**Assignment 1**

**Java Files Included:**

**Design 2: PointCPD2.java**

**Design 3: PointCPD3.java**

**Design 6: PointD6.java** (as the interface), **PointPolarD6.java, CartesianD6**

**File to analyse the performance of all methods: PointAnalyseTest.java**

Running this file will output the time it takes for each method of each design to run. This was implemented by creating 3 additional static classes in the same file, one to test each design.

In each class, an array holding many points to be tested is created We have used 5,000,000 points for each test. The array is then tested by 4 methods in the class called testGetters, testDistance, testRotate, and testConversion that print the results.

Note: to test the interface, all points were of type PointD6, however the concrete type of half the points was PointPolarD6, and the other half was of type CartesianD6.

**File to test the 3 designs work: PointCPTestQ4.java**

Running this file will prompt the user for the type of point it wants to create. It will then run tests on methods to ensure that the designs work. The output generated from 3 tests is included below.

**Part two vector/arrays/arraylist file: PartTwo.java**

Running this file will print the results.

**Part 1: Point classes**

**Question 4: PointCPTestQ4.java**

Design Checker Program

Enter the number for the design you want to test: 2, 3 or 6: 2

Enter the value of Rho using a decimal point(.): 50

Enter the value of Theta using a decimal point(.): 0

You entered:

Stored as Polar: [50.0,0.0]

Computed Cartesian coords [50.0,0.0]

After rotating 142 degrees

Stored as Polar: [50.0,-51.999999999999986]

Computed Cartesian coords [30.783073766282925,-39.400537680336086]

Distance between rotated point and the original: 43.837114678907724

After converting orignal to Cartesian: Cartesian Point: (50.0, 0.0)

Computed Polar coord: [50.0, 0.0]

PS C:\Users\aisha\Desktop\SEG2105\Labs\Lab2\Assignment\src\lab1> java PointCPTestQ4

Design Checker Program

Enter the number for the design you want to test: 2, 3 or 6: 3

Enter the value of X using a decimal point(.): 50

Enter the value of Y using a decimal point(.): 50

You entered:

Cartesian Point: (50.0, 50.0)

Computed Polar coord: [70.71067811865476, 45.0]

After rotating 273 degrees

Cartesian Point: (52.54827454987585, -47.31467892558154)

Computed Polar coord: [70.71067811865476, -42.00000000000005]

Distance between rotated point and the original: 97.34803766676845

After converting orignal to Polar: Stored as Polar: [70.71067811865476,45.0]

Computed Cartesian coords [50.00000000000001,50.0]

PS C:\Users\aisha\Desktop\SEG2105\Labs\Lab2\Assignment\src\lab1> java PointCPTestQ4

Design Checker Program

Enter the number for the design you want to test: 2, 3 or 6: 6

Enter the value of Rho using a decimal point(.): 100

Enter the value of Theta using a decimal point(.): 90

You entered:

Stored as Polar: [100.0,90.0]

Computed Cartesian coords [6.123233995736766E-15,100.0]

After rotating 222 degrees

Stored as Polar: [100.00000000000001,138.00000000000003]

Computed Cartesian coords [-74.31448254773944,66.91306063588581]

Distance between rotated point and the original: 81.34732861516007

After converting orignal to Cartesian: Cartesian Point: (6.123233995736766E-15, 100.0)

Computed Polar coord: [100.090.0]

PS C:\Users\aisha\Desktop\SEG2105\Labs\Lab2\Assignment\src\lab1

**E.26** Hypothesis for Advantages and Disadvantages of each design

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Design** | **Simplicity of Code** | **Creating instances Efficiency** | **Computations’ Efficiency** | **Memory used** |
| 2 (PointPolar) | Just as simple as D3 | Same as D3 | getX, getY, and getDistance will be slower as more conversions must be done.  getRho, and getTheta are faster as they are stored values. | Same as D3 |
| 3 (PointCoord) | Jut as simple as D3 | Same as D2 | getX, getY, and getDistance methods will be faster as X and Y coordinates are already stores.  getRho and getTheta are slower as converesions must be done | Same as D2 |
| 6 (interface +Designs 2,3) | Will require an extra class, the interface to be created |  | Average efficiency for all methods should be in between design 2 and design 3, as it depends on what concrete class was used. |  |

For the following exercises we created 5 000 000 instances of each class and tested each method:

**E.28**

Magnitude of the differences in efficiency of designs can be seen from the table made for E30:

GetX and getY: Was clearly the fastest for design 3

GetRho:

getTheta: Was the fastest for Design 2

getDistance: Was fastest on Design 3 by far.

rotatePoint: Was fastest on design 3, and second fastest on design 6

Converting to the other type: fastest on design 6

Comparison to hypotheses from E.26:

**E.29**

Performance analysis on all methods ran using PointAnalyseTest.java. Results are summarized in E.30

**E.30**

Average Computations speeds for the operations on different designs in milliseconds

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Operations** | **Design 2** | | | **Design 3** | | | **Design 6** | | |
| **Max** | **Min** | **Avg** | **Max** | **Min** | **Avg** | **Max** | **Min** | **Avg** |
| getX() | 488446 | 450113 | 472360 | 10297 | 7122 | 7298 | 615097 | 304282 | 327262 |
| getY() | 538501 | 388100 | 414600 | 22909 | 9215 | 10812 | 337502 | 318001 | 304133 |
| getRho() | 16663 | 8998 | 16045 | 19809 | 12255 | 13418 | 127161 | 39847 | 42336 |
| getTheta() | 15386 | 10099 | 13890 | 822294 | 665832 | 723651 | 502745 | 435635 | 442982 |
| getDistance() | 1840178 | 1721042 | 1736519 | 19338 | 10370 | 12667 | 1184053 | 1131692 | 1163763 |
| rotatePoint() | 4465855 | 3940196 | 4159307 | 2061578 | 1577395 | 1699163 | 3078761 | 2922002 | 2991639 |
| Converting to Opposite | 1088670 | 817011 | 885711 | 858905 | 666803 | 844557 | 25556 | 19921 | 22772 |

**Part 2: Vector/ArraysLists/Arrays**

|  |  |  |  |
| --- | --- | --- | --- |
| **Time** | **ArrayList** | **Vector** | **Array** |
| **Test 1** | 0.122947988 | 3.260702445 | 0.079015661 |
| **Test 2** | 0.175345685 | 3.750741664 | 0.095158389 |
| **Test 3** | 0.143885242 | 3.377636697 | 0.09134859 |
| **Average** |  |  |  |

The table displays the time taken in seconds for each collection to sum up all the integers stored. We chose to test this collection with 80 000 000 randomly generated integers, ranging from 0-9.

From these results, we recommend that developers always use arrays when the size is known as the array was faster than the arraylist. If the size is unknown, then we would recommend arrayList over vectors for performance as the vector was than the arraylist.