Procedimentos implementados para resolução de US17/18

Classe Graph:

É a classe que recebe e faz a respetivas leituras dos ficheiros .csv e que também contém os métodos que transformam os grafos em imagens.

```
package mdisc.SprintC;
import java.io.FileReader;
import java.io.FileWriter;
import java.io.IOException;
    private String[] points;
IOException {
        readMatrix(matrixFile);
        readPoints(pointsFile);
    private void readMatrix(String file) throws IOException {
        while ((line = br.readLine()) != null) {
            size++;
        br.close();
        adjacencyMatrix = new int[size][size];
            String[] values = line.split(";");
                 adjacencyMatrix[row][col] =
Integer.parseInt(values[col].replaceAll("[^\\d]", ""));
        br.close();
    private void readPoints(String file) throws IOException {
        BufferedReader br = new BufferedReader(new FileReader(file));
        String line = br.readLine();
        if (line != null) {
            points = line.replaceAll("[^{\times}[^{\times}20-^{\times}7E]", "").split(";");
        br.close();
```

```
public String[] getPoints() {
    public void generateDotFile(String filename) throws IOException {
            writer.write("}\n");
outputFileName) throws IOException {
       String[] cmd = {"dot", "-Tpng", dotFileName, "-o",
        } catch (InterruptedException e) {
            e.printStackTrace();
String[] path) throws IOException {
            writer.write("graph G {\n");
                for (int j = i + 1; j < adjacencyMatrix[i].length;</pre>
                    if (adjacencyMatrix[i][j] != 0) {
                        boolean isRed = isEdgeInPath(path, points[i],
points[j]);
                            writer.write(points[i] + " -- " +
points[j] + " [label=\"" + adjacencyMatrix[i][j] + "\",
                           writer.write(points[i] + " -- " +
points[j] + " [label=\"" + adjacencyMatrix[i][j] + "\"];\n");
```

```
    writer.write("}\n");

}

private boolean isEdgeInPath(String[] path, String start, String end) {
    for (int i = 0; i < path.length - 1; i++) {
        if ((path[i].equals(start) && path[i + 1].equals(end)) || (path[i].equals(end) && path[i + 1].equals(start))) {
        return true;
    }
}

return false;
}
</pre>
```

Classe Dijkstra:

É a classe que implementa o algoritmo de Dijkstra, que nos permite conhecer o caminho mais curto de cada ponto.

```
package mdisc.SprintC;
    public Dijkstra(int numVertices) {
         this.numVertices = numVertices;
        distances = new int[numVertices];
        predecessors = new int[numVertices];
         visited = new boolean[numVertices];
    public void computeShortestPathsUs17(int[][] graph, int
startVertex) {
                      distances[u] != Integer.MAX_VALUE &&
distances[u] + graph[u][v] < distances[v]) {</pre>
                  distances[v] = distances[u] + graph[u][v];
```

```
public void computeShortestPathsUs18(int[][] graph, int[]
startVertices) {
             int u = minDistance();
                 if (!visited[v] && graph[u][v] != 0 &&
                          distances[u] != Integer.MAX_VALUE &&
distances[u] + graph[u][v] < distances[v]) {</pre>
                     distances[v] = distances[u] + graph[u][v];
                     predecessors[v] = u;
        int min = Integer.MAX VALUE;
    public static String reconstructPathUs17(int[] predecessors, int
currentVertex, int startVertex, String[] points) {
        StringBuilder path = new StringBuilder();
        while (currentVertex != -1) {
             if (path.length() > 0) {
                 path.insert(0, ",");
             path.insert(0, points[currentVertex]);
        return path.toString();
```

```
public static String reconstructPathUs18(int[] predecessors, int
currentVertex, String[] points) {
    StringBuilder path = new StringBuilder();
    while (currentVertex != -1) {
        if (path.length() > 0) {
            path.insert(0, ",");
        }
        path.insert(0, points[currentVertex]);
        currentVertex = predecessors[currentVertex];
    }
    return path.toString();
}

public int getTotalDistance(int vertex) {
    return distances[vertex];
}
```

Classe Main:

Além de correr o programa, esta classe é responsável por interagir com o utilizador e assim saber apartir de qual ponto este pretendo saber o caminho mais curto, também é responsável por fornecer os caminhos aos arquivos e ainda por procurar nos arquivos fornecidos o Ponto de Encontro.

```
int startVertex = findAPIndex(graph.getPoints());
            int startVertexIndex =
findStartVertexIndex(graph.getPoints(), startVertexName1);
            dijkstra.computeShortestPathsUs17(adjacencyMatrix,
startVertex);
FileWriter("src\\main\\java\\mdisc\\SprintC\\caminhosUS17.csv")) {
Dijkstra.reconstructPathUs17(dijkstra.getPredecessors(), i,
startVertex, points);
                        String[] pathElements = path.split(",");
                        StringBuilder reversedPath = new
StringBuilder();
                        for (int j = pathElements.length - 1; j \ge 0;
                            reversedPath.append(pathElements[j]);
                                reversedPath.append(",");
                        writer.write(reversedPath.toString() + "; " +
dijkstra.getTotalDistance(i) + "\n");
                        String path2 =
Dijkstra.reconstructPathUs17(dijkstra.getPredecessors(), i,
startVertex, points);
                        String[] pathElements2 = path2.split(",");
graph.generateDotFileWithShorterRoute("src\\main\\java\\mdisc\\SprintC
graph.renderDotFile("src\\main\\java\\mdisc\\SprintC\\grafoUs17Shortes
                        } catch (IOException e) {
                            e.printStackTrace();
            } catch (IOException e) {
                e.printStackTrace();
        } catch (IOException e) {
            e.printStackTrace();
        String startVertexName2 = scanner.nextLine();
        scanner.close();
```

```
int[][] adjacencyMatrix = graph.getAdjacencyMatrix();
graph.generateDotFile("src\\main\\java\\mdisc\\SprintC\\grafoInputUs18
graph.renderDotFile("src\\main\\java\\mdisc\\SprintC\\grafoInputUs18.d
                e.printStackTrace();
            List<Integer> startVertices = findAPIndexes(points);
            int startVertexIndex2 =
findStartVertexIndex(graph.getPoints(), startVertexName2);
            int[] startVerticesArray =
startVertices.stream().mapToInt(i -> i).toArray();
            dijkstra.computeShortestPathsUs18(adjacencyMatrix,
startVerticesArray);
FileWriter("src\\main\\java\\mdisc\\SprintC\\caminhosUS18.csv")) {
                for (int i = 0; i < adjacencyMatrix.length; i++) {</pre>
                    if (!startVertices.contains(i)) {
Dijkstra.reconstructPathUs18(dijkstra.getPredecessors(), i, points);
                        String[] pathElements = path.split(",");
                        StringBuilder reversedPath = new
                        for (int j = pathElements.length - 1; j >= 0;
                            reversedPath.append(pathElements[j]);
                                reversedPath.append(",");
dijkstra.getTotalDistance(i) + "\n");
                    if (i == startVertexIndex2) {
                        String path2 =
Dijkstra.reconstructPathUs18(dijkstra.getPredecessors(), i, points);
graph.generateDotFileWithShorterRoute("src\\main\\java\\mdisc\\SprintC
\\grafoUs18ShortestRouteTo" + startVertexName2 + ".dot",
pathElements2);
graph.renderDotFile("src\\main\\java\\mdisc\\SprintC\\grafoUs18Shortes
startVertexName2 + ".png");
```

```
} catch (IOException e) {
    } catch (IOException e) {
private static int findAPIndex(String[] points) {
        if (points[i].startsWith("AP")) {
           apIndexes.add(i);
private static int findStartVertexIndex (String[] points, String
        if (points[i].equals(nameVertex)) {
```