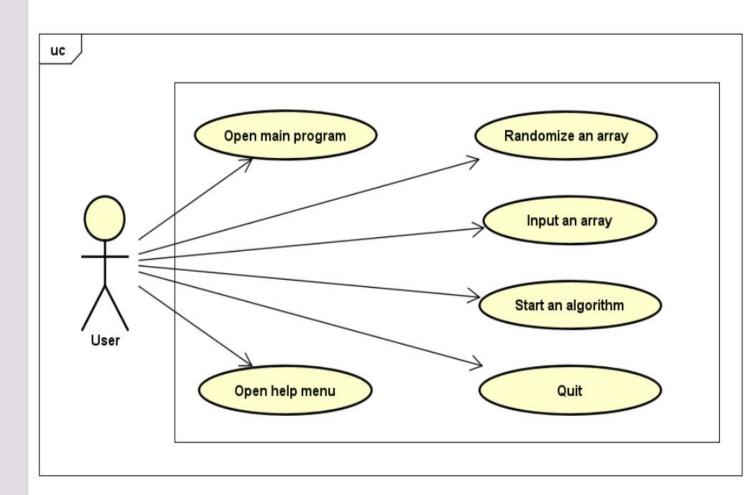


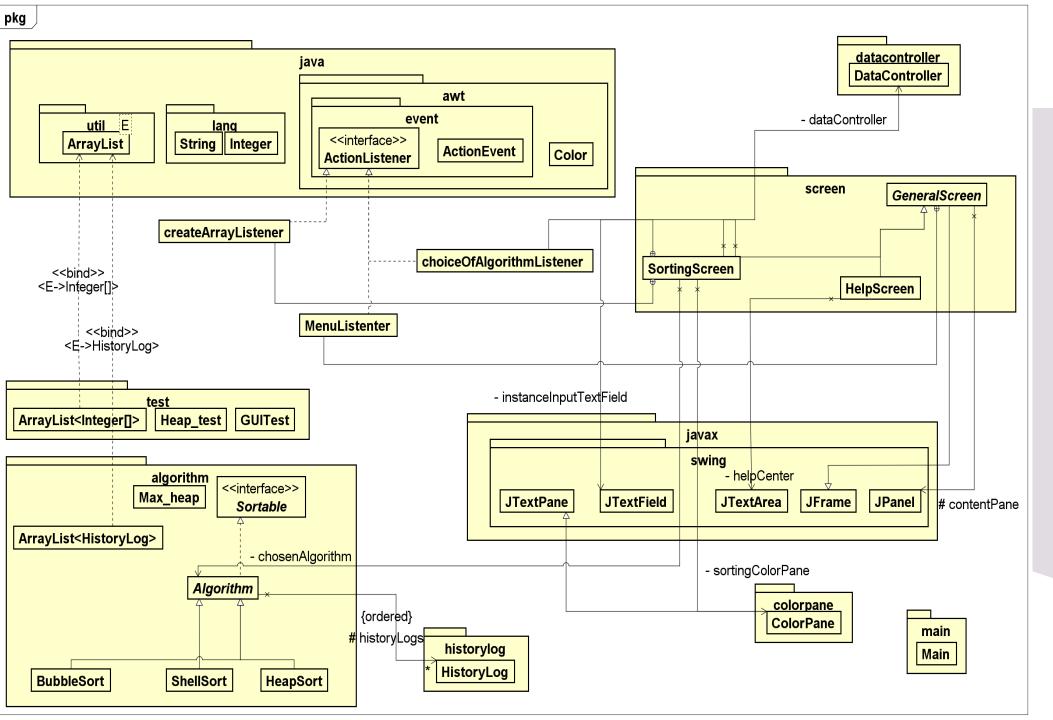
Array is the most basic structure of computer science. Most operations as well as other data structures are built and performed on an array. In this project, we will make an application to explain three sorting algorithms on an array: bubble sort, heap sort, and shell sort.

PROBLEM STATEMENT

#### **USECASE DIAGRAM**

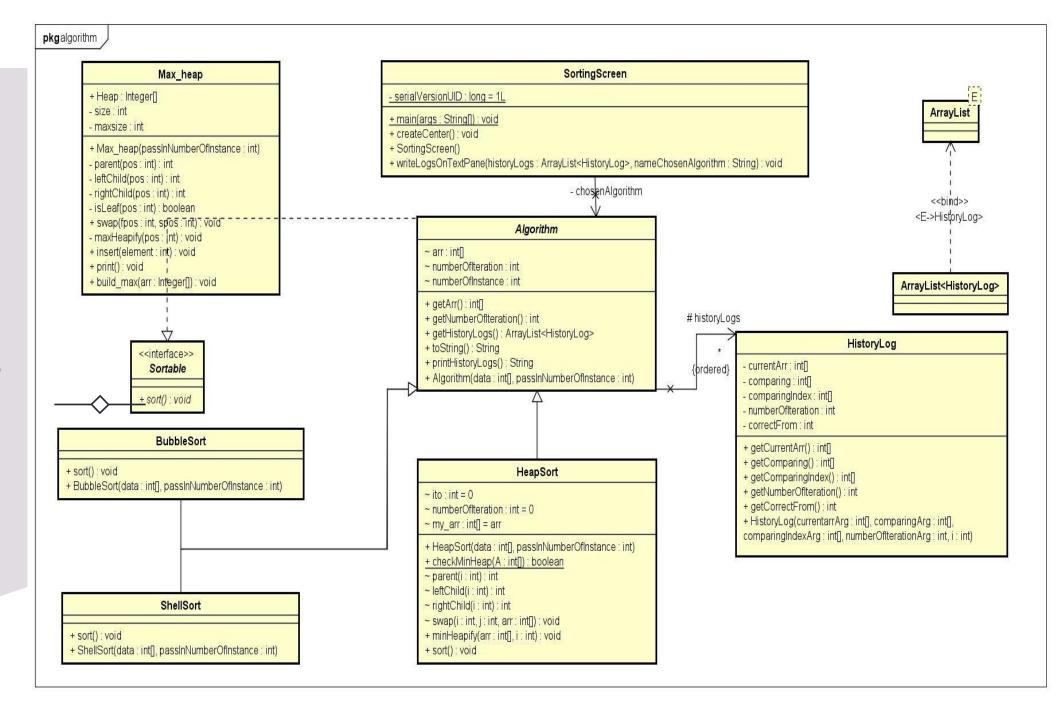


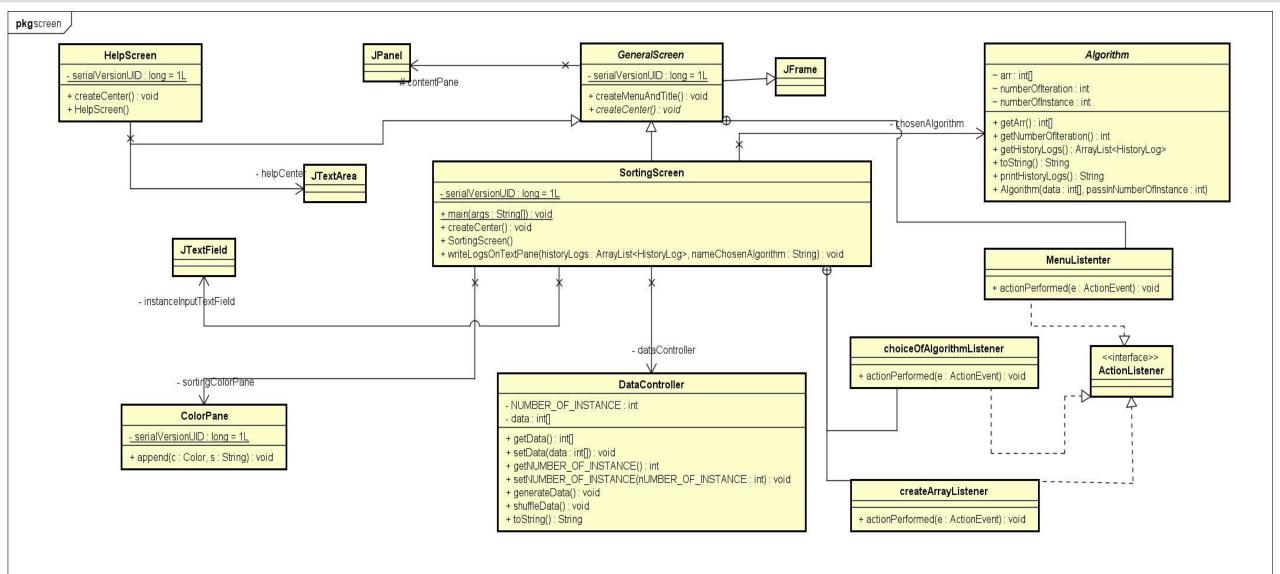




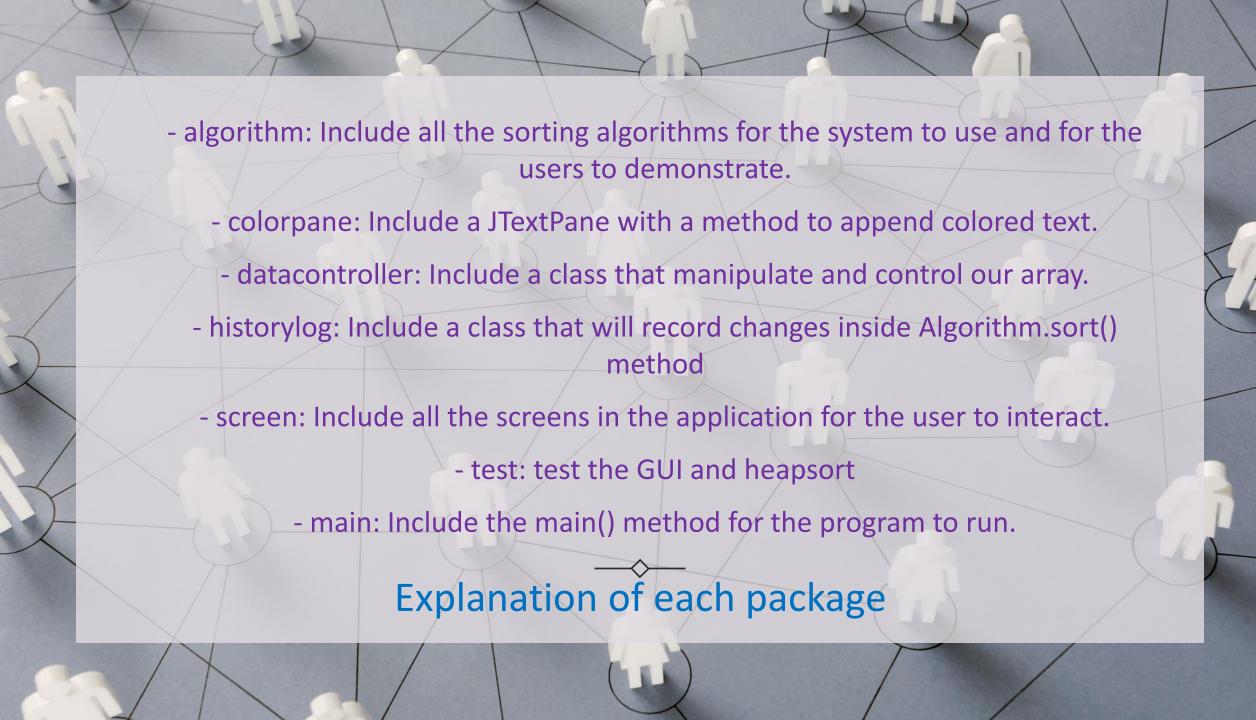
#### GENERAL CLASS DIAGRAM

# DIAGRAMS FOR PACKAGE ALGORITHMS





Diagrams for package screen





Each sort() method of all 3 algorithms has its own sorting process



An abstract method createCenter() (Abstraction) for the child classes to use and a subclass MenuListener that implements ActionListener interface.



HelpScreen and SortingScreen has its own process of createCenter() method.

#### Encapsulation

#### Polymorphism



Attribute 'arr' and 'numberOfIteration' can be accessed through get method.



Attribute data and NUMBER\_OF\_INSTANCE can be accessed and modified through get and set method.



All attributes in HistoryLog are private attributes and can only be accessed through get method.

### Inheritance

 $\longrightarrow$ 

BubbleSort, HeapSort, ShellSort inherit from class Algorithm (Inheritance) and implement Sortable interface.

HelpScreen and SortingScreen inherit GeneralScreen (Inheritance)

GeneralScreen is an abstract class (Abstraction) that inherits JFrame class from Java Swing (Inheritance).

ColorPane class inherits JTextPane class from Java Swing (Inheritance).



## Demo video



https://husteduvnmy.sharepoint.com/:v:/g/personal/manh\_ntx20038 5\_sis\_hust\_edu\_vn/EVvTJEAp5bZNumfG0cltZR8BNv iyXSpxAc7h5\_D6RQ0Okw?e=00b1iq