Practice of Programming using Java

Lecture 4 June 20, 2006 6-8pm LT

A Problem Solving Architecture

Problem Solver

- Data Structures
- Algorithms
- Main: glue between problem solver classes, input and output
 - This makes your problem solver reusable
 - If you implement everything in main, you won't be able to reuse the solution easily in other programs since main is not an explicitly callable member function



How do you start?

Write down the main() first

- Write code with which you will test your solvers
- Compile it and keep it ready
- This gives you an idea about the interface that your solver should support
- Then implement your problem solver
- Keep your implementation compliable and executable at all times.
 - You are not faced with all the problems in one go
 - The solution architecture will evolve incrementally from externally available interfaces down to detailed implementation structures.

Some Data Structures

Stacks

e.g. a stack of books on my table

Lists

e.g. a list of students in my class

Trees

• e.g. a family tree

Graphs

• e.g. cities in India connected by rail network

Some Algorithms

Search

e.g. search a word in a dictionary

- Sort
 - e.g. rank the students in my class
- Traversal over Graphs
 - e.g. find shortest path between two cities

The Stack (last in first out)



Operations

push () : pushes an element on the top of stack pop () : removes the element at the top of stack empty (): returns true if stack empty else returns false full (): returns true if stack is full else returns false (full is implemented on bounded stacks)

initially stack is empty

Stack - Snapshots



Boundary Conditions

- Initialize the object with appropriate initial values (e.g. what is the initial value of the variable *top*?)
- Take care of boundary conditions when operations are invoked
- e.g. when push is called : is stack full ?
- When pop is called : is stack empty ?
 - *Either throw exceptions or return error codes on unsuccessful operations*

Checking for Matching Parenthesis in expressions

The Solution?

Checking Matching Parenthesis in expressions using parenthesis Stack

{ [2*a - 2 (b+c)] * [sin (x+y)] }

The Algorithm:

Stack is initially empty

Scan the expression string from left to right

If a left parenthesis is encountered: push it on the stack

If a right parenthesis is encountered, pop the top of stack and check if the type of popped parenthesis is the same as the type of scanned parenthesis

failure: upon mismatch

success: if whole string gets scanned without a mismatch

Evaluating postfix expressions using Stack

Infix expression operand
Operator operand Postfix expression operand operand Operator Postfix Infix • (X+Y) • (x-y-z) xy-z-(x-y-z)/(u+v) x y - z - u v + /

The Queue: FIFO



insert (): insert an element at the rear end of the queue

fetch (): remove the element at the front of the queue empty (): determine whether the queue is empty full (): determine whether the queue is full initially queue is empty

Implementing Queues (The circular implementation)



Implementing Queues (The linked implementation)



Some Examples of Queues

Process Queues in operating systems

- ready queues
- wait queues
- Printer Queues
- Mail queues for incoming and outgoing messages





Searching through arrays

- Find out the smallest index i such that A[i]==x in an ordered list of elements
- When do you terminate your search, and what index value do you return when the element is not found?



Exercise 3: More Stack based Exercises

- 1. Implement a solution to the matching parenthesis problem using the stack class that you have developed.
- 2. Implement a solution for postfix expression evaluation

Implement at least one of the above

Exercise 4: Some Array based Problems

- 1. Implement a circular queue using a bounded array.
- 2. Implement a function that merges 2 sorted integer arrays
- 3. Implement binary search on a sorted integer array

Implement all of them.

Exercise 5: More Recursive solutions

- Implement function *factorial* to compute and return the factorial of nonnegative number k provided as its input argument.
- Implement a recursive function *fibonacci* that computes and returns kth Fibonacci number when a nonnegative value k is provided as its input argument.

Implement at least one.

Also print the total no. of calls made to the function.