

A. The Country Class

Country
protected int cNumber,cPopulation protected String cName protected double cGNI, cPCI, cStandard protected int cPopulation
public Country() public void modifyMe(Country thisCountry) public void inputData(int x) public String printMe() public double getPCI() public String getCountry() public String setPCI() protected void finalize() throws java.lang.Throwable protected void destroyMe(Object thisObj)

A1. The Country() Constructor

START

```
cNumber, cGNI, cPCI, cPopulation = 0;  
cName = "";
```

STOP

A2. The modifyMe(Country thisCountry) Method

START

```
cNumber = thisCountry.cNumber;  
cName = thisCountry.cName;  
cGNI = thisCountry.cGNI;  
cPCI = thisCountry.cPCI;  
cPopulation = thisCountry.cPopulation;
```

STOP

A3. The inputData(int x) Method

START;=

```
Let countryHeading and cNumberString be strings;  
Prompt for countryHeading and cNumberString;  
cNumber = cNumberString;  
Prompt for cNumber, cName, cGNI, and cPopulation;  
cPCI = cGNI/cPopulation;
```

STOP

A4. The printMe() Method: Returns a string

START

```
Let printString be a string  
printString = "Country Number: " + cNumber + "\n" + "Name: " + cName + "\n" +
```

"Gross National Income: " + cGNI + "\n" + "Population: " + cPopulation + "\n" + "Per Capita Income: " + cPCI + "\n" + "Standard Deviation: " + cStandard;

Return printString;

STOP

A5. The getCountry() Method: Returns an Integer

START

Return cNumber;

STOP

A6. the getPCI() method: returns a double

START

Return cPCI;

STOP

A7. The setPCI(double thisPCI) Method: returns a double

START

cPCI = this.PCI;

Return thisPCI;

STOP

A8. The finalize Method

START

destroyMe(this);

STOP

A9. The destroyMe(thisObj) Method

START

thisObj = null;

System.gc();

STOP

D. The CountriesNode Class

CountriesNode
Protected Country nInfo; Protected CountryNode nNext;
Public CountryNode(); Public void modifyMe(CountryNode thisNode); Public void inputData(int x); Public String printMe();

D1. The CountryNode() Method

START

Set nInfo = new Country();

Set nNext = null;

STOP

D2. The modifyMe(CountryNode thisNode) Method

START

Set nInfo.modifyMe to thisNode.Info;

Set nNext to thisNode.nNext;

STOP

D3. The inputData(int x) Method

START

Get nInfo or position of x;

Set nNext = null;

STOP

D4. The printMe() Method

START

Return nInfo;

STOP

C. The CountriesStack Class

CountryStack
Protected CountryNode nTop, nBottom; Protected int sLength;
Public CountryStack(); Public void push(Country thisCountry); Public void pop(); Public void modifyMe(int pos, Country thisCountry); Public getSize(); Public void clearStack(); Public Country getInfo(int pos); Public Country[] toArray(); Protected void finalize()throws java.lang.Throwable; Protected void destroyMe(Object thisObj);

C1. The CountriesStack() Method

START

Set nTop = nBottom = null;

Set length = 0;

STOP

C2. The push(Country thisCountry) Method

START

Declare newNode as a new CountryNode;

Set the newNode info to the thisCountry value;

Set the newNode.nNext to nFirst;

Set nFirst = newNode;

Increment length by one;

If length is 1 then nLast = nFirst;

STOP

C3. The pop() method

START

Declare nCurrent as a new CountryNode equal to nTop;
Declare nCurrentCopy equal to a new CountryNode;
Set nCurrentCopy to nCurrent;
Set nTop = nTop.nNext;
Call destroyMe for nCurrent;
Decrement length by 1
Return nCurrentCopy.nInfo

STOP

C4. The modifyMe(int pos, Country thisCountry) Method

START

Declare int x = 1;
Declare a CountryNode nCurrent = nTop;
while(nCurrent.nNext is not null and x < pos);
Do;
nCurrent = nCurrent.nNext;
Increment x;
End while;
nCurrent.nInfo.modifyMe for thisCountry;

STOP

C5. The getSize() Method;

START

Return nLength;

STOP

C6. The clearStack() Method

START

Declare CountryNode nCurrent = nTop;
Declare CountryNode nCurrentCopy;
while(nCurrent is not null)
Do
nCurrentCopy= nCurrent;
nCurrent = nCurrent.nNext;
Call destroyMe() for nCurrentCopy;
End while
nTop= nBottom = null;
sLength = 0;

STOP

C7. The getInfo(int pos) Method

START

Declare int x = 1;
Declare Country [] tempList = new Country[sLength];

```

        Declare tempList = toArray();
        Return tempList[pos];
STOP
    C8. The toArray() Method
START
    Declare int x = 1;
    Declare Country[] countryArray = new Country[sLength];
    Declare CountryNode nCurrent = nTop;
    for(x =1 to nCurrent is a positive number and x to sLength incrementing x by 1) do
        Set CountryArray[x-1] = new Country();
        Set countryArray[x-1] to nCurrent.nInfo;
        Set nCurrent = nCurrent.nNext;
    End for
    Return countryArray;
STOP
    C9. The finalize() Method
START
    Call destroyMe for this
STOP
    C10. The destroyMe(Object thisObj) Method
START
    Set thisObj = null;
    Call System.gc();
STOP

```

B. The CountriesMonitor Class

CountriesMonitor
<pre> public static CountryStack countriesList; public static final String HEADING = "Countries Stack of Petr Bowles"; public static final int DEFAULT_NUMBER = 0; static double totalPCI, averagePCI, stdDevPCI; </pre>
<pre> public static void main(String[] args) public static void inputCountries() public static void queryCountry(CountryStack thisList) public static void listCountries(CountryStack thisList) public static void sortCountries (CountryStack thisList) public static void standardDev (CountryStack ThisList, int thisLim, double thisAvg); public static void removeCountries () public static void checkSize(CountryStack thisList) public static void initialize() public static void empty() Public static void summarizeCountries(CountryStack thisList); Private static void highLow(Country thisCountry()); Public static void initializeSummary(); </pre>

B0. The main(String[] args) Method

START

Let exitTime be Boolean, initialized to FALSE;
Let option be an integer;
Let countryList be an Linked List of Country objects;
totalPCI = 0;

// Main Operations

While (Not exitTime) do the following:

Present the user with the following menu:

1. Enter Countries Info
2. Query for a Country
3. List unsorted countries
4. Remove a country
5. Check the size of the list
6. Empty the list
7. Prove the summary
8. Display the sorted list
9. Exit Prompt user to key in the a menu selection and store this in Option;

Case Option is:

- 1: countryList := inputCountries (); // Obtain information for countries
- 2: queryCountry(countryList);
- 3: listCountries(countryList);
- 4: removeCountries(countryList);
- 5: checkSize(countryList);
6. empty();
7. standardDev(countryList, averagePCI);
8. sortCountries(countryList);
- 9: Set exitTime to True;

End-Case;

End-While;

STOP

B1.The inputCountries() Method

START

Let x, numberOfCountries be integers;
Let currentCountry be a new country object;

Prompt for number of countries and store this in numberOfCountries;
Ensure capacity of countriesList by comparing to numberOfCountries;

For (x := 1 to numberOfCountries with increments of 1) do the following
Instantiate currentCountry = new Country();

```
currentCountry.inputData(x);  
countriesList.push(x-1, currentCountry);  
totalPCI += currentCountry.getPCI();
```

```
End-For;
```

```
averagePCI := totalPCI/numberOfCountries;
```

```
STOP
```

```
B2. The queryCountry(CountryStack <Country> thisList) Method
```

```
START
```

```
Let outString be a string;
```

```
Let searchCountry and foundCountry be new Country Objects
```

```
String qHeading = "Country Query";
```

```
boolean exitTime = false;
```

```
boolean exitNow;
```

```
int thisLim = thisList.getSize();
```

```
If thisLim > 0:
```

```
While exitTime is true;
```

```
Accept user input for searchNumber;
```

```
Declare foundCountry as a new empty Country;
```

```
exitNow = false;
```

```
For(x := 1 to thisLim && exitNow is false, incrementing by 1) do the following:
```

```
If searchNumber match thisList.getInfo(x-1.getCountry());
```

```
Set foundCountry equal to the value and exitTime to true;
```

```
End if;
```

```
Otherwise set outString to error message
```

```
Prompt for nextUserAction
```

```
If nextUserAction equals cancel option, then exitTime = true
```

```
End while
```

```
End if
```

```
STOP
```

```
B3. The listCountries(CountryStack thisList) Method
```

```
START
```

```
Let outString be a string = "Members of the list are:"
```

```
for(x:= 1 to thisList.size() incrementing by 1) do the following:
```

```
Add thisList.get(x-1).printMe() to outString
```

```
End for
```

```
Show output
```

```
STOP
```

B4. The sortCountries(CountryStack thisList) Method

START

Let outString be a string = "Members of the list are:"

Let sortedCountry be a new Country;

Let newList be and ArrayList equal to thisList;

Int limit = newList.size();

for(x:= 0 to limit - 1 incrementing by 1) do the following:

for(y:= 0 to limit - 1 incrementing by 1) do the following:

If newList position x PCI is greater than newList position y + 1 PCI do the following:

sortedCountry.modifyMe(newList.get(y + 1));//x

newList.get(y + 1).modifyMe(newList.get(x));//x,y

newList.get(x).modifyMe(sortedCountry);//x,sort

End if

End for

End for

for(z := 1 to limit incrementing by 1) do the following:

outString += newList.getInfo(z-1).printMe();

End for

Output outString;

STOP

B5. The standardDev(CountryStack thisList, int thisLim, double thisAvg) Method

START

double standard, diff, totalDiff,

int limit = thisList.size();

totalDiff = 0;

for(x := 1 to limit incrementing by 1) do the following:

diff = (thisList.get(x-1).getPCI() - averagePCI)^2;

totalDiff += diff;

End for

standard = Math.sqrt(totalDiff/limit);

Return standard

STOP

B6. The removeCountries() Method

START

Let removalPrompt and removalHeading be strings;

removalHeading = "Removal of Items from the List";

Let x, rStart, rStop, popAmount, and nextUserAction be integers;

Accept user input for rStart, popAmount and rStop;

while(popAmount > countriesList.getSize() or popAmount <= 0) do the following:

Show error message;

Accept input for rStart and rStop;

End while

removalPrompt = popAmount + rStart + " to " + rStop + " are about to be removed from the list.\n" + "Click Yes to remove the items. Click No or Cancel to exit.";

Accept user input for nextUserAction;

if(nextUserAction = Yes Option) do the following:

for(x = popAmount incrementing by 1) do the following:

countriesList.pop();

End for

End if

STOP

B7. The checkSize(CountryStack thisList) Method

START

Let Output be a JOptionPane output message;

Output = "There are " + thisList.getSize() + " countries in the list";

STOP

B8. The initializeList() Method

START

countriesList = new CountryStack ();

STOP

B9. The empty() Method

START

Let x and nextUserAction be integers;

Let removalPrompt be a string;

removalPrompt = "You are about to empty the list. " + "Click Yes to Empty. Click No or Cancel to exit.";

nextUserAction = JOptionPane.showConfirmDialog(null, removalPrompt);

If nextUserAction == JOptionPane.YES_OPTION do the following:

countriesList.clearStack();

End if;

STOP

B10. The SummarizeCountries(CountryStack thisList) Method

START

Let x cLim be integers;

Let thisList be a Stack of country objects

Let outputS be a string initialized to blanks

```
Set cLim to the size of thisList
initializeSummary();
for(x = 1 to cLim with increments of 1) do the following
Add thisList.get(x -1).getPCI() to totalPCI
highLow(thisList.getInfo(x-1)
End for
averagePCI = totalPCI/cLim
stdDevPCI = standardDev(thisList, cLim, averagePCI)
Append richestC.printMe() to outputS
Append poorestC.printMe() to outputS
Append "total PCI: " + totalPCI to outputS
Append "average PCI: " + averagePCI to outputS
Append "standard deviation: " + stdDevPCI to outputS
Display(outputS)
```

STOP

B11. The highLow(Country thisCountry) Method

START

```
Let thisCountry be a Country instance;
If thisCountry.getPCI() > richestC.getPCI()
richestC.modifyMe(thisCountry)
End if
If thisCountry.getPCI() < poorestC.getPCI()
poorestC.modifyMe(thisCountry)
End if
```

STOP

B12. The initializeSummary() Method

START

```
Instantiate richestC, poorestC
richestC.cPCI to smallest possible value
poorestC.cPCI to largest possible value
Set totalPCI, averagePCI, stdDevPCI to zero
```

STOP