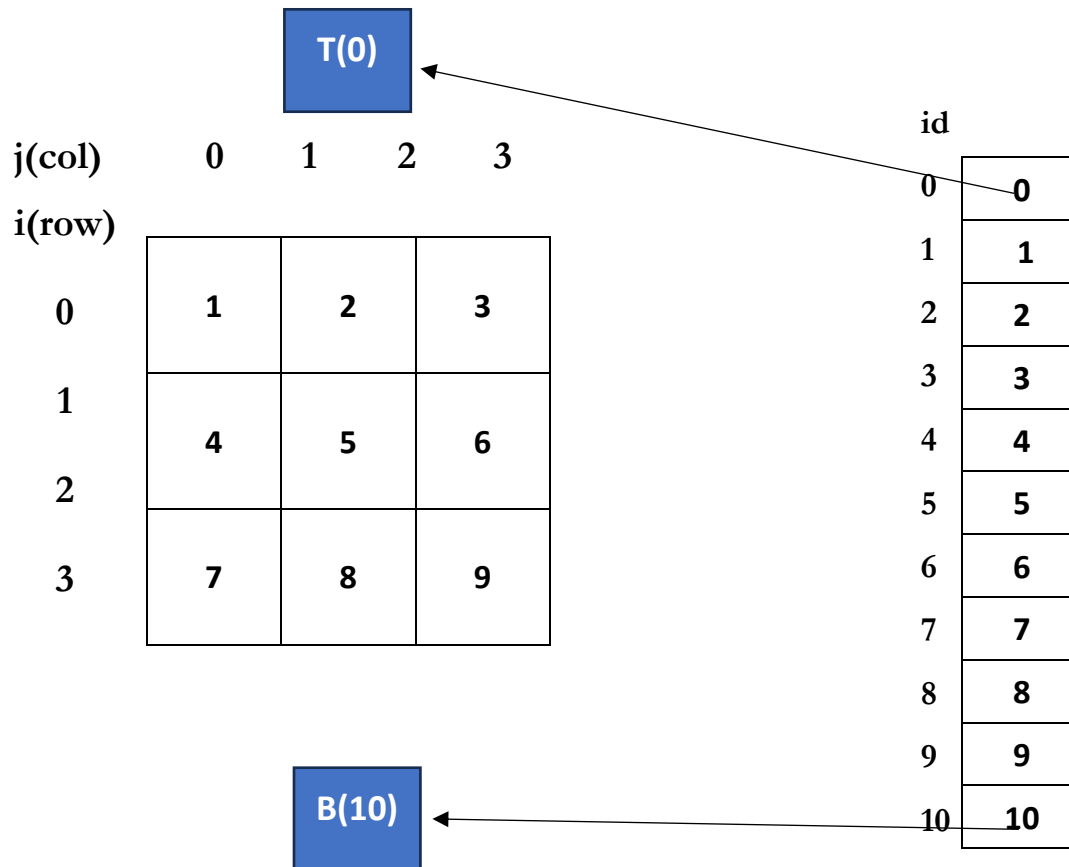


Course Title: Sequential and parallel Algorithm
Course Number & Section: COMP 275-01
Group Programming Project Assignment #1:
(Percolation Pseudocode)



- Grid (2-D array: N x N) is used to capture(simulate) the concept of:
 - Open site
 - Block site
 - Full Site
- The 1-D array is the one we used in implementing quick union and find algorithm for solving connectivity problems.
- Grid Box number to 1-D array box number Translation Formula:
Box Number = box-size(N) *i(row)+ [j(col) +1]

Pseudocode for Percolation API

1. Class constants

- TOP = 0

2. Class variables

- BOTTOM=10
- Declare a boolean type 2-D grid Box array.
- Declare an Open site counter.
- Declare the Quick union and find Object.

3. Constructor (int n){}

- Throw exception if $n < 0$
- Set value of BOTTOM = size of grid box + 1
- Create the Quick union and find Object and the pass argument should be the size of grid box + 2
- Create the boolean type 2-D grid Box array.
- Set number of open site counter to 0

4. Open(i,j) method:

- Before opening a site perform boundary check on i and j to ensure their value falls between 0 and N and if they are not, throw out-of-boundary exception.
- Open the site i and j by setting it true.
- If the open site (grid box at i & j) is on the top-most row of the grid, then union it with TOP
- If the open site (grid box at i & j) is on the bottom-most row of the grid, then union it with BOTTOM
- If the open site is neither the on top-most nor bottom-most row, check if the neighboring sites are opened and union it with those.

5. isOpen(i, j) method:

- Just return the grid box value for i and j

6. numberOfOpenSites() method:

- just return the number

7. isFull(i,j) method:

- perform boundary check on i and j to ensure their value falls between 0 and N, and if they are not, throw out-of-boundary exception.
- Using the union find method check if grid box (i,j) is connected to the any top-most box or any box that has some sort of connection to them.
- Return a Boolean true if there is a form of connection otherwise false.

8. Percolate () method:

- Use the quick find method to check if top and bottom is connected then return true otherwise false.

Pseudocode for PercolationStats API

1. Class constants

- CONFIDENCE = 1.96

2. Class variables

- Declare a 1-D fraction array.
- Declare number of open site

3. Constructor (n, t){}

- Create fraction array of size equal to the value of t
- Create a nested loop, the outer loop for n cycle and the inner loop for t cycle.
- Create a percolate object between the outer loop and the inner loop.
- Also, between the outer loop and the inner loop, set number of open sites to zero
- The inner loop will stop only when the percolate object is true.
- The inner loop will consist of:
 - i, which is a random number generated from a random number generator API(StdRandom) provided as aiding resource.
 - j, same as i
 - use i and i with the open() method in the percolation to open sites. So, you check first if a site at i and j is opened if not open it.
 - Increase number of open sites by 1
- Following the end of the inner loop:
- Compute the fraction of open sites with respect to the total number of sites.
- Add the computed fraction of open sites to the fraction array.

4. mean() method:

- compute the mean of the fraction array using the StdStats API provided in the assignment.
- Return the computed value.

5. stdDev() method:

- compute the mean of the fraction array using the StdStats API provided in the assignment.
- Return the computed value.

6. ConfidenceLow() and ConfidenceHigh() methods:

- Use the formula given the assignment doc to compute them.
- Return their respective results accordingly,

7. psvm method():

- define the values n and t by passing it as an argument to your program main() method or hardcoding it

- create percolation object and pass n and t as argument to it.
- Print the value of:
 - a. Confidence
 - b. Mean
 - c. Standard deviation