HW3 Trucks Parked

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CSC 3630

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Note:

I had sent an email on Friday asking a question about which trucks were supposed to leave first, but I did not get a response. This was my email, “On slide 6 for HW3 it says that position 11 would be the last to arrive and it has to be first to move. But then in slide 7 in the sample run it shows removing position 4 requires the move of 0-3. If position 11 has to move first, wouldn't you have to move 5-11, not 0-3?”. I decided to model my program after the sample run you gave us on slide 7. I hope this is okay.

Data Structures:

1. ArrayList<String> rows. An array list of strings I created in the main and its purpose is solely for holding the rows of data collected from the txt document.
2. Deque<truckManagerObject> truckOrderDeque. A deque of truck manager objects that I created in the main. Its purpose is to hold the main order of trucks that is used throughout the program. It is the main data structure that is printed out for the user to see the order of trucks.
3. Deque<truckManagerObject> tempDeque. A deque that is a copy of the current truck order. It is created in the removeFirstTruckInZip method. Its purpose is to prevent a concurrent modification exception. If the program were to iterate over the original deque of the truck order while attempting to pop off the trucks needed to be moved, then there would be a concurrent modification exception.
4. Deque<truckManagerObject> tempList. A deque to hold the objects that are popped off from tempDeque that need to return in the truck order after the truck targeted for removal is popped off. It is also created in the removeFirstTruckInZip method.
5. UML Diagram:

Diagram

Description automatically generated

Test Cases:

**#1: Graphical user interface, text

Description automatically generated**

**#2:**

**Text

Description automatically generatedGraphical user interface, text

Description automatically generated**

**#3:**

**Text

Description automatically generatedGraphical user interface, text

Description automatically generated**

**#4:**

**Text

Description automatically generated**

**#5:**

**Text

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