

Структури от Данни и Обектно-Ориентирано Програмиране
спец. Компютърни Науки
Упражнение № 8
14.04.2009г.

ТЕМА: Структура от данни МНОЖЕСТВО

Задача: Да се създаде клас **VectorSet**, който реализира интерфейса **Set** и представя множество, като за съхранение на елементите на множеството се използва данна тип **Vector**.

```
import java.util.Iterator;
```

```
public interface Set<E> extends Iterable<E> {  
    /*  
    * Adds the specified element to this set if it is not  
    * already present (optional operation). More formally,  
    * adds the specified element e to this set if the set contains  
    * no element e2 such that (e==null ? e2==null : e.equals(e2)).  
    * If this set already contains the element, the call leaves  
    * the set unchanged and returns false.  
    * In combination with the restriction on constructors,  
    * this ensures that sets never contain duplicate elements.  
    */  
    boolean add(E e);  
  
    /*  
    * Removes all of the elements from this set (optional operation).  
    * The set will be empty after this call returns.  
    */  
    void clear();  
  
    /*  
    * Returns true if this set contains the specified element.  
    * More formally, returns true if and only if this set contains an element  
    * e such that (o==null ? e==null : o.equals(e)).  
    */  
    boolean contains(E e);  
  
    /*  
    * Returns the difference of this set and the other set.  
    */  
    Set<E> difference(Set<E> other);
```

```

/*
 * Compares the specified object with this set for equality.
 * Returns true if the specified object is also a set, the two sets
 * have the same size, and every member of the specified set is contained in this set
 * (or equivalently, every member of this set is contained in the specified set).
 * This definition ensures that the equals method works properly across different
 * implementations of the set interface.
 */

```

boolean equals(Object o);

```

/*
 * Returns the intersection of this set and the other set.
 */

```

Set<E> intersection(Set<E> other);

```

/*
 * Returns true if this set contains no elements.
 */

```

boolean isEmpty();

```

/*
 * Returns true if this set is a subset of the other set.
 */

```

boolean isSubsetOf(Set<E> other);

```

/*
 * Returns an iterator over the elements in this set.
 * The elements are returned in no particular order
 * (unless this set is an instance of some class that provides a guarantee).
 */

```

Iterator<E> iterator();

```

/*
 * Removes the specified element from this set if it is present
 * (optional operation). More formally, removes an element e such
 * that (o==null ? e==null : o.equals(e)), if this set contains such an element.
 * Returns true if this set contained the element (or equivalently,
 * if this set changed as a result of the call). (This set will not contain the element
 * once the call returns.)
 */

```

boolean remove(E e);

```

/*
 * Returns the number of elements in this set (its cardinality).
 * If this set contains more than Integer.MAX_VALUE elements,
 * returns Integer.MAX_VALUE
 */
int size();

/*
 * Returns the symmetric difference of this set and the other set.
 */
Set<E> symDifference(Set<E> other);

/*
 * Returns an array containing all of the elements in this set.
 * If this set makes any guarantees as to what order its elements
 * are returned by its iterator, this method must return the elements
 * in the same order.
 */
Object[] toArray();

/*
 * Returns an array containing all of the elements in this set;
 * the runtime type of the returned array is that of the specified array.
 * If the set fits in the specified array, it is returned therein.
 * Otherwise, a new array is allocated with the runtime type of
 * the specified array and the size of this set.
 */
<T> T[] toArray(T[] a);

/*
 * Returns the union of this set and the other set.
 */
Set<E> union(Set<E> other);
}

```

```

import java.util.Vector;
import java.util.Iterator;

```

```

public class VectorSet<E> implements Set<E>, Cloneable {

    private Vector<E> body;

```

```

public VectorSet() {
    body = new Vector<E>();
}

public boolean add(E e) {
    if(body.contains(e))
        return false;
    return body.add(e);
}

public void clear() {
    body.clear();
}

public Object clone() throws CloneNotSupportedException {
    VectorSet<E> result = (VectorSet<E>)super.clone();
    result.body = (Vector<E>)body.clone();
    return result;
}

public boolean contains(E e) {
    return body.contains(e);
}

public Set<E> difference(Set<E> other) {
    VectorSet<E> result = new VectorSet<E>();
    E temp;
    Iterator<E> it = this.iterator();
    while(it.hasNext())
        if(!other.contains(temp = it.next()))
            result.add(temp);
    return result;
}

public boolean equals(Object o) {
    if(o == null)
        return false;
    if(this == o)
        return true;
    if(!(o instanceof VectorSet))
        return false;
    VectorSet<E> other = (VectorSet<E>)o;
    return this.isSubsetOf(other) && other.isSubsetOf(this);
}

```

```

public Set<E> intersection(Set<E> other) {
    VectorSet<E> result = new VectorSet<E>();
    E temp;
    Iterator<E> it = this.iterator();
    while(it.hasNext())
        if(other.contains(temp = it.next()))
            result.add(temp);
    return result;
}

```

```

public boolean isEmpty() {
    return body.isEmpty();
}

```

```

public boolean isSubsetOf(Set<E> other) {
    Iterator<E> it = this.iterator();
    while(it.hasNext())
        if(!other.contains(it.next()))
            return false;
    return true;
}

```

```

public Iterator<E> iterator() {
    return body.iterator();
}

```

```

public boolean remove(E e) {
    return body.remove(e);
}

```

```

public int size() {
    return body.size();
}

```

```

public Set<E> symDifference(Set<E> other) {
    VectorSet<E> result = new VectorSet<E>();
    E temp;
    Iterator<E> it = this.iterator();
    while(it.hasNext())
        if(!other.contains(temp = it.next()))
            result.add(temp);
    it = other.iterator();
    while(it.hasNext())
        if(!this.contains(temp = it.next()))

```

```

        result.add(temp);
    return result;
}

```

```

public Object[] toArray() {
    Object[] array = new Object[body.size()];
    Iterator<E> it = body.iterator();
    int i = 0;
    while(it.hasNext())
        array[i++] = it.next();
    return array;
}

```

```

public <T> T[] toArray(T[] a) {
    throw new UnsupportedOperationException();
}

```

```

public String toString() {
    StringBuffer stb = new StringBuffer("[ ");
    if(!isEmpty()) {
        Iterator<E> it = iterator();
        while(it.hasNext())
            stb.append(it.next().toString() + " ; ");
        stb.delete(stb.length()-2, stb.length()-1);
    }
    stb.append("]");
    return stb.toString();
}

```

```

public Set<E> union(Set<E> other) {
    VectorSet<E> result = null;
    try {
        result = (VectorSet<E>)this.clone();
    }
    catch(CloneNotSupportedException e){}
    Iterator<E> it = other.iterator();
    E temp;
    while(it.hasNext())
        if(!result.contains(temp = it.next()))
            result.add(temp);
    return result;
}
}

```