CMSC132 Maps Worksheet

1. Rewrite the WordFrequencyCounter.java lecture example so the case of words is ignored. To rewrite it use the TreeMap constructor that takes a Comparator as a parameter. You don’t need to write a Comparator class (use the String.CASE_INSENSITIVE_ORDER comparator).

2. Define a class called Friends based on specifications below. The Friends class will keep track of a person’s friends.

   a. Instance variables
      i. Map<String, Map<String, Boolean>> friends → This map will be used to store information about the friends a person has. The key represents a person and the value is a map that indicates whether a person is a friend of another person.
      ii. Any other instance variables you think you need.

   b. Methods (loosely defined, which means feel free to add / modify parameters)
      i. Constructor – Creates the appropriate map and performs any other required initialization.
      ii. defineFriendship(String person, String toPerson, boolean isFriend) → This method will define or update the relationship that exist between person and toPerson. For example, defineFriendship("Kelly", "John", true) defines "John" as a friend of "Kelly"; defineFriendship("Kelly", "Kyle", false) defines "Kyle" as not a friend of "Kelly". The method will create a map for the specified person if one does not exist; otherwise it will use the current map. Keep in mind that if person is a friend of toPerson, toPerson is also a friend of person (two entries must be added/updated in the map).
      iii. boolean areFriends(String person1, String person2) → Returns true if two people are friends and false otherwise.
      iv. toString() – For each person, it returns the name of the person followed by their friends. The information must be sorted alphabetically. Here is a sample string:

         Abby (Al, Bob)
         Al (Abby, Bob)
         Bob (Abby, Al)
         Tom ()
      v. boolean couldBeFriends(String person1, person2) → Returns true if person1 could become a friend of person2. To determine whether a person can become a friend of another, you need to determine whether there is a chain of friends starting at person1, leading to Person2. For example, if "Peter" is a friend of "Jenny", and "Jenny" is a friend of "Tom", then "Peter" could be a friend of "Tom".