Homework #5 Report

Part-1:

In my Node design I declare a boolean. This boolean data field for determine if node is a directory or file. Also there is a list field that hold children nodes of my node, String field for hold path name and a previous node field that hold parent nodes of child nodes. I use this prev field in my find method.

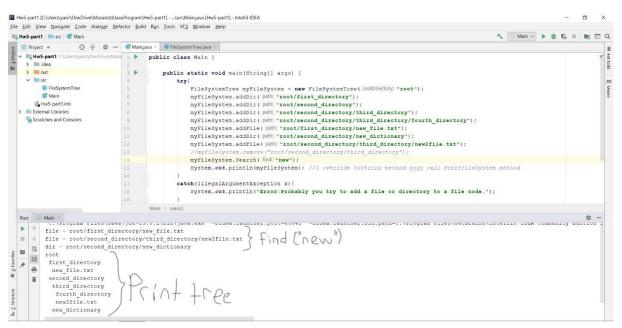
AddDir method take a string argument. This argument is path and seperate with '/' characters. I seperate path with using '/' character as token. Then traverse binary tree according to path until last / char and add last token this path as a Directory. If you try to add directory to a file, It will not add it because you cant add Directory to a file node.

AddFile method work same as AddDir method. Only difference is that adding last token as a file not directory, and again if you try to add a file to a file it will not add it because you cant add file to a file node.

Remove method take a string argument as a path. Again it tokenize string with using / char. And traverse tree to find last token node according to given path. If this node has not any children it directly remove this node but if this node has some children than this node remove also remove its children too. So in this case, first program prints Nodes that will be deleted and ask user are you sure for delete or not. If user enter 0 it will not remove but if user enter 1 then these nodes removed.

Search method find given string in nodes name and print all path for this nodes and it is a file or directory info like in pdf. In this method I use my prev data field.

PrintFileSystem method prints my tree acording nodes depths. For example root node printed without any space character but root nodes child printed after 1 space character, so you can understand tree structure after print.

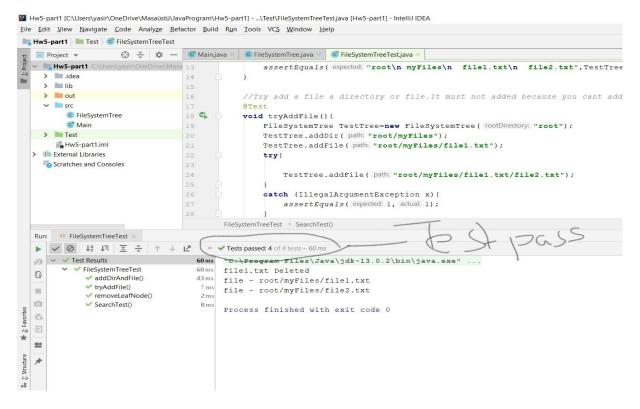


Above ScreenShot After with AddDir and AddFile construct my tree I call find method with ("new") parameter, so it prints all nodes path that has "new" string in their names and their directory or file info. After that I print my tree like a directory file system with space characters.



Above example After with AddDir and AddFile construct mt tree I call remove method for delete third_directory but if you delete this third_directory, fourth_directory and new2file.txt will be deleted so I print deleted file and directories and ask user if you want delete or not. If user enter 1 these nodes will be deleted. After that I print tree to Show these nodes removed.

I use Junit5 test for testing. You can find my test cases in Test folder.

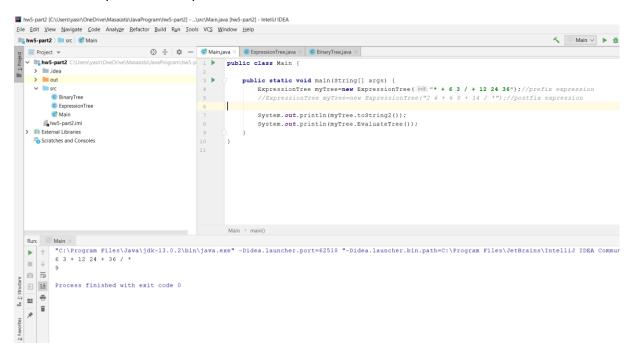


Test	Test	Test Steps	Test	Expected	Actual	Pass/Fa
Cas	Scenari		Data	Results	Result	il
e Id	O				S	
T02	Add file and Directory Try add a file to a file or directory	1.Create a Tree object With constructor 2.Add a directory to root 3.Add 2 file to directory 1.Create a tree object with constructor 2.Add myfile directory 3.Add file1.txt to myfile 4.Add file2.txt	Root director y myFile Director y File1.txt File2.txt Root Director y myFile Director y	Construct this tree: Root myFile File1.txt File2.txt Catch IllegelArgument Exception because You can't add a file or directory to a file.	As Expecte d As Expecte d	Pass
T03	Remove a Leaf node from tree	to file1.txt 1.Create a Tree object With constructor 2.Add a directory to root 3.Add 2 file to directory 4.remove file1	Root director y myFile Director y File1.txt File2.txt	It directly delete the leaf node and print screen file1.txt deleted.	As Expecte d	Pass
Т04	Search in Tree	1.Create a Tree object with constructor 2.Add a directory to root 3.Add 2 file to directory 4.Search("file ")	Root director y myFile Director y File1.txt File2.txt	file – root/first_directory/ New_file.txt File – root/second_directory/ Third_directory/new2file. txt Dir – root/second_directory/ new_directory	As Expecte d	Pass

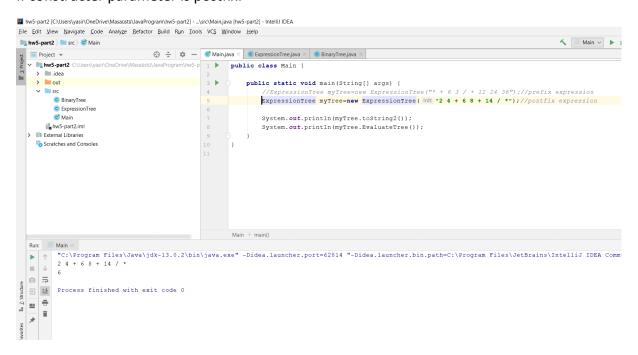
Part-2:

My constructor can take a prefix or postfix string parameter. To understand it is a prefix or postfix I declare a boolean data field and check String first character. If its a operator than it means this is a prefix, if it is a digit then it means argument is a postfix. And I use readBinaryTree method in my constructer for construct my expression Tree.

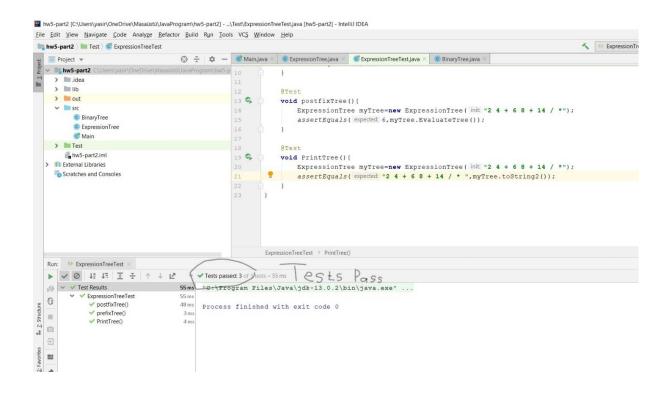
If constructer parameter is prefix:



If constructer parameter is postfix:



I use Junit5 for test cases. You can find my test methods in Test Directory.



Test	Test	Test Steps	Test Data	Expected	Actual	Pass/Fail
ID	Scenerio			Result	Result	
T01	Evaluate	1.Call	* + 6 3 / + 12 24 36	9	As	Pass
	Prefix	constructer			Expected	
	Tree	with A prefix				
		argument				
		2.call				
		EvaluateTree				
		method				
T02	Evaluate	1.Call	24+68+14/*	6	As	Pass
	Postfix	constructer			Expected	
	Tree	with A				
		postfix				
		argument				
		2.Call				
		EvaluateTree				
		method				
T03	Print	1.Call	24+68+14/*	2	24+68	Pass
	Tree	constructer			+ 14 / *	
		and create				
		Tree				
		2.call				
		toString2				
		method				

Part-3:

I implement BinaryTree, BinarySearchTree and SearchTree interface in the book and Extend BinarySearchTree as AgeSearchTree. AgeSearchTree has one AgeData root for tree root.It has add, remove, find, youngerThan and olderThan methods. My AgeData class has 2 data field. One for age and one for number of people that same age counter(number_age).AgeData also implement Comparable interface for compare AgeData nodes.I override add, remove and find methods of BinarySearchTree in AgeSearchTree.

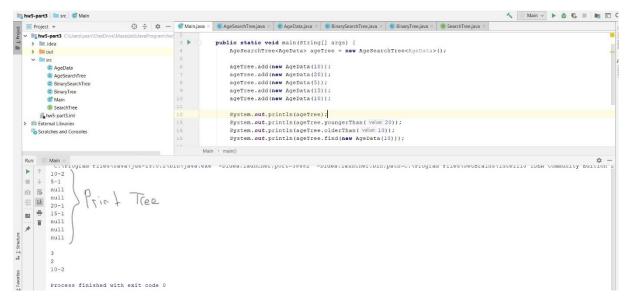
Add method take a comparable item argument and add this into tree. If my tree already has item in my tree than I just increment these node number_age by 1 but if my thee doesn't have argument age in my tree than it just create a new node and add tree.

Remove method take a comparable item argument and find this item. If this node has more than 1 person of that age than it just decrease number_age by 1 but if this node's number_age 1 then it find left greater node of this node and replace them and remove node.

Find method take a comparable item argument and find this item and print its age and number age. If it cant find item in my tree it just return null.

youngerThan method take an integer argument and print how many node in tree that smaller than this argument. My method don't traverse all tree, It work like that for example it check a node if this node age value greater than my argument than it just go left side, it didnt traverse right side because I know all right side elements bigger than my argument according to binarySearchTree laws. If checking nodes age smaller than my argument than it count all node in the left side because I know every left side nodes smaller than my argument and move right side.

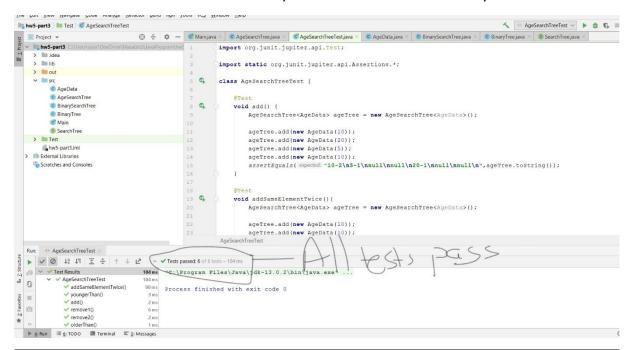
olderThan method work same youngerThan method, it just counter older Ages not youngers.



Above ScreenShot like in pdf I add some AgeData in tree and print tree. After that call youngerThan(20) method and that prints 3 because there is 3 node that has smaller age than

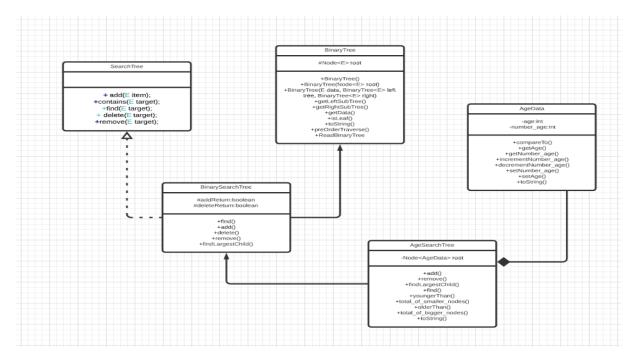
20. After that I call olderThan(10) and it prints 2 because there is 2 nodes in my tree that has bigger age than 10. Lastly, I call find(10) method and it found node that has age value of 10 and return 10-2. Also you can try remove method.

I use Junit5 for test cases. You can find my test methods in Test Directory.



Test	Test	Test Steps	Test Data	Expected	Actual	Pass/Fail
ID	Scenerio			Results	Results	
T01	Add	1.Create	AgeData(10)	10-2	As	Pass
	element	AgeSearchtree	AgeData(20)	5-1	expected	
	to tree	2.add AgeData(10)	AgeData(5)	Null		
		3.add AgeData(20)	AgeData(10)	Null		
		4.add AgeData(5)		20-1		
		5add AgeData(10)		Null		
				null		
T02	Add	1.Create	AgeData(10)	10-2	As	Pass
	same age	AgeSearchtree		Null	Expected	
	Twice	2.add AgeData(10)		Null		
		3.add AgeData(10)				
T03	Remove	1.Create	AgeData(10)	10-1	As	Pass
	an	AgeSearchtree	AgeData(20)	Null	expected	
	element	2.add AgeData(10)	AgeData(5)	20-1		
	that has	3.add AgeData(20)		Null		
	only 1	4.add AgeData(5)		Null		
	person	5.remove				
	that has	AgeData(5)				
	same age					
T04	Remove	1.Create	AgeData(10)	10-1	As	Pass
	an	AgeSearchtree		Null	Expected	
	element	2.add AgeData(10)		Null		

	that has more than 1 person thas has same age	3.add AgeData(10) 4.remove AgeData(10)				
T05	Find Younger number	1.Create AgeSearchtree 2.add AgeData(10) 3.add AgeData(20) 4add AgeData(5) 5add AgeData(15) 6.call youngerThan(17)	AgeData(10) AgeData(20) AgeData(5) AgeData(15)	3	As Expected	Pass
T06	Find older number	1.Create AgeSearchtree 2.add AgeData(10) 3.add AgeData(20) 4add AgeData(5) 5add AgeData(15) 6.call olderThan(3)	AgeData(10) AgeData(20) AgeData(5) AgeData(15)	4	As Expected	Pass



<u>Part-4:</u>

AgeData same as in part 3.MaxHeap class has Arraylist of type AgeData and a comparator as data field. MaxHeap has a compare method for compara 2 AgeData object. There are Add,remove,find, youngerThan and olderThan methods.

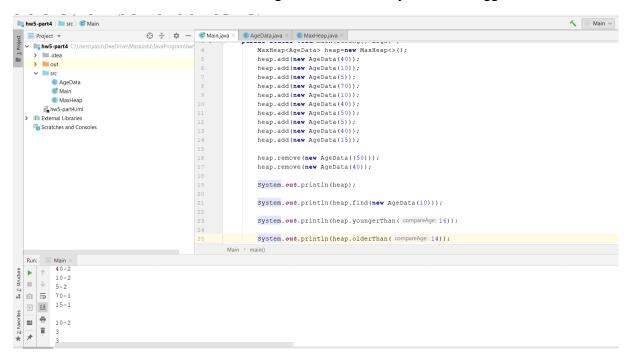
Add method take a AgeData as argument and add this to maxHeap.If there is already this element in tree it increase its number_age by 1 and modify maxHeap structure.If there is not this item in tree already it just add this item to tree and modfy maxHeap.

Remove method take a AgeData as argument. If this argument alreay in tree it just decreate its number_age by 1 and modify maxHeap. If number age became 0 than it delete this node and modify maxHeap.

Find method take a AgeData as argument and find this node and return this node. If it cant find this node so just return null.

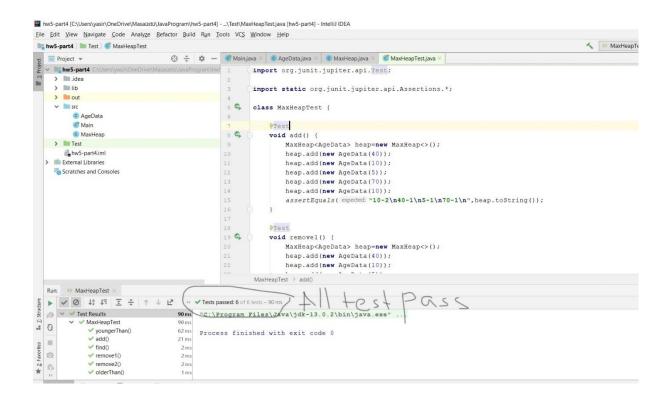
YoungerThan method has a integer argument and traverse the tree. It return number of nodes that smaller age than argument.

olderThan method same as YoungerThan method it just return bigger nodes.



Above example I create my heap and add element. After that remove 50 and 40 then print heap. Then call find (AgeData(10)) it return 10-2 and I print it. After that call youngerThan(16) and olderThan(14) both of them print 3.

I use Junit5 for test cases. You can find my test methods in Test Directory.



Test	Test	Test Steps	Test Data	Expected	Actual	Pass/Fail
ID	Scenerio			Result	Result	
T01	Add	1.Create heap	AgeData(40)	10-2	As	Pass
	elements	2.Add	AgeData(10)	40-1	expected	
		AgeData(40)	AgeData(5)	5-1		
		3.Add	AgeData(70)	70-1		
		AgeData(10)	AgeData(10)			
		4.Add AgeData(5)				
		5.Add				
		AgeData(70)				
		6.Add				
		AgeData(10)				
		7.Print Heap				
T02	Remove an	1.Create heap	AgeData(40)	10-2	As	Pass
	element thas	2.Add	AgeData(10)	40-1	Expected	
	has 1	AgeData(40)	AgeData(5)	5-1		
	number of	3.Add	AgeData(70)			
	person in	AgeData(10)	AgeData(10)			
	that age	4.Add AgeData(5)				
		5.Add				
		AgeData(70)				
		6.Add				
		AgeData(10)				
		7.Remove				
		AgeData(70)				
		8.Print heap				

Т03	Remove an element that has more than 1 person of that age	1.Create heap 2.Add AgeData(40) 3.Add AgeData(10) 4.Add AgeData(5) 5.Add AgeData(70) 6.Add AgeData(10) 7.Remove AgeData(10) 8.Print heap	AgeData(40) AgeData(10) AgeData(5) AgeData(70) AgeData(10)	10-1 40-1 5-1 70-1	As expected	Pass
Т04	Find an element in heap	1.Create heap 2.Add AgeData(40) 3.Add AgeData(10) 4.Add AgeData(5) 5.Add AgeData(70) 6.Add AgeData(10) 7.call find(AgeData(10))	AgeData(40) AgeData(10) AgeData(5) AgeData(70) AgeData(10)	10-2	As expected	Pass
T05	Find youngerThan number	1.Create heap 2.Add AgeData(40) 3.Add AgeData(10) 4.Add AgeData(5) 5.Add AgeData(70) 6.Add AgeData(10) 7.call youngerThan(15)	AgeData(40) AgeData(10) AgeData(5) AgeData(70) AgeData(10)	2	As Expected	Pass
T06	Find olderThan number	1.Create heap 2.Add AgeData(40) 3.Add AgeData(10) 4.Add AgeData(5) 5.Add AgeData(70) 6.Add AgeData(10)	AgeData(40) AgeData(10) AgeData(5) AgeData(70) AgeData(10)	3	As Expected	Pass

7.call		
olderThan(8)		

