-2-1-11 then again I call addlist with 0 and 3 input, my deque became 3-0-4-2-1-11 then I call removeLast method, again as you can imagine this method remove the last element of the deque so it remove 11 and list became 3-0-4-2-1 then in line 23 I call addfirst(7) so my deque became 7-3-0-4-2-1 then I call pollFirst and pollLast methods. These methods similar to remove methods but only difference is that if deque size is 0 poll methods return null but remove methods throw a Exception. So pollfirst remove first element then pollLast remove last element and my list became 3-0-4-2 then I call addFirst(1) and addLast(5) so my queue became 1-3-0-4-2-5 and call removeLast so list became 1-3-0-4-2. Then I call offer(8) method, this method work like offerFirst so list became 8-1-3-0-4-2. After that I call new method called remove and poll. I have removeFirst removeLast, pollFirst and pollLast methods but because of I implepement deque class I had to implement remove and poll methods too. Remove method work similar like RemoveFirst and poll method work similar as pollFirst. So after these methods my deque became like

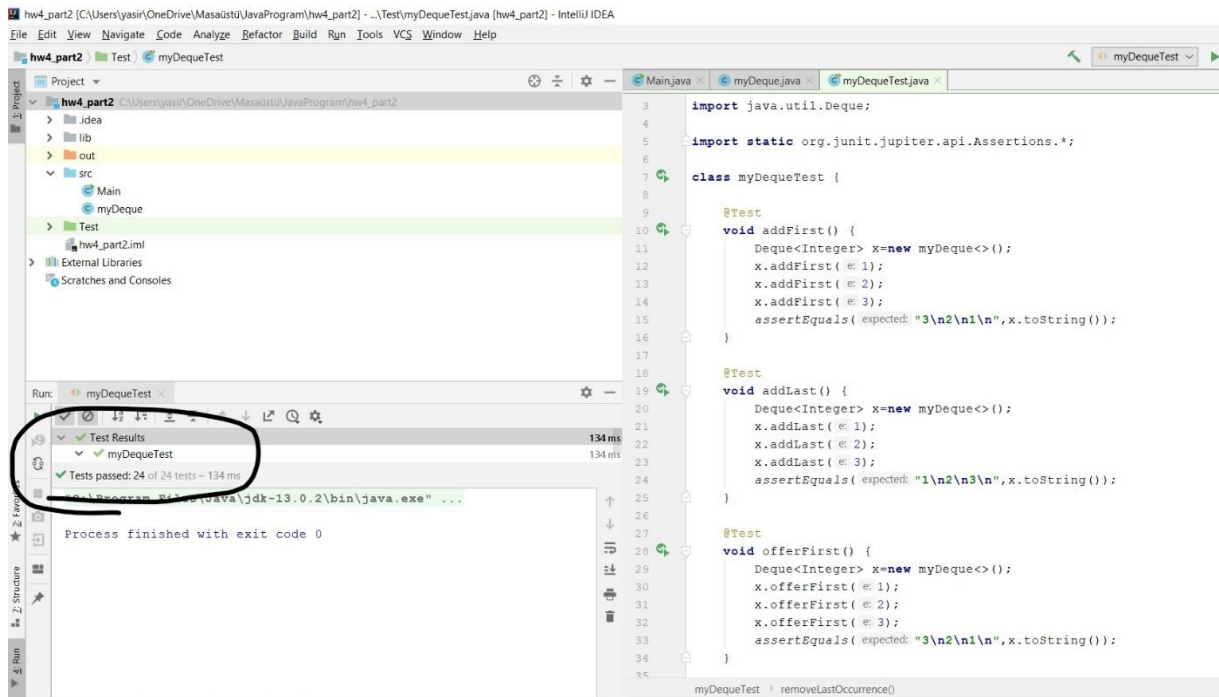
3-0-4-2 then I call addLast(0) and addFirst(2). My deque is 2-3-0-4-2-0 after these methods. Then I call removeFirstOccurence(0) this method start from the head and goes to the tail if its encounter a 0 remove it. So list became 2-3-4-2-0. Lastly I call removeLastOccurence(2) this method start from the tail and goes to the head it remove first encountered element. So list became 2-3-4-0



So after this methods my deque is 2-3-4-0. In line 37 I create I iterator with using iterator method. This is the iterator that I implement in myDequeu class. With this iterator I travers list with hasNext() and next() methods and I print myDeque elements so it sprint 2-3-4-0.

Also I call size,getfirst(),getlast(), peekfirst() and peeklast() methods too.

All remove method add removed node to removed_nodes list.



I use Junit5 test for testing my methods and all method pass the test cases.They work correctly.

Part-3:

- **Reverse String**

In reverse string method I pass a string argument and empty StringBuilder argument and recursively reverse my string argument and append this reversed string to StringBuilder argument. I use substring method for separate smaller strings to my string. With substring method I traverse string at the end to beginning when my substring last element encounter a ' ' (space) character that means it is the end of a Word. I append this Word to my StringBuilder and print then clear StringBuilder. This steps goes to until S.substring length equals 0. When there is no substring (length=0) I print last Word and return recursive (this is my base case).

- **Elfish Word**

In Elfish Word method there are 4 argument one for my String to determine elfish or not, the other 3 of them for counter character e, f and l. In this method I use substring method for separate string at the beginning and check beginning letter is a l, f or e and increment their corresponding counter arguments. At the end my substring length is 0 (this is my base case) I check the counters, if they are bigger than 1 it means my string is elfish, so I print "Elfish word" and return.

- **Selection Sort**

In selection sort method I have 5 argument. First argument for my integer array, 2 of them my indexes and other 2 for array minimum value and this minimum value index. In this method Index argument hold a index and with minIndex value I traverse the list with increment minIndex +1 every recursive call and with this traverse I find minimum value and hold this minimum value in min argument and its index in holdMinIndex argument. After that I compare this min value with my index value if its smaller than my index I swap them. After that I increment my index +1 and again call my method recursively and traverse again with call my method with minIndex+1 every time and so on. In the end when my Index equal to the array length-1 I print last array element and return (This is my base case). So I print all array element with sorted way.

- **Evaluate Postfix**

This method has 2 argument one for string that I will evaluate and the other argument is my Integer stack. In this method I call my recursive function with separate my string. I do my Works with string first letter then with substring method I remove first letter and create a new string with the rest of the string. And do same things to this string first element and so on. If this first element is a digit I push it to my stack, if its a operator (+, -, *, /) then I pop 2 element from the stack and implement my operator with this 2 element. then I push the result into the stack again. In the end substring method only

return a string with length 1(my base case) and when its happen I pop last element into the stack and print it after that I return.

- **Evaluate Prefix**

This method has 2 agrument one for my prefix string that will evaluate and integer stack.

Like postfix method I use substring method for separete my string into the small pieces.But I remove last character with substring and do my work with this last character.With substring I remove last elements and return the other part of the string until my string length become 1(my base case).For string last elements I check if its a digit or not if its a digit I push it to stack, if its not I pop 2 element from the stack evaluate the operator with these 2 element and push the result back to stack and so on.After my length became 1 due to substring recursive calls I pop stack print this element and return.

- **Print 2D array elemets**

My Print array has 8 argument.First one for array,2 of them for array collumn and row,2 of them my x,y coordinant,2 of them a counter and last one is a way argument.With this way argument I traverse my 2D array in 4 way(left,right,up,down).For this 4 way there is 4 recursive call,I change x and y coordinants in this recursive call for traverse 2D array .For example if my way is right so I call my recursive method with y, x+1 every time so I go right way.When there is no right place it must go to down direction so I change way to down I call my recursive method with x,y+1 and it same with other directions too.When my counter is middle of the collumns or my counter2 is middle of the rows(my base case) it prints last element and return.