```
printf \\n\\n\\n
                            #print three blank lines
cat p3 Bonus.sh
                              #display the shell script file for the program
#!/bin/bash
                             #turn on echo
set -v
printf \n \n
                            #print three blank lines
cat p3_Bonus.sh
                              #display the shell script file for the program
printf \\f
                               #issue a form feed (top of a new page)
cat -b p3_Bonus.java
                               #display the source file with line numbers
                                #null command
javac p3_Bonus.java
                               #compile the java file
java p3_Bonus
                          #execute the file from the current directory
date
                            #print the date
printf \\f
                               #issue a form feed (top of a new page)
cat -b p3_Bonus.java
                               #display the source file with line numbers
     1
     2
          PROGRAM NAME: Lab 3 Bonus, Read Information from File and add to circular linked list
     3
          PROGRAMMER:
                         Samuel Jentsch
                         CSC 241.001, Fall 2013
          CLASS:
                        Dr. D. Dunn
          INSTRUCTOR:
          DATE STARTED: October 22, 2013
     7
                         October 23, 2013
          DUE DATE:
     8
          REFERENCES:
     9
                       Dr. Dunn: assignment information sheet
    10
          PROGRAM PURPOSE:
    11
          a. This program reads a Job and attributes associated with the job from a file.
    12
          b. The program parses commands, calling methods accordingly to add jobs
                to a circular linked list and manipulate the list as necessary.
    13
          VARIABLE DICTIONARY:
    14
    15
             list - Node, pointer to the circular linked list.
             currentPointer- Node, pointer to the current job (node).
    16
    17
    18
          ADTs:
    19
             none
    20
          FTLES USED:
    21
             p3.dat - a file containing jobs and commands.
    22
    23
    24
          import java.io.*;
    25
          import java.util.*;
          public class p3 Bonus {
    27
                static Node list;
    28
                static Node currentPointer;
    29
                public static void main(String[] args) {
                     File f = new File("../instr/p3.dat");
    31
    32
    33
                     handleInputForFile(f);
    34
    35
                     System.out.println("Exiting...");
```

36

printList();

```
}
37
38
39
            public static void handleInputForFile(File file) {
40
                 //Handle the input for the file object passed
41
                 //as a parameter. Continue reading input until
//true (quit) is returned by parseInput. Pass
42
43
                 //lines to parseInput to be interpreted and
44
45
                 //have the appropriate method executed.
                 //Precondition: File object referencing a file
46
47
                 //containing jobs and commands.
48
                 //Postcondition: Commands are executed line by
                 //line using parseInput until the end of the file
49
                 //or the Q command is reached.
50
51
52
                 try {
                       Scanner fileReader = new Scanner(file);
53
54
                       boolean quit = false;
55
                       while (fileReader_hasNext() && !quit) {
56
                             quit = parseInput(fileReader.nextLine());
57
58
                 } catch (FileNotFoundException e) {
59
60
                       // TODO Auto-generated catch block
61
                       e.printStackTrace();
62
63
            }
64
65
            public static boolean parseInput(String input) {
66
67
68
                 //Handle a string passed to the method. Call the
69
                 //appropriate command or add a job to the list
                 //based on the string passed.
70
                 //Precondition: String object containing a command
71
                 //or job attributes.
72
73
                 //Postcondition: appropriate command executed or
                 //job added to the list.
75
                 //----
76
77
                 String[] commands = input.split(" ");
78
79
                 char firstChar = commands[0].toCharArray()[0];
80
                 if(!Character.isDigit(firstChar)) {
81
                       //If the character at the beginning of the first command string
                       //is not a digit, look to see if it signifies a command. Otherwise,
82
83
                       //Check if it can be parsed and added as a job to the list.
                       switch(firstChar) {
84
                       case 'T':
85
86
                             tCommand();
87
                             break;
                       case 'I':
88
89
                             iCommand(commands);
90
                             break;
91
                       case 'D':
92
                             dCommand();
93
                             break;
94
                       case 'Q':
95
                             return true;
96
97
                             System.out.println("Error. Unsupported Command: " + firstChar);
98
                 } else {
99
```

```
100
                       //Check if string is correct job format. If yes,
101
                       //add to the linked list.
102
                       if(commands.length == 3) {
                             //String has correct number of parts.
103
                            Node newNode = verifyAndReturnNodeWithAttributes(commands);
104
105
                             addJob(newNode);
106
                             if(currentPointer == null)
107
                                  currentPointer = list.next;
108
                       } else {
                             System.out.println("Invalid format to add new job. Jobs should"
109
                                       + " be in format: JobID TIME NAME");
110
111
                       }
                  }
112
113
114
                  return false;
             }
115
116
117
             public static Node verifyAndReturnNodeWithAttributes(String[] attributes) {
118
                  //Verify that the attributes array passed to the
119
120
                  //method meets the conditions for initializing
                  //a node object. If it does, create and return
121
122
                  //the node. If not, print an error and return
123
124
                  //Precondition: String array attributes passed
                  //as parameter containing potential attributes
125
                  //for a new Node object.
126
                  //Postcondition: If the attributes meet the
127
                  //conditions, a new Node is created and returned.
128
129
                  Node newNode = null;
130
                  int jobID;
131
132
                  int time;
133
                  String name = attributes[2];
134
                  try {
135
                       jobID = Integer.parseInt(attributes[0]);
136
                       time = Integer.parseInt(attributes[1]);
137
                  } catch(Exception ex) {
                       System.out.println("Invalid Job ID or Time.");
138
139
                       return null;
140
                  }
141
142
                  newNode = new Node(name, jobID, time, null);
143
144
                  return newNode;
            }
145
146
147
             public static void tCommand() {
148
149
                  //If the list isn't empty, decrement the time
                  //of the Node currently referenced by
150
                  //currentPointer. If the time reaches 0, remove the
151
152
                  //node from the list. Print the amount of time left
                  //in the node and the list.
153
                  //Precondition: List and currentPointer class
154
155
                  //variables.
156
                  //Postcondition: time attribute of the node
157
                  //referenced by the currentPointer if the time is
158
                  //0 after decrement, node is removed from list.
                  //---
159
160
161
                  if(list != null) {
162
                       Node n = currentPointer;
```

```
163
                        n.time -= 1;
164
                        currentPointer = currentPointer.next;
165
                        if(n.time == 0)
166
                              deleteNodeWithID(n.jobID);
                        System.out.print(n.jobID + " has " + n.time + " Ticks. ");
167
168
                        printList();
169
                        System.out.println();
170
                  } else {
171
                        System.out.println("Error in T command. Job list empty.");
172
             }
173
174
175
             public static void iCommand(String[] strings) {
176
177
                  //Verify node attributes are correct and add the
                  //node to the list.
178
                  //Precondition: String[] describing node attributes.
179
                  //Postcondition: attributes are verified and added
//to the list if acceptable.
180
181
182
183
                  if(strings.length == 4) {
                        String[] job = {strings[1], strings[2], strings[3]};
184
185
                        Node newNode = verifyAndReturnNodeWithAttributes(job);
                        if(newNode != null)
186
187
                             addJob(newNode);
188
                  } else {
189
                        System.out.println("Unsupported I command. Use: " +
                  "I JobÍD TIME JobName");
190
191
192
             }
193
             public static void dCommand() {
194
195
                  //Print the list.
196
                  //Precondition: printList() method defined in class.
197
198
                  //Postcondition: list is printed.
199
200
                  printList();
201
                  System.out.println();
             }
202
203
204
             /***Circular list methods***/
             public static void addJob(Node newNode) {
205
206
207
                  //Adds a job (node) to the end of the list
                  //referenced by the list class variable.
208
                  //Precondition: newNode passed as parameter. Class
209
210
                  //variable list referencing list.
211
                  //Postcondition: The node is added to the end of
                  //the list.
212
213
                  //---
                  if(list == null) {
214
                        list = newNode:
215
216
                        list.next = list;
217
                  else {
218
219
                        Node first = list.next;
220
                        list.next = newNode;
221
                        newNode.next = first;
222
                        list = newNode;
                  }
223
224
225
             public static void deleteNodeWithID(int ID) {
226
```

```
227
228
                   //Handle the input for the file object passed
229
                   //as a parameter. Continue reading input until
230
                   //true (quit) is returned by parseInput. Pass
                   //lines to parseInput to be interpreted and
231
232
                   //have the appropriate method executed.
                   //Precondition: File object referencing a file
233
                   //containing jobs and commands.
234
                   //Postcondition: Commands are executed line by
235
                   //line using parseInput until the end of the file
236
237
                   //or the Q command is reached.
238
239
                   if(list != null) {
                        if(list.next == list) {
240
241
                              list = null;
242
                              return;
                        }
243
244
245
                        Node curr = list;
246
                        Node prev = curr;
247
                        do {
248
                              prev = curr;
249
                              curr = curr.next;
250
                              if(curr.jobID == ID) {
251
                                   prev.next = curr.next;
252
                                   if(curr == list)
253
                                         list = prev.next;
254
255
                        } while(curr != list);
256
                   }
             }
257
258
259
             public static void printList() {
260
261
                   //Prints each method present in the list
                   //referenced by the class variable list. Stops //when the curr reference has traversed the entire
262
263
264
                   //list.
265
                   //Precondition: Class variable list.
                   //Postcondition: The list is traversed and each
266
267
                   //node's description is printed, along with an *
                   //signifying the current pointer.
268
269
270
                   if(list != null) {
271
                        Node curr = list;
272
                        do {
273
                              curr = curr.next;
274
275
                              System.out.print(curr.getJobDescription());
276
                              if(curr == currentPointer)
                                   System.out.print("*");
277
278
                              if(curr != list)
                                   System.out.print("=>");
279
280
                        } while(curr != list);
281
                   }
282
283
             }
        }//end list
284
285
        class Node {
286
             /*--
287
             CLASS NAME: Node
             PROGRAMMER: Samuel Jentsch
288
```

```
289
   290
                VARIABLE DICTIONARY:
   291
                   next - Node, pointer to next node in the list.
   292
                   name - String, the name of the job.
                   jobID - int, the ID for the job.
   293
   294
                   time - int, the time associated with the job.
   295
   296
                Node next;
   297
                String name;
   298
                int jobID;
   299
                int time;
   300
                public Node() {
   301
   302
                      //Initialize data fields to default values
   303
                      next = null;
                      name = "";
   304
                      jobID = 0;
   305
   306
                      time = 0;
                }
   307
   308
   309
                public Node(String name, int ID, int time, Node next) {
   310
                      //Initializes datafields to values passed as
   311
   312
                      //parameters.
   313
                      //Precondition: parameters name, ID, time, and next
                      //Postcondition: data fields are set to the values
   314
   315
                      //set as parameters.
   316
   317
   318
                      this name = name;
   319
                      this.next = next;
   320
                      this.jobID = ID;
                      this.time = time;
   321
                }
   322
   323
   324
                public String getJobDescription() {
   325
   326
                      //Return the job description.
   327
                      //Precondition: data fields.
   328
                      //Postcondition: A description containing the node
   329
                      //attributes is returned.
   330
                      //----
                      return jobID + "/" + time + "/" + name;
   331
                }
   332
   333
           }
                                  #null command
javac p3_Bonus.java
                                #compile the java file
java p3_Bonus
                           #execute the file from the current directory
1/4/Payroll*=>2/1/Student1=>3/5/Faculty1=>4/2/Registration
1 has 3 Ticks. 1/3/Payroll=>2/1/Student1*=>3/5/Faculty1=>4/2/Registration
2 has 0 Ticks. 1/3/Payroll=>3/5/Faculty1*=>4/2/Registration
1/3/Payroll=>3/5/Faculty1*=>4/2/Registration=>5/1/Student2
3 has 4 Ticks. 1/3/Payroll=>3/4/Faculty1=>4/2/Registration*=>5/1/Student2
4 has 1 Ticks. 1/3/Payroll=>3/4/Faculty1=>4/1/Registration=>5/1/Student2*
5 has 0 Ticks. 3/4/Faculty1=>4/1/Registration=>1/3/Payroll*
1 has 2 Ticks. 3/4/Faculty1*=>4/1/Registration=>1/2/Payroll
3 has 3 Ticks. 3/3/Faculty1=>4/1/Registration*=>1/2/Payroll=>6/2/Faculty2
4 has 0 Ticks. 3/3/Faculty1=>1/2/Payroll*=>6/2/Faculty2
1 has 1 Ticks. 3/3/Faculty1=>1/1/Payroll=>6/2/Faculty2*
6 has 1 Ticks. 3/3/Faculty1*=>1/1/Payroll=>6/1/Faculty2 3 has 2 Ticks. 3/2/Faculty1=>1/1/Payroll*=>6/1/Faculty2
```