```
printf \\n\\n\\n
```

## #print three blank lines

```
cat p5.sh
                       #display the shell script file for the program
#!/bin/bash
                            #turn on echo
set -v
printf \\n\\n\\n
                           #print three blank lines
                       #display the shell script file for the program
cat p5.sh
printf \\f
                              #issue a form feed (top of a new page)
                        #display the source file with line numbers
cat -b p5.java
                                #null command
javac p5.java
                       #compile the java file
java p5
                   #execute the file from the current directory
                           #print the date
date
printf \\f
                              #issue a form feed (top of a new page)
cat -b p5.java
                        #display the source file with line numbers
     1
         /*
     2
          PROGRAM NAME: Program 5, Queues and Inheritance
     3
          PROGRAMMER: Samuel Jentsch
     5
          CLASS:
                        CSC 241.001, Fall 2013
          INSTRUCTOR: Dr. D. Dunn
     6
     7
          DATE STARTED: October 27, 2013
     8
          DUE DATE:
                        October 28, 2013
          REFERENCES:
     9
                        Dr. Dunn: assignment information sheet
    10
          PROGRAM PURPOSE:
    11
          a. This program reads a series of commands from a file.
    12
    13
          b. The program parses these commands and manipulates the Priority
               Queue as dictated by the commands parsed. (Adding, printing,
    14
    15
               deleting, inserting, etc).
    16
          VARIABLE DICTIONARY:
    17
             pQueue - PriorityQueue, queue for handling items read in from
    18
                         data file.
    19
    20
          ADTs:
    21
             Queue
    22
    23
             p5.dat - a file containing commands for manipulating the Priority
    24
             Oueue.
    25
```

```
26
      */
27
      import java.io.*;
      import java.util.*;
28
29
     public class p5 {
30
          static PriorityQueue pQueue;
31
32
          public static void main(String[] args) {
33
34
               File file = new File("../instr/p5.dat");
35
36
               pQueue = new PriorityQueue();
37
               handleInput(file);
38
39
               //Release memory
               System.out.println("Releasing queue, System Shutdown!");
40
41
               pQueue.dequeueAll();
42
               pQueue = null;
43
          }
44
          public static void handleInput(File inputFile) {
45
               //----
46
47
               //Handles input from file passed as a parameter.
48
               //Passes lines read from file to parseCommand()
               //and continues until end of file or parseCommand()
49
50
               //returns true (exit).
51
               //Preconditions: File inputFile passed as parameter.
52
               //Method parseCommand defined in class.
53
               //Postconditions: parseCommand() is called with a
               //line of text and the correct methods are called.
54
               //-----
55
56
               try {
                    boolean exit = false;
57
58
                    Scanner fileInput = new Scanner(inputFile);
59
                    while(fileInput.hasNext() && !exit)
60
                         exit = parseCommand(fileInput.nextLine());
61
               } catch (FileNotFoundException e) {
62
63
                    // TODO Auto-generated catch block
                    e.printStackTrace();
64
65
               }
66
67
          }
68
69
          public static boolean parseCommand(String command) {
               //-----
70
               //Takes a string command as a parameter and calls
71
72
               //the corresponding method in the class. Returns true
73
               //if the program should exit.
74
               //Preconditions: String command passed as parameter.
```

```
75
                //Postconditions: Corresponding command is called
 76
                //based on the string parameter passed. A message
                //is printed if an unsupported command is read.
 77
 78
                //Returns false if program should continue, false if
 79
 80
                //-----
81
82
                boolean exit = false;
 83
                char commandChar = command.charAt(0);
84
85
                switch (commandChar) {
86
                case 'I':
87
                     iCommand(command.substring(1));
88
 89
                     break;
90
                case 'R':
91
                     rCommand();
92
                     break;
                case 'P':
93
94
                     pCommand();
95
                     break;
                case 'Q':
96
97
                     exit = true;
98
                     break;
99
                default:
100
                     System.out.println("Unsupported command.");
101
                }
102
103
                return exit;
104
           }
105
           public static void iCommand(String nodeString) {
106
                //-----
107
                //Insert node based on string passed as parameter.
108
109
                //Creates the node and passes to the PriorityQueue
                //enqueue method.
110
                //Preconditions: nodeString passed as parameter.
111
112
                //Postconditions: New node is created and passed
                //to the PriorityOueue enqueue method to be
113
114
                //inserted.
                //-----
115
116
                String nodeName = nodeString.substring(0, 1);
                int priority = Integer.parseInt(nodeString.substring(1));
117
                System.out.println("Inserting " + nodeName + " with priority " + priority);
118
119
                Node newNode = new Node(nodeName, priority, null);
120
                pQueue.enqueue(newNode);
           }
121
122
           public static void rCommand() {
123
                //----
124
125
                //Removes first entry from queue (Dequeues).
                //Preconditions: pQueue class variable.
126
127
                //Postconditions: Node is dequeued from the queue.
```

```
128
                //A message is printed if the gueue was already
129
                //empty.
130
                //----
131
                if(!pQueue.isEmpty()) {
132
                    Node n = pQueue.dequeue();
133
                    System.out.println(n.item + " removed.");
134
                } else {
135
                    System.out.println("Cannot remove from empty queue");
136
                }
           }
137
138
139
           public static void pCommand() {
                //----
140
                //Prints items in the queue by calling printQueue().
141
142
                //Preconditions: printQueue() method defined in
143
                //class.
144
                //Postconditions: The queue pQueue is printed.
145
                //-----
146
147
                printQueue();
148
                }
149
           public static void printQueue() {
150
                //-----
151
152
                //Prints queue pQueue.
153
                //Preconditions: class variable pQueue.
154
                //Postconditions: the queue pQueue is traversed
155
                //and its items are stored in an auxiliary queue.
156
                //the items are printed as they are stored in the
                //aux queue and then added back to the pQueue.
157
158
                //----
159
160
                if(pQueue.isEmpty()) {
                    System.out.println("Queue is empty.");
161
162
                    return;
163
                }
164
165
                Queue auxQueue = new Queue();
166
                while(!pQueue.isEmpty()) {
167
                    Node n = pQueue.dequeue();
                    System.out.print(n.item + "/" + n.priority);
168
169
                    if(!pQueue.isEmpty())
                         System.out.print("=>");
170
171
                    auxQueue.enqueue(n);
172
                }
173
174
                while(!auxQueue.isEmpty()) {
175
                    pQueue.enqueue(auxQueue.dequeue());
176
                }
177
178
                System.out.println();
179
           }
```

```
180
181
     }//end p5
     class Queue {
182
183
184
          ______
         CLASS NAME: Queue
185
186
187
         DESCRIPTION:
188
             Implements ADT Queue with a reference based implementation. Uses
189
             list as a reference to the reference based list used as the data
190
             structure.
191
192
         VARIABLE DICTIONARY:
193
             list - Node, pointer to the last item in the reference based list.
194
         */
195
196
197
         protected Node list;
198
199
         public Queue() {
             //-----
200
             //Initialize default Oueue.
201
202
             //Preconditions: Class variable list.
203
             //Postconditions: this.list initialized to null.
204
             //----
205
             this.list = null;
206
         }
207
208
         public void dequeueAll() {
209
             //-----
             //Set list to null (remove all items)
210
             //Preconditions: Class variable list.
211
             //Postconditions: list is set to null.
212
213
             //-----
214
215
             this.list = null;
         }
216
217
218
         public boolean isEmpty() {
             //----
219
220
             //Returns of list is equal to null or not.
221
             //Preconditions: Class variable list.
222
             //Postconditions:
             //----
223
224
225
             return this.list == null;
226
         }
227
228
         public void enqueue(Node newNode) {
229
             //-----
             //Insert newNode passed as parameter into the end
230
231
             //of the queue.
```

```
232
                //Preconditions: Class variable list. Parameter
233
                //newNode.
234
                //Postconditions: newNode is inserted into the end
235
                //of the queue.
236
237
238
                newNode.next = null;
239
240
                if(list == null) {
241
                    list = newNode;
242
                    list.next = list;
243
                } else {
244
                    Node first = list.next;
245
                    list.next = newNode;
246
                    newNode.next = first;
247
                    list = newNode;
248
               }
249
           }
250
           public Node dequeue() {
251
252
                //----
                //Removes and returns first item in the queue.
253
254
                //Preconditions: Class variable list.
255
                //Postconditions: First item is removed from queue
256
                //and returned. An error message is printed if the
                //queue was already empty.
257
                //-----
258
259
260
                if(!isEmpty()) {
261
                    Node first = list.next;
262
                    if(list.next == list)
263
                         list = null;
264
                    else {
265
                         list.next = first.next;
266
                    }
                    return first;
267
268
                } else{
                    System.out.println("Error: cannot dequeue from empty queue.");
269
270
                    return null;
271
               }
272
           }
273
           public String peek() {
274
                //----
275
276
                //Returns first item in the queue.
277
                //Preconditions: Class variable list.
278
                //Postconditions: First item in queue is returned.
279
                //An error message is printed if the queue is
                //empty.
280
281
                //----
282
283
               if(!isEmpty()) {
```

```
284
                    String item = list.next.item;
285
                    return item;
286
               } else {
287
                    System.out.println("Error: cannot peek from empty queue.");
288
                    return null;
289
               }
290
           }
291
292
      }//end Queue
293
      class PriorityOueue extends Oueue {
294
295
                ______
296
           CLASS NAME: PriorityQueue, extends Queue
297
298
           DESCRIPTION:
299
               Overrides the enqueue method of the class Queue to implement an
300
               enqueue based on the priority level of the node being inserted.
301
           ______
302
           */
303
304
           @Override
305
           public void enqueue(Node newNode) {
306
               //-----
307
               //Inserts node into queue based on the priority
308
               //level in the newNode passed as parameter.
               //Preconditions: newNode passed as parameter.
309
310
               //Class variable list.
311
               //Postconditions: Inserts node into list based on
312
               //node priority.
313
               //----
314
315
               newNode.next = null;
316
               //Use priority queue implementation.
317
318
               if(super.list == null) {
319
                    list = newNode;
320
                    list.next = list;
               } else {
321
322
                    boolean inserted = false;
323
                    Node cur = list;
324
                    Node prev = cur;
325
                    do {
326
                        prev = cur;
327
                        cur = cur.next;
328
329
                        if(newNode.priority < cur.priority) {</pre>
330
                             prev.next = newNode;
331
                             newNode.next = cur;
332
                             inserted = true;
                        }
333
334
```

```
335
                       } while(cur != list && !inserted);
336
337
                       if(!inserted) {
338
                             //insert at end of list
339
                             Node first = list.next;
340
                             list.next = newNode;
341
                             newNode.next = first;
342
                             list = newNode;
343
                       }
344
                  }
345
346
             }//end priority enqueue
347
       }//end PriorityQueue
348
349
350
       class Node {
351
352
             CLASS NAME: Node
353
354
             VARIABLE DICTIONARY:
355
                  next - Node, pointer to the the next node.
356
                  item - String, contains the string description of the node.
357
                  priority - int, contains the node's priority level.
358
359
             */
360
361
             Node next;
362
             String item;
363
             int priority;
364
365
366
             public Node() {
                  //Creates a default node
367
368
                  //Initializes data fields to default values.
                  this.item = "";
369
370
                  this.next = null;
371
                  priority = 0;
372
             }
373
374
             public Node(String item, Node next) {
375
                  //Creates a node, initializing item and next
376
                  //to values passed as parameters.
377
                  this.item = item;
378
                  this.next = next;
379
                  this.priority = 0;
             }
380
381
382
             public Node(String item, int priority, Node next) {
                  //Creates a node, initializing all data fields
383
384
                  //to values passed as parameters.
385
                  this.item = item;
386
                  this.next = next;
```

```
387
                     this.priority = priority;
   388
                }
   389
   390
           }//end Node
                                 #null command
javac p5.java
                        #compile the java file
                    #execute the file from the current directory
java p5
Inserting c with priority 10
Inserting a with priority 12
Inserting i with priority 11
c/10 => i/11 => a/12
c removed.
Inserting d with priority 15
i removed.
a/12 => d/15
a removed.
d removed.
Queue is empty.
Inserting b with priority 2
b/2
Releasing queue, System Shutdown!
:
:
date
                             #print the date
Mon Oct 28 09:07:48 CDT 2013
```