DEAKIN UNIVERSITY

DATA STRUCTURES AND ALGORITHMS

ONTRACK SUBMISSION

Programming - Problem Solving

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Outcome	Weight
Complexity	◆◆◆◆◊
Implement Solutions	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$
Document solutions	♦♦♦ ♦♦

This task involves evaluating approaches to solving a long running problem, making use of memory to minimise runtime (eg. through memoization and using cached values), in looking at ways to optimise calculations dynamically and in coding our design to pass a series of tests. This relates to all three learning outcomes.

August 31, 2020



File 1 of 1 BoxOfCoins.cs

```
using System;
   using System.Text;
   using System.Text.RegularExpressions;
   using System.Collections;
   using System.Collections.Generic;
   using System.Diagnostics;
   namespace Task_6_2
       public class BoxOfCoins
10
       {
11
           /// <summary>
12
           /// Prints out the table of values used to store the results
13
           /// of calculations through different pathways
            /// </summary>
15
            /// <param name="table">2-dimensional array to print</param>
            /// <param name="n">length or height of the square 2d array</param>
17
           public static void PrintTable(int[,] table, int n)
18
19
                for(int i = 0; i < n; i++)
20
                {
                    for (int j = 0; j < n; j++)
22
                    {
23
                        Console.Write("{0,7} ", table[i, j]);
24
25
                    Console.WriteLine();
26
                }
27
           }
28
29
           /// <summary>
30
           /// Calculates the maximum difference possible for alternate
31
           /// choice of treasure chests, picked from the left or right
32
           /// end of a line of chest.
           /// </summary>
34
           /// <param name="boxes">Array or values of the coins in each chest</param>
35
           /// <returns>The difference between the totals based on the order
36
           /// of chooisng chests (+ve difference indicates better result for
37
            /// person chooisng first)</returns>
38
            /// <exception cref="System.ArgumentNullException">thrown when the
39
            /// array of coin values is null</exception>
40
           public static int Solve(int[] boxes)
41
42
                if (boxes is null) throw new ArgumentNullException();
43
   #if DEBUG
44
                Stopwatch stopwatch = new Stopwatch();
45
                stopwatch.Start();
46
   #endif
47
                if (boxes.Length is 1) return boxes[0]; // Nothing to calculate. Alex
48
                   gets the coins if only 1 chest
                int n = boxes.Length;
50
                // Create a table to store results, allowing re-use
51
                // if the same result occurs in a later iteration.
52
```

File 1 of 1 BoxOfCoins.cs

```
// This saves on time by caching results to be returned.
53
                // (ie. implementation of memoization)
54
                // SPace complexity: O(n^2)
55
                int[,] table = new int[n, n];
                               // staerting difference in positions in the table
                int gap;
57
                               // pointers to cells in the table and to chests in the
                int i, j;
58
                 \rightarrow array
                int x, y, z; // incremental sum of possible coin combinations
59
60
                // Time complexity: O(n^2)
61
                // This approach minimises the re-calculation of
62
                // overlapping solutions.
63
                for (gap = 0; gap < n; gap++) {
64
                     for (i = 0, j = gap; j < n; i++, j++) {
65
                         x = ((i + 2) \le j) ? table[i + 2, j] : 0;
66
                         y = ((i + 1) \le (j - 1)) ? table[i + 1, j - 1] : 0;
                         z = (i \le (j - 2)) ? table[i, j - 2] : 0;
68
69
                         table[i, j] = Math.Max(boxes[i] + Math.Min(x, y),
70
                                               boxes[j] + Math.Min(y, z));
71
                    }
                }
73
74
                // Account for different position of final results depending on odd or
75

→ even number of chests

                int result = Math.Max(table[0, n - 1] - table[1, n - 1], table[0, n -
76
                 \rightarrow 1] - table[0, n - 2]);
    #if DEBUG
77
                stopwatch.Stop();
78
                Console.WriteLine("Result: {0}", result);
79
                Console.WriteLine("Duration: {0}", stopwatch.Elapsed);
80
                PrintTable(table, n);
81
   #endif
82
                return result;
83
            }
84
        }
85
86
   }
87
```