

**1. Resubmit pseudocode from previous pseudocode assignments and update as necessary**

**Milestone one: vector**

**Written pseudocode to open, read, parse and validate the file**

// Pseudocode to open the file, read data, analyze each line, and check any format errors

BEGIN

// Open the file

FILE coursesFile = OPEN("courses")

// Create a vector to store course data

VECTOR<Course> courseVector = INITIALIZE()

// Read file line through line

// Read a line from the file

STRING ling = READ\_LINE(coursesFile)

// Split the line into different tokens (course number, title)

LIST<STRING> tokens = SPLIT

// Check if there are at least two courses

IF LENGTH < 2 THEN

PRINT "Error: Line does not meet the requirement"

```

CONTINUE
    ENDIF

// Extract course number and title
STRING courseNumber = tokens [0]
STRING courseTitle = tokens[1]

// Create a course object and store any of the data
Course = CREATE_COURSE(courseNumber, courseTitle)

// Add course
APPEND(courseAdd)

ENDWHILE

```

### **Pseudocode to create the course objects and the store in vector**

// Pseudocode to create the course objects and to be able to store them in a vector

```

STRUCT Course
    STRING courseNumber
    STRING courseTitle
    LIST<STRING> prerequisites
END

```

```

FUNCTION TO CREATE_COURSE(courseNumber, courseTitle, prerequisites)
    Course
    Course.courseNumber = courseNumber

```

```
Course.courseTitle = courseTitle
Course.prerequisites = prerequisites
RETURN to course
END
```

### **Pseudocode to be able to search for a certain course**

```
// Pseudocode to search the vector for a specific course
```

```
FUNCTION PRINT_COURSE_INFO(courseNumber, courseVector)
    BOOLEAN courseFound = incorrect
    FOR EACH course IN courseVector DO THIS
        IF course.courseNumber == courseNumber THEN
            PRINT "course number"
            PRINT "course title"
            PRINT "prerequisites"
        ENDIF
        courseFound is found
    IF courseFound is not found
        PRINT "Course," "courseNumber," "NOT FOUND."
    END
```

## ***Milestone two: Hash Table***

### **Pseudocode for Loading the Data into the Hash Table**

#### **1. The first step would be to open and read the file that is presented**

Procedure OpenAndReadFile (provide the filename here):

Open file with the filename

IF file is not opening, PRINT error message and EXIT

INITIALIZE the hash\_table as a hash table data structure

FOR each line present in the file:

IF line is not empty :

Parse(hash\_table)

CLOSE file

#### **2. Parse each line in the code and validate the code**

PROCEDURE ParseLine(line, hash\_table):

SPLIT line into tokens using whitespace

IF the number of tokens are < 2:

PRINT "Error: Invalid data in line"

EXIT

course\_number = tokens

course\_title = tokens ( 1 to ...)

Prerequisites = tokens // prerequisites would be the last token

FOR EACH prerequisite:

IF prerequisite is not found in the hash table:

PRINT "ERROR: Prerequisite course can't be found"

EXIT

### 3. Psuedocode to print any Course Information from the Hash Table

PROCEDURE to print the course information(hash\_table):

FOR each entry that is put into the hash\_table:

PRINT "Course Number: entry.course.number"

PRINT "Course Title: entry.course.title"

IF entry.prerequisites has data:

PRINT "Prerequisites"

EXIT

### ***Milestone three: Binary Search Tree***

// 1. Open and Read File

PROCEDURE OpenAndReadFile(filename):

OPEN file with filename

IF file is not open:

```
PRINT "Error: Unable to open file."  
EXIT
```

```
INITIALIZE tree as a binary search tree data structure
```

```
// Skip the header row  
READ a line from the file
```

```
FOR each line in the file:  
  IF line is not empty:  
    ParseLine(line,tree)
```

```
CLOSE file
```

```
// 2. Parse Each Line and Validate  
PROCEDURE ParseLine(line,tree):  
  SPLIT line into tokens using ',' (comma)
```

```
  IF number of token is less than 4:  
    PRINT "ERROR: Invalid data in line."  
    EXIT
```

```
  bidID = first token  
  description = second token
```

```
  // Create a Bid object  
  CREATE bid_object with bidId, description, amount, and fund
```

```
  // Insert the bid into the binary search tree  
  INSERT bid_object into tree based on bidId
```

```
// 3. Print Bid Information from Binary Search Tree  
PROCEDURE PrintBidInformation(tree):  
  PERFORM In-order Traversal of the tree:  
  FOR each node in the traversal:  
    PRINT "Bid ID: " + node.bidId  
    PRINT "Description: " + node.description  
    PRINT "Amount: " + node.amount
```

```
PRINT "Fund: " node.fund
```

```
PRINT "_____"
```

```
EXIT
```

```
// Data Structures
```

```
struct Bid {
```

```
    string bidId;
```

```
    string description;
```

```
    double amount;
```

```
    string fund;
```

```
}
```

```
struct Node {
```

```
    Bid bid;
```

```
    Node* left;
```

```
    Node* right;
```

```
}
```

```
// Binary Search Tree Class
```

```
class BinarySearchTree {
```

```
    private:
```

```
    Node* root;
```

```
    public:
```

```
        BinarySearchTree() { root = null; }
```

```
        ~BinarySearchTree() { /* Recursive deletion */ }
```

```
        // Insert a bid
```

```
        void Insert(Bid bid) {
```

```
            if (root is null) {
```

```
                root = new Node(bid, null, null);
```

```
            } else {
```

```
                addNode(root, bid);
```

```
        }
```

```
    }
```

```
        // Helper for insertion
```

```

void addNode(Node* node, Bid bid) {
    if (bid.bidId < node.bidId) {
        if (node.left is null) {
            node.left = new Node(bid, null, null);
        } else {
            addNode(node.left, bid);
        }
    } else {
        // ... (similar for right subtree)
    }
}

```

// Remove a bid

```

void Remove(string bidId) {
    root = removeNode(root, bidId);
}

```

// Helper for removal

```

Node* removeNode(Node* node, string bidId) {
    // ... (handle cases for leaf, one child, two children)
}

```

// Search for a bid

```

Bid Search(string bidId) {
    // ... (traverse the tree)
}

```

// Display all bids

```

void InOrder() {
    inOrderTraversal(root);
}

```

// Recursive in-order traversal

```

void inOrderTraversal(Node* node) {
    if (node is not null) {
        inOrderTraversal(node.left);
        // Print bid information (bidId, description, amount, fund)
        inOrderTraversal(node.right);
    }
}

```



```
    }  
}  
}
```

// Function to load bids from a CSV file

PROCEDURE loadBids(filename):

// ... (Open file, skip header, parse each line, create Bid objects)

// Main function

int main() {

BinarySearchTree tree;

int choice;

do {

// Display the menu (1. Load, 2. Display, 3. Find, 4. Remove, 9. Exit)

// Read user's choice

switch (choice) {

case 1:

// Load bids from the CSV file

// ... (Read filename, call loadBids, insert bids into tree)

break;

case 2:

// Display all bids

tree.InOrder();

break;

case 3:

// Find a bid

// ... (Read bidId, search for bid, print if found)

break;

case 4:

// Remove a bid

// ... (Read bidId, remove bid from tree)

break;

case 9:

```

// Exit
break;

default:
    PRINT "Invalid choice.\n";
}
} while (choice is not 9);
return 0;
}

```

## **2. Create pseudocode for a menu**

# Initialize the data structure to store course information

```
course_data = []
```

# Display the menu to the user

```
while True:
```

```

    print("Menu:")
    print("1. Load Course Data")
    print("2. Print Sorted Course List")
    print("3. Print Course Details")
    print("9. Exit")

```

# Get the user's choice

```
choice = input("Enter your choice: ")
```

# Process the user's choice

```
if choice == "1":
```

# Load the course data from the file into the data structure

```
load_course_data(course_data) # Replace with your actual loading data
```

```
print("Course data has loaded")
```

```
elif choice == "2":
```

# Print the sorted list of courses

```

    print_sorted_course_list(course_data) # Replace with your actual printing
    logic

```

```
elif choice == "3":
```

# Get the course code from the user

```

        course_code = input("Enter the course code: ")
        # Print the details of the course
        print_course_details(course_data, course_code)
    # Replace with your actual printing logic
    elif choice == "9":
        # Exit the program
        print("Exiting the program now")
        break
    else:
        # Invalid choice
        print("Invalid, try again")

```

**3. Design pseudocode that will print out the list of the sources in the Computer Science program in alphanumeric order.**

```

// Function to print the sorted list of courses for each data structure

```

```

// Vector

```

```

function printSortedCourseListVector(courseData):
// Sort the vector in ascending order by course number
sort(courseData, compareCourseNumbers) // Assuming compareCourseNumbers is a
function that compares course numbers

```

```

// Print the sorted list
for each course in courseData:
print(course.courseNumber + " " + course.courseName)

```

```

// Hash Table

```

```

function printSortedCourseListHashTable(courseData):
// Get the sorted keys (course numbers) from the hash table
sortedKeys = getSortedKeys(courseData) // Assuming getSortedKeys is a function that
returns a sorted list of keys

```

```

// Print the courses based on the sorted keys for each key in sortedKeys:
course = courseData[key] // Assuming courseData is a hash table
print(key + " " + course.courseName)

```

```
// Tree (Assuming a binary search tree)
function printSortedCourseListTree(courseData):
// Perform an in-order traversal of the tree, which naturally prints the elements in sorted
order inOrderTraversal(courseData.root)

//Function for in-order traversal
function inOrderTraversal(node):
if node is not null:
inOrderTraversal(node.left)
print(node.courseNumber + " " + node.courseName)
inOrderTraversal(node.right)
```

EXIT

#### ***4. Evaluate the run time and memory of data structures that could be used to address the requirements.***

There are three different data structures that are most used and were used throughout this course; vectors, hash tables and binary search tree. Vectors and hash tables are technically seen as the most efficient, when it comes to worst-case time complexities of  $O(n)$  ( $O(n)$  is a way to describe how the time and memory requirements that revolves around an algorithm or a data structure can grow,  $n$  is the input size and the  $O(n)$  is the linear growth) for reading and the parsing systems, and creating the objects. Which signifies the performance level of the systems in a linear fashion with the number of courses that are within the database. But binary search trees on the other hand, they are efficient when it comes to specific searching operations, they have a slower reaction for object creation, since the courses would be input in a sorted order, which will make the tree more unbalanced. For memory usage on the other hand, all the three data structures are  $O(n)$ , which indicates that the memory that is required grows proportionally to the number of courses that are present. Hence, the decision between the data structures would then depend on the different requirements for each project. For example, vectors and hash tables would be recommended when it comes to input efficiency, while binary search trees would be most helpful in efficient searching.

#### ***5. Vector, hash table and binary search tree advantages and disadvantages.***

Vector: The disadvantages of vectors include it's not very efficient when it comes to searching, searching for a specific bid in a vector data structure is not as encouraged compared to another structure. However, the advantages: the process of inputting data is

simple and efficient; hence, it is easy to add bids that must be read. And vectors maintain a specific order of elements so that any element can be accessed in a sequence, which means that if iterating is needed, it will be useful since the bids are in a certain order.

Hash Table: With a hash table, unlike a vector, it does not maintain a specific order for the elements, which means that if iteration is needed in a specific order, an additional sorting system will have to be implemented. However, they can change the table's size to accommodate to any size or mass of data, which is most useful for any growing datasets.

Binary Search Tree: This type of data structure has a chance of becoming unbalanced because if bids are input into a specific manner, there can be the chance of the structure becoming unbalanced and no longer efficient, however, binary search trees are very efficient when it comes to searching for a specific bid where the tree is balanced, which means that this structure is faster than any linear search.

In conclusion, I think it depends on the task's requirements for a specific data structure to be used. All three data structures have very different advantages and disadvantages, making them efficient in certain scenarios and lesser in others. Hence, understanding and considering the requirements of a specific task, then analyzing the abilities of each data structure in accordance with those requirements will be a more efficient form of recommendation.