

Data Structures & Algorithms Problem Sheet 1

THIS ASSIGNMENT WILL BE CONVERTED TO AUTO-MARKING, AS ANNOUNCED IN THE LECTURE. HOWEVER, PLEASE START AS EARLY AS POSSIBLE – YOU WILL BE ABLE TO USE YOUR ANSWERS FAIRLY EASILY FOR THE CONVERTED ASSIGNMENT ONCE THE CONVERSION IS DONE.

Worth 7% of your final grade

Due Friday 15/10, 7pm in Moodle

Submit the following files in a single ZIP archive to Moodle: `StringStack.java`, `Question2.java`, `StringRepeater.java` (your modified version), `Question3.pdf` and `DNABook.java`.

Motivation: This coursework will help you practice the Java features you will need for this unit (not all unit participants know Java yet). Java is the second most popular language according to the IEEE and solving this coursework will give you all the basics, so you can put Java on CV afterwards 😊 Also, the coursework will help you practice performance measurement and runtime complexity, which are widely used in practice and make popular questions in many tech job interviews. Finally, abstract data types are among the most important methods for structuring software so that is maintainable and easy to understand – practicing how to use them makes you a better programmer.



Note:

- If you have questions about this coursework please ask them in our Moodle forum. You will get answers more quickly as the whole teaching team can answer, and you are helping your classmates.
- Marks will be given based on correctly working code and correct answers submitted. However, you do need to *comment your code* and if there is a problem with it, then your comments may give you partial marks. Comments should briefly explain
- Do not copy code or answers from others. More about plagiarism and how to avoid it here: <http://www.bath.ac.uk/library/help/infoguides/plagiarism.html>
- If you submit code that does not compile, you can only get a maximum of 60% of the marks for it. If your code does not work, it is much better to make it compile and leave comments why you think it does not work in the code.
- For this problem sheet you should implement your own algorithms and data structures and not use pre-defined ones such as the ones from the Java API. You may use any type of array, e.g. `Object[]`. You may not use predefined data structures such as `ArrayList` or API methods such as in `java.util.Arrays`.
- Do not change the method signature (i.e. parameters, name, types) when implementing a given method. Changing the method signature may make it impossible for the marker to test it correctly. **Change only the parts in the given files that are marked for your code.**
- You can assume that your methods will only be used with correct inputs, i.e. your code does not need to handle errors caused by incorrect inputs.
- Please respect the Java conventions for naming of methods and classes, e.g. the use of upper/lower case: <http://www.oracle.com/technetwork/java/codeconventions-135099.html>

- Please ensure that the Java files you submit are recognized as correct text files (beware of copy-pasting special characters from the lecture slides as they can confuse the Java compiler).
- If you are struggling with Java or programming tools such as IntelliJ, have a look at the Topic 0 resources such as the video tutorials on YouTube. Many students found them useful.
- After submitting, please **check your submission on Moodle to make sure it is there and you have submitted the right files!!!** Also, have you submitted them to the right assignment?
- We aim to provide feedback no later than three weeks after the submission date.
- If you need a deadline extension, please apply to your Director of Studies. Please email submissions with extended deadline to the lecturer instead of submitting them on Moodle.

Question 1: Abstract Data Type StringStack (25% of marks)

Given the following incomplete implementation of the abstract data type StringStack in the file StringStack.java (download it from Moodle):

```
/** A stack abstract data type that contains Strings. */
public class StringStack {

    // TODO add variables for data here

    /**
     * Constructor for creating a new StringStack with a certain capacity.
     * @param capacity the maximum number of strings the stack can hold
     */
    public StringStack(int capacity) {
        // TODO implement this
    }

    /**
     * Puts the given String on top of the stack (if there is enough space).
     * @param s the String to add to the top of the stack
     * @return false if there was not enough space in the stack to add the string;
     *         otherwise true
     */
    public boolean push(String s) {
        // TODO implement this
    }

    /**
     * Removes the String on top of the stack from the stack and returns it.
     * @return the String on top of the stack, or null if the stack is empty.
     */
    public String pop() {
        // TODO implement this
    }

    /**
     * Returns the number of Strings in the stack.
     * @return the number of Strings in the stack
     */
    public int count() {
        // TODO implement this
    }
}
```

// question continued on next page...

Complete the implementation of StringStack using an array to store the stack elements and test it with the executable class StringStackTest.java given on Moodle. **Submit your file StringStack.java to Moodle.**

Question 2: Measuring Performance (25% of marks)

Given the following source code file **StringRepeater.java** (download it from Moodle):

```
public class StringRepeater {  
    public String repeatString(String s, int n){  
        String result = "";  
        for(int i=0; i<n; i++) {  
            result = result + s;  
        }  
        return result;  
    }  
}
```

- a) (10% of marks) Create an executable class **Question2.java** with a main method that does the following:
it measures and prints a **“naïvely” measured runtime** (i.e. only one run measured, as described in the lecture) for `repeatString()`, with the string “hello” for $n=1$, $n=100$, $n=1000$ and $n=10000$. That is, four different runtimes should be printed, in the format “T (...) = ... seconds” (the dots will be the numbers for n and the time in seconds).
- b) (5% of marks) Now we improve our measurements. After the code from part a) (i.e. keep the code from part a) as this will be marked separately, just add after it), add more code to the main method of your class **Question2.java** that does the following:
it measures and prints a **fairly precise runtime** (as described in the lecture) for `repeatString()`, with the string “hello” for $n=1$, $n=100$, $n=1000$ and $n=10000$. That is, four different runtimes should be printed, in the format “T (...) = ... seconds” (the dots will be the numbers for n and the time in seconds). Please make sure that the naïve measurement from part a) is still printed before printing the more precise runtime in this part, as it will be marked separately. **Submit your file Question2.java to Moodle.**
- c) (10% of marks) Let’s try and improve the performance a bit by optimizing the code of `StringRepeater`. Modify **StringRepeater.java** so that the `repeatString()` method uses the **StringBuffer** class instead of working directly with `Strings`. Google for `StringBuffer` to find out more about it and learn how it can be used to improve the performance of `repeatString()`, e.g. by reading the answer here: <http://stackoverflow.com/questions/2439243/what-is-the-difference-between-string-and-stringbuffer-in-java>
Measure the improved performance using your class `Question2.java`. **Submit the modified file StringRepeater.java to Moodle.**

Question 3: Analysing Time Complexity (20%)

- a) (10% of marks) Analyse the time complexity of the unoptimised `repeatString()` method from Question 2. That is, **list the elementary operations and then sum them all up to come up with a formula for $T(n)$** , as illustrated in the lecture. Important: The operation `result + s` in the code has a special runtime (not just 1 elementary operation), so note down the time for this operation as an unknown **X** in your formula for $T(n)$. **X** may not be a constant but a function, but just note it down as **X** here.
- b) (5% of marks) Look at the runtime you measured for the unoptimised `repeatString()` method in Question 2 b). Which complexity class in terms of Big-Theta does `repeatString()` have (e.g. $\Theta(\log n)$, $\Theta(n)$, $\Theta(n^2)$ or $\Theta(n^3)$, etc.)? If the pattern is not clear, you may want to do some extra runtime measurements, e.g. for $n=20,000$ or even larger n . **Name the right complexity class and provide a single sentence explaining your choice.**
- c) (5% of marks) Look at the runtime you measured for the optimised `repeatString()` method from Question 2 c), i.e. the one which uses `StringBuffer`. Which complexity class in terms of Big-Theta does the optimized `repeatString()` have (e.g. $\Theta(\log n)$, $\Theta(n)$, $\Theta(n^2)$ or $\Theta(n^3)$, etc.)? If the pattern is not clear, you may want to do some extra runtime measurements, e.g. for $n=100,000$ or even larger n . **Name the right complexity class and provide a single sentence explaining your choice.**

Submit all your answers for Question 3 in a single PDF file called `Question3.pdf` to Moodle.

Question 4: Abstract Data Type SocialNetwork (30%)

Imagine you are developing a new social network for all participants of the Data Structures & Algorithms unit: D&A Facebook! As a starting point you are given the following Java interface `SocialNetwork.java` (download it from Moodle):

```
public interface SocialNetwork {  
    void registerUser(String name);  
    void becomeFriends(String name1, String name2);  
    boolean areTheyFriends(String name1, String name2);  
}
```

For each new user, first method `registerUser` has to be called to register the user in the network. Once users are registered, they can become friends by calling method `becomeFriends`. The network can check whether two users are friends with method `areTheyFriends`. All methods receive the names of the users as arguments (you can assume that two users cannot have the same name). For this implementation, you may assume that there are at most 100 users in a social network.

- a) (15% of marks) Create a class `DNABook.java` that implements the `SocialNetwork` interface. Test it with the executable class `DNABookTest.java` given on Moodle.
- b) (15% of marks) Optimise your implementation in `DNABook.java` so that the runtimes of the methods `becomeFriends` and `areTheyFriends` grow logarithmically with the number of registered users. For this implementation you can assume that all users have been registered in alphabetical order, as done in the test class `DNABookTest.java`.

Submit your file `DNABook.java` to Moodle. If you are completing part b) as well as part a) only the optimised version needs to be submitted.