

Please complete the following Java programs to generate the expected console output.

Problem 1: Printing Fibonacci Sequence

This program prints the Fibonacci sequence up to a given number 'n' **using while loop**. The Fibonacci sequence is a series of numbers where each is the sum of the two preceding ones, typically beginning with 0 and 1.

```
public class Fibonacci {  
    private static void printFibonacciSequence(int n) {  
        int firstTerm = 0;  
        int secondTerm = 1;  
        int i = 1;  
        while (i <= n) {  
            System.out.print(firstTerm + " ");  
            int nextTerm = firstTerm + secondTerm;  
            firstTerm = secondTerm;  
            secondTerm = nextTerm;  
            i++;  
        }  
    }  
    public static void main(String[] args) {  
        printFibonacciSequence(10);  
    }  
}
```

This is the console output of the program when it is executed.

1 2 3 4 5 6 7 8 9 10
0 1 1 2 3 5 8 13 21 34

Problem 2: Printing a Sum Table

This program prints a sum table. The sum table displays each cell's sum of row and column indices using *nested for loop*. Please complete the code and achieve the desired output.

```
public class SumTable {  
    private static void printSumTable(int m, int n) {  
        for (int i = 0; i < m; i++) {  
            for (int j = 0; j < n; j++) {  
                System.out.print((i + j) + " ")  
            }  
            System.out.println();  
        }  
    }  
  
    public static void main(String[] args) {  
        printSumTable(6, 6);  
    }  
} //Q6
```

This is the console output of the program when it is executed.

0	1	2	3	4
1	2	3	4	5
2	3	4	5	6
3	4	5	6	7
4	5	6	7	8
5	6	7	8	9

0,1,2,3,4
0,1,2,3,4,5

Seint

Please complete the following Java methods and programs by filling in the blanks.

Problem 1

Please implement the integer array's `removeAtIndex(int index)` and `addLast(int e)` methods. The `removeAtIndex(int index)` method of an array is an operation that removes an element from the array at a specified index, shifting all subsequent elements to fill the gap created by the removal. The `addLast()` method appends or adds an element to the end of the array.

```
int removeAtIndex(int index) {
    if (load > 0) {
        int temp = arr[index]; ①
        for (int i = index; i < load - 1; i++) { // Q1
            int rightIndex = i + 1;
            if (rightIndex < size) {
                arr[i] = arr[rightIndex];
            }
        }
        arr[load - 1] = 0; ①; // Q2
        load--; ①; // Q3
        return temp;
    } else {
        return 0;
    }
}

void addLast(int e) {
    if (load < size) {
        arr[load] = e; ①; // Q4
        load++;
    }
}
```

0 1 2 3 4 5 6
{1, 2, 3, 4, 0, 0, 0}

1 2 3 4

Array
size: int
load: int
arr: int[]
addFirst(e: int): void
addLast(e: int): void
addAtIndex(e: int, index: int): void
removeFirst(): int
removeLast(): int
removeAtIndex(index: int): int
getElementAtIndex(index: int): int
setElementAtIndex(e: int, index: int): void
printArray(): void
+main(args: String[]): void

Problem 2: Recursively calculates the sum of odd numbers

Using recursion, this Java program calculates the sum of odd numbers from a given positive integer from n to 1. It performs this computation using a recursive function called `sumOfOdds(int n)`.

```
static int sumOfOdds(int n) {
    if (n <= 0) {
        return 0; ①; // Q5
    } else {
        if (n % 2 != 0) {
            return n + sumOfOdds(n-1); (n-2); // Q6
        } else {
            return sumOfOdds(n - 1); ①
        }
    }
}
```

This is the console output of the program when `sumOfOdds(10)` is executed from the 'main' method.

25

9
7
5
3
1

Please complete the following Java methods and programs by filling in the blanks. (10 Minutes)

Problem 1: Search a hash table that was previously filled with the folding hash function, and the collision was solved using quadratic probing.

```
int searchHashTableFoldingQuadratic(int key) {
    int C = 100;
    int orig_addr = (key % C + key / C) % hSize;
    int fi = 0; // int addr = orig_addr + fi; // Q1
    int i = 0;
    while (H[addr] != key) {
        fi = i * i; // addr = (orig_addr + fi) % hSize; // Q2
        i++;
        addr = (orig_addr + fi) % hSize; // Q3
    }
    return addr;
}
```

HashTable
H: int[]
hSize: int
fillHashTableFoldingQuadratic (key: int): void
searchHashTableFoldingQuadratic (key: int): int

Good job! 

Problem 2: Quick Sort

```
static void RecursiveQuickSort(int[] A, int start, int end) {
    if (start < end) {
        int pivot = A[end];
        int[] L = new int[A.length];
        int[] R = new int[A.length];
        int l_count = 0;
        int r_count = 0;
        for (int i = start; i < end; i++) {
            if (A[i] < pivot) {
                L[l_count] = A[i];
                l_count++;
            } else {
                R[r_count] = A[i];
                r_count++;
            }
        }

        for (int i = 0; i < l_count; i++) {
            A[start + i] = L[i]; // Q4
        }
        A[start + l_count] = pivot; // Q5
        for (int i = 0; i < r_count; i++) {
            A[l_count + start + i + 1] = R[i];
        }
        RecursiveQuickSort(A, start, start + l_count - 1);
        RecursiveQuickSort(A, start + l_count + 1, start + l_count + r_count); // Q6
    }
}
```

Please complete the following Java methods and programs by filling in the blanks.

Q1-Q5 Fill the result after running that line; Q6-Q8 Fill in the blank.

```
public class SlistV6 {
    public static void main(String[] args) {
        SList<Integer> ilist = new SList<Integer>();
        ilist.addFirst(3);
        ilist.addLast(6);
        ilist.addFirst(3);
        ilist.printHorizontal();
        ilist.addAtIndex(4, 1);
        ilist.addLast(7);
        ilist.addAtIndex(1, 4);
        ilist.printHorizontal();
        System.out.println(ilist.removeAtIndex(5));
        System.out.println(ilist.removeFirst());
        ilist.printHorizontal();
    }
}
```

3, 3, 6 ✓ 3, 3, 6 ✓ Q1 (0.5 point)

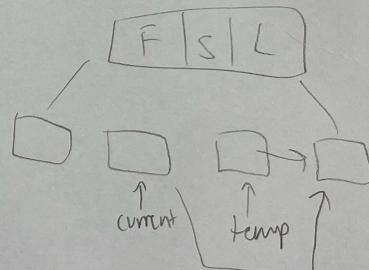
3, 4, 3, 6 ✓ 3, 4, 3, 6, 7 ✓ Q2 (1 point)

3, 4, 3, 6, 1, 7 ✓ 7 ✓ Q3 (0.5 point)

3, 4, 3, 6, 1, 7 ✓ 3 ✓ Q4 (0.5 point)

4, 3, 6, 1 ✓ Q5 (1 point)

```
// Class methods
    T removeAtIndex(int index) {
        if(index < 0 || index > size)
            return null?; return null?;
Q6 (0.5 point)
        else if(index == 0)
            return removeFirst();
        else if(index == size - 1)
            return removeLast();
        else {
            Node<T> current = first;
            for(int i=0; i < index - 1; i++)
                current = current.next;
Q7 (1 point)
            Node<T> tmp = current.next; ✓
Q8 (1 point)
            current.next = tmp.next; ✓
            tmp.next = null;
            size--;
            return tmp.element();
        }
    }
}
```



NYAN

Please complete the following Java methods and programs by filling in the blanks.

```
static boolean isPalindrome(String word) {
    Stack<Character> S1 = new Stack<Character>();
    for (int i=0; i < word.length(); i++) {
        S1.push(word.charAt(i));
    }
    Stack<Character> S2 = S1.reverseStack();
    while (!S1.isEmpty()) {
        if (S1.pop() != S2.pop()) {
            return false;
        }
    }
    return true;
}
```

Word = word.toLowerCase(); ✓ /Q1 (1)

✓ /Q2 (1)

✓ /Q3 (1)

✓ /Q4 (0.5)

✓ /Q5 (0.5)

✓ /Q6 (1)

✓ /Q7 (0.5)

✓ /Q8 (0.5)

✓ /Q9 (0.5)

✓ /Q10 (1)

✓ /Q11 (1)

✓ /Q12 (1)

✓ /Q13 (1)

✓ /Q14 (1)

✓ /Q15 (1)

✓ /Q16 (1)

✓ /Q17 (1)

✓ /Q18 (1)

✓ /Q19 (1)

✓ /Q20 (1)

✓ /Q21 (1)

✓ /Q22 (1)

✓ /Q23 (1)

✓ /Q24 (1)

✓ /Q25 (1)

✓ /Q26 (1)

✓ /Q27 (1)

✓ /Q28 (1)

✓ /Q29 (1)

✓ /Q30 (1)

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✓ /Q93 (1)

✓ /Q94 (1)

✓ /Q95 (1)

✓ /Q96 (1)

✓ /Q97 (1)

✓ /Q98 (1)

✓ /Q99 (1)

✓ /Q100 (1)

```
void push(T element) {
    list.addFirst(element);
}
T pop() {
    return list.removeFirst();
}
```

✓ /Q1 (0.5)

✓ /Q2 (0.25)

✓ /Q3 (0.5)

✓ /Q4 (0.5)

✓ /Q5 (0.5)

```
public class StackV6 {
    public static void main(String[] args) {
        Stack<String> number = new Stack<String>();
        number.push("77");
        number.pop();
        number.push("12");
        System.out.println("Stack:" + number);
        number.push("13");
        System.out.println("Stack:" + number);
    }
}
```

✓ /Q6 (1)

✓ /Q7 (0.5)

✓ /Q8 (0.5)

✓ /Q9 (0.5)

✓ /Q10 (0.5)

✓ /Q11 (0.5)

✓ /Q12 (0.5)

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✓ /Q98 (0.5)

✓ /Q99 (0.5)

✓ /Q100 (0.5)

Stack: [12]
Stack: [12, 13]

Please complete the following Java methods and programs by filling in the blanks. (15 minutes)

<pre> 97 static void makeRoundRobin(Queue<Integer> Q, Queue<String> P, int limit, int resourceAmt) 98 { 99 printRoundRobin(Q, P, resourceAmt); 100 101 while(! Q.isEmpty() && resourceAmt!=0) 102 { 103 int temp = Q.dequeue(); 104 String name = P.dequeue(); 105 if(limit<=resourceAmt) 106 { 107 if(temp >= limit) 108 { 109 Q.enqueue(temp); 110 P.enqueue(name); 111 } 112 printRoundRobin(Q, P, resourceAmt); 113 } 114 else 115 { 116 printRoundRobin(Q, P, resourceAmt); 117 } 118 } 119 if(temp>resourceAmt) 120 { 121 temp=temp-resourceAmt; 122 resourceAmt=0; 123 Q.enqueue(temp); 124 P.enqueue(name); 125 } 126 else 127 { 128 resourceAmt=resourceAmt-temp; 129 temp=0; 130 printRoundRobin(Q, P, resourceAmt); 131 } //end if 132 } //end while 133 }</pre>	<pre> 151 Queue<Integer> RRB = new Queue<Integer>(); 152 RRB.enqueue(6); 153 RRB.enqueue(12); 154 RRB.enqueue(4); 155 RRB.enqueue(5); 156 157 RRB.enqueue(9); 158 Queue<String> P = new Queue<String>(); 159 P.enqueue("P1"); 160 P.enqueue("P2"); 161 P.enqueue("P3"); 162 P.enqueue("P4"); 163 P.enqueue("P5"); 164 P.enqueue("P6"); 165 int amount = 40; 166 int quota = 3; 167 System.out.println("Your result is "); 168 QueueApp.makeRoundRobin(RRB, P, quota, amount); 169 170 System.out.println("The correct result should be "); 171 System.out.println(172 "40: P1-6 P2-12 P3-4 P4-5 P5-7 P6-9 P1-3 \n" + 173 "37: P2-12 P3-4 P4-5 P5-7 P6-9 P1-3 \n" + 174 "34: P3-4 P4-5 P5-7 P6-9 P1-3 P2-9 \n" + 175 176 "28: P5-7 P6-9 P1-3 P2-9 P3-1 P4-2 \n" + 177 "25: P6-6 P1-3 P2-9 P3-1 P4-2 P5-4 \n" + 178 "22: P1-3 P2-9 P3-1 P4-2 P5-4 P6-6 \n" + 179 "19: P2-6 P3-1 P4-2 P5-4 P6-6 \n" + 180 "16: P3-1 P4-2 P5-4 P6-6 P2-6 \n" + 181 "15: P4-2 P5-4 P6-6 P2-6 \n" + 182 "13: P5-6 P6-6 P2-6 \n" + 183 "10: P6-6 P2-6 P5-1 \n" + 184 "7: P2-6 P5-1 P6-3 \n" + 185 "4: P5-1 P6-3 P2-3 \n" + 186 "3: P6-3 P2-3 \n" + 187 "0: P2-3 "); </pre>
--	--

Q1 From Line No. 173 , the number 37 is calculated from source code line No? Complete the source code.

Answer 106 : resourceAmt -= limit; (1) (0.5+0.5point)

Q2 P1-3 from Line No. 173 , the number 3 is calculated from source code line No?? Complete the source code.

Answer 107 : temp -= limit; (1) (0.5+0.5point)

Q3 From Line No. 178→179 , Why P1 is disappeared from queue? Which condition or which line made P1 disappear? Please explain.

Answer

in the while loop when P1-3 it satisfy the if statement in line 104 and 105 then in line 107 temp is now 0 therefore the line 108 doesn't run therefore it didn't get enqueue back. (1 point)

Q4 From Line No. 180→181 , Why the first number of row change from 16→15? What line No. of source code used to calculate this new value? Complete the source code.

Answer Line 115: resourceAmt -= temp; (0.5+0.5point)

Q5 Complete source code of Line No. 156 ? Answer RRB.enqueue(7); (1 point) (1)

Q6 Complete source code of Line No.175

"31: P4-5 P5-7 P6-9 P1-3 P2-9 P3-1 \n" + NYAN

Complete the following method that is used to print a tree using breadth-first traversal in a binary tree class. This method should be implemented considering that 'root' is a property of the class representing the root node, and it should be of type 'BTNode<T>'. The UML of a 'Queue<T>' class is provided below. (10 minutes)

Queue<T>
-list: SList<T>
Queue()
enqueue(element: T): void
dequeue(): T
queuefront(): T
queuerear(): T
isEmpty(): boolean

```
public class BTNode<T> {
    T element;
    BTNode<T> left=null;
    BTNode<T> right=null;
    public BTNode(T e){
        element=e;
    }
}
```

```
void PrintBFT() {
    Queue<BTNode<T>> Q = new Queue<BTNode<T>>();
    Q.enqueue(root); ①
    BTNode<T> tmp;
    while(!Q.isEmpty()) ① {
        tmp = Q.dequeue(); ①
        System.out.print(tmp.element + " "); ①
        if(tmp.left != null) ① /* 0.5 points */
            Q.enqueue(tmp.left); ① /* 0.5 points */
        if(tmp.right != null) ① /* 0.5 points */
            Q.enqueue(tmp.right); ① /* 0.5 points */
    }
    System.out.println();
}
```

Kevin

Group 1

Score
6/6

Complete the following method that is used to delete a node in the binary search tree. (10 minutes)

```

public T delete(T item) {
    BTNode<T> parent = null;
    BTNode<T> current = root;
    boolean currentIsLeftChild = true;
    while (current != null) {
        if (item.compareTo(current) < 0) { ✓ ①
            parent = current;
            current = current.left; ✓ ②
            currentIsLeftChild = true; /* 0.5 points */
        } else if (item.compareTo(current) > 0) { ✓ ③
            parent = current;
            current = current.right; ✓ ④
            currentIsLeftChild = false; /* 0.5 points */
        } else {
            break; ✓ ⑤
        }
    }
    // Case 0: item is not in the tree
    if (current == null) {
        return null;
    }
    T temp = current.element;
    // Case 1: current is the leave
    if (current.left == null && current.right == null) { ✓ ⑥
        if (currentIsLeftChild) { ✓ ⑦
            parent.left = null;
        } else {
            parent.right = null;
        }
    }
    // Case 2: If the deleted node has one child
    // Case 2.1: If its child node is on the right
    if (current.left == null) {
        if (currentIsLeftChild) {
            if (parent == null) {
                root = current.right;
            } else {
                parent.left = current.right;
                current.right = null;
            }
        } else {
            if (parent == null) {
                root = current.right;
            } else {
                parent.right = current.right;
            }
        }
    }
}

```

```

public class BTNode<T> {
    T element;
    BTNode<T> left = null;
    BTNode<T> right = null;
    public BTNode(T e) {
        element = e;
    }
}

```

NYAN



```
        current.right=null;
    }
}
// Case 2.2: If its child node is on the left
} else if (current.right == null) {
    if (currentIsLeftChild) {
        if (parent == null){
            root = current.left;
        } else {
            parent.left = current.left;
            current.left=null;
        }
    } else {
        if (parent == null)
            root = current.left;
        else {
            parent.right = current.left;
            current.left = null;
        }
    }
} else {
    BTNode<T> maxleft = current.left;
    BTNode<T> maxleftParent = current;
    while (maxleft.right != null) {
        maxleftParent = maxleft;
        maxleft = maxleft.right;
    }
    current.element = maxleft.element;
    if (maxleft.left == null && maxleft.right == null) {
        maxleftParent.right=null;
    } else if (maxleft.left != null) {
        maxleftParent.right = maxleft.left;
        maxleft.left=null;
    } else if (maxleftParent == current) {
        current.left = maxleft.left;
        maxleft.left = null;
    }
}
size--;
return temp;
}
```

There are 2 questions. [10 minutes]

1. Complete the following methods. The method **reheapUp(int i)** is used to restore the heap property by moving a newly added element up the heap to its correct position. The method **reheapDown(int i)** is used to restore the heap property by moving the element at the index *i* down the heap to its correct position. The method **insert(int data)** is used to insert a new data to the heap. The method **deleteRoot()** is used to delete the root of the heap. The method **makeHeapSort()** is used to print data in the heap from max to min.

```
void makeHeapSort() {  
    while (load > 0) {  
        System.out.print(deleteRoot() + " ");  
    }  
    System.out.println();  
}  
  
void reheapDown(int i) {  
    int lastIndex = load - 1;  
    if (2*i + 1 <= lastIndex) {  
        int largeNodeIndex;  
        int leftNodeIndex = 2*i + 1;  
        int rightNodeIndex = 2*i + 2;  
        if (rightNodeIndex > lastIndex) {  
            largeNodeIndex = leftNodeIndex;  
        } else if (rightNodeIndex > lastIndex) {  
            largeNodeIndex = rightNodeIndex;  
        } else {  
            largeNodeIndex = lastIndex;   
        }  
        if (H[largeNodeIndex] > H[i]) {  
            swap(H, i, largeNodeIndex);  
            reheapDown(largeNodeIndex);  
        }  
    }  
}
```

Heap
H: int[]
load: int
Heap() reheapUp(i: int): void reheapDown(i: int): void insert(data: int): void deleteRoot(): int swap(H: int[], i1: int, i2: int): void

Heap UML

if $i \leq 3$
7
8

$H[\text{rightNodeIndex}]$

$H[\text{leftNodeIndex}]$

$H[\$

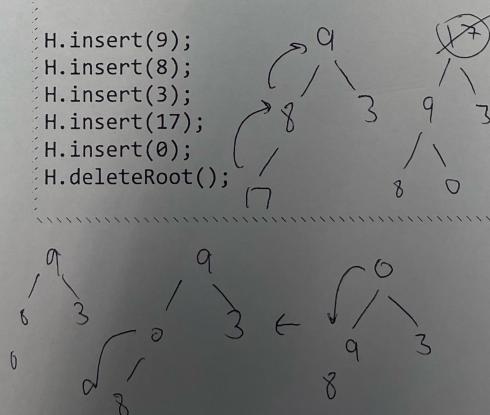
```
void swap(int[] A, int ind1, int ind2) {  
    int temp = A[ind1];  
    A[ind1] = A[ind2];  
    A[ind2] = temp;  
}
```

```
int deleteRoot() {  
    int temp = H[0];  
    if(load-1 >= 0) {  
        H[0]= H[load-1];  
        H[load-1] = 0;  
        load--;  
        reheapDown(0);  
    }  
    return temp;  
}
```

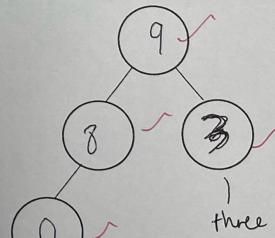
2. Draw the heap H in the binary tree structure after the following instructions are performed. (2 points)

```
Heap H = new Heap();
```

```
H.insert(9);  
H.insert(8);  
H.insert(3);  
H.insert(17);  
H.insert(0);  
H.deleteRoot();
```

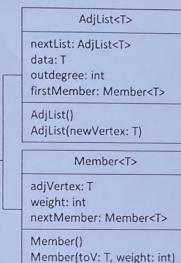
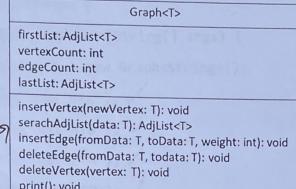


Draw your final heap here.





Please complete the following Java methods/programs and figure by filling in the blanks. (15 minutes)



Score: 6

```

void deleteEdge(T fromData, T toData) {
    AdjList<T> fromAdjList = searchAdjList(fromData); (1 point)
    if (fromAdjList == null) return;
    if (fromAdjList.firstMember != null &
        toData.equals(fromAdjList.firstMember.adjVertex)) {
        fromAdjList.firstMember = fromAdjList.firstMember.nextMember; (1 point)
        edgeCount--;
        fromAdjList.outdegree--; (1 point)
    } else if (fromAdjList.firstMember != null
        & !toData.equals(fromAdjList.firstMember.adjVertex)) {
        Member<T> temp = fromAdjList.firstMember;
        while (temp != null & temp.nextMember != null) {
            if (temp.nextMember.adjVertex.equals(toData)) {
                temp.nextMember = temp.nextMember.nextMember;
                fromAdjList.outdegree--;
                edgeCount--;
            } else {
                temp = temp.nextMember;
            }
        }
    }
}

```



Assuming that graph G has been initially instantiated using the following code in the driver class. Please fill in the blank in the given code to complete the graph and fill in the blank of the graph figure (0.5 score each) in accordance with the code.

```
public class TestGraph {  
    public static void main(String[] args) {  
        Graph<String> G = new Graph<String>();  
        G.insertVertex("BKK"); ✓  
        G.insertVertex("NTB"); ✓  
        G.insertVertex("PTH"); ✓  
        G.insertVertex("CSD"); ✓  
        G.insertVertex("SPK"); ✓  
        G.insertVertex("SKN"); ✓  
        G.insertVertex("NPT"); ✓  
        G.insertEdge("NTB", "BKK", 70); ✓  
        G.insertEdge("PTH", "BKK", 120); ✓  
        G.insertEdge("CSD", "BKK", 190); ✓  
        G.insertEdge("SPK", "BKK", 80); ✓  
        G.insertEdge("SKN", "BKK", 170); ✓  
        G.insertEdge("NPT", "BKK", 85); ✓  
        G.insertVertex("SSM");  
    }  
}
```

(0.5 point)

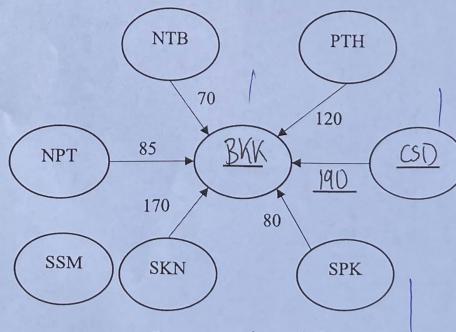


Figure representing graph G

(0.5 point x 3 = 1.5 in total)