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cout << "D throwing int exception\n";
throw - 1;
cout << "End D\n";</pre> cout << "End B\n"; Stout main Start A roid A() 3 taut B Start C -Start D B(); ID thebing int Exception cout << "Start C\n"; cout << "A caught int exception \n" int exception \n" int the caught it << "End A\n"; B caught int 1 End B C(); cout << "Start main\n": catch (double) End A(); cout << "B caught double exception\n"; catch (...) cout << "B caught default exception\n"; cout << "End main\n"; return 0; throw -1: Part(III) Write output of the program given below. (There is no syntax error in this code.) cout ("B constructor" (endl; using namespace std; class A { B(B& o):obj(o.x) { cout << "Copy constructor B" << endl; x = o.x + 5; public: int i; A(int ii) : i(ii) {
 cout << "Calling A(int ii)" << endl; void show() { obj.show(); cally A (int it void show() {
 cout <<"A i=" << i << endl;</pre>); int main() B construely }; class B { B b(10); calling A (int is) B b1(b); A obj; b1.show(); Copy constructor B public: return 0; $B(int xx) : x(xx), obj(xx + 5) {$

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marked against one question, carefully attempt questions on answer sneed. You may freely use built-in string functionality such as strlen, strcpy, strcmp etc. where required. Do not re-write these functions. Do not write below this line. Attempt all the questions. CLO # 4: Apply good programming practices Q1: [6x5 = 30 marks] Part (I) Write output of the program given below. If program crashes, clearly mention that. (There is no syntax error in this code.) #include <iostream> using namespace std; int main() { void mightGoWrong() { try { cout << "In Main() " << endl; bool error = true; if (error) {
 cout << "In mightGoWrong " << endl;</pre> doSomething(); throw bad_alloc(); catch (exception e) { cout<< "Caught rethrown exception in main: " << e.what() << std::endl; void doSomething() { catch (...) {
 cout << "Caught rethrown ... in main:</pre> cout << "In doSomething " << endl; mightGoWrong(); . " <<endl; catch (bad_alloc e) {
 cout<< "Caught bad_alloc in
doSomething: " << e.what() << e.nd1;</pre> return 0; throw new runtime_error("Runtime in mighgowing FAST School of Computing 2024 caught bad alloch in do sonely 2 caught bad alloch in main: FAST School of Computing

Last Question 4 Solution:

#include <iostream>

#include <string>

```
using namespace std;
// Utility functions (provided as given)
char* GetAddressType(int type) {
  if (type == 1) return "Home";
  else if (type == 2) return "Work";
  else return "Other";
}
char* GetPhoneType(int type) {
  if (type == 1) return "Mobile";
  else if (type == 2) return "Home";
  else if (type == 3) return "Work fax";
  else return "Other";
}
char* StringDeepCopy(const char* src) {
  char* dest = new char[strlen(src) + 1];
  strcpy(dest, src);
  return dest;
}
// Abstract base class for contact details
class ContactDetail {
protected:
  int type;
public:
  ContactDetail(int t) : type(t) {}
  virtual void Print() = 0;
```

```
virtual ~ContactDetail() {}
};
// Derived class for phone numbers
class PhoneNo : public ContactDetail {
  char* number;
public:
  PhoneNo(int t, const char* num) : ContactDetail(t) {
    number = StringDeepCopy(num);
  }
  void Print() override {
    cout << "[" << GetPhoneType(type) << "] " << number << endl;</pre>
  }
  ~PhoneNo() {
    delete[] number;
 }
};
// Derived class for addresses
class Address : public ContactDetail {
  char* street;
  char* city;
  char* state;
  char* postcode;
  char* country;
public:
  Address(int t, const char* str, const char* cty, const char* st, const char* pc, const char* cntry):
ContactDetail(t) {
    street = StringDeepCopy(str);
```

```
city = StringDeepCopy(cty);
    state = StringDeepCopy(st);
    postcode = StringDeepCopy(pc);
    country = StringDeepCopy(cntry);
  }
  void Print() override {
    cout << "[" << GetAddressType(type) << "] " << street << endl;</pre>
    cout << city << "," << state << " " << postcode << endl;
    cout << country << endl;</pre>
  }
  ~Address() {
    delete[] street;
    delete[] city;
    delete[] state;
    delete[] postcode;
    delete[] country;
  }
};
// Class for managing contacts
class Contact {
  string name;
  ContactDetail** details;
  int detailCount;
public:
  Contact(const string& n) : name(n), details(nullptr), detailCount(0) {}
  void AddContactDetail(ContactDetail* detail) {
    ContactDetail** newDetails = new ContactDetail*[detailCount + 1];
```

```
for (int i = 0; i < detailCount; i++) {
      newDetails[i] = details[i];
    }
    newDetails[detailCount] = detail;
    delete[] details;
    details = newDetails;
    detailCount++;
  }
  void Print() {
    cout << "[Name] " << name << endl;</pre>
    for (int i = 0; i < detailCount; i++) {
      details[i]->Print();
    }
  }
  ~Contact() {
    for (int i = 0; i < detailCount; i++) {
      delete details[i];
    }
    delete[] details;
 }
};
// Main function demonstrating usage
int main() {
  Contact contact1("Ali Hamza");
  contact1.Print();
  cout << "-----" << endl;
```

```
Contact contact2("Usman Khalid");
  contact2.Print();
  cout << "-----" << endl;
  contact1.AddContactDetail(new PhoneNo(1, "0300-1234567"));
  contact1.Print();
  cout << "-----" << endl;
  contact1.AddContactDetail(new PhoneNo(3, "042-111-128-128"));
  contact1.AddContactDetail(new Address(2, "852-B Milaad St, Block B Faisal Town", "Lahore", "Punjab",
"54770", "Pakistan"));
  contact1.AddContactDetail(new Address(1, "853-B Faisal Town", "Lahore", "Punjab", "54770",
"Pakistan"));
  contact2.AddContactDetail(new Address(3, "123-B Xyz Town", "Gujranwala", "Punjab", "12345",
"Pakistan"));
  contact1.Print();
  cout << "-----" << endl;
  contact2.Print();
  cout << "-----" << endl;
 return 0;
}
```

Q2:

```
#include<fstream>
using namespace std;
//Partial Definition of class Video
class Video{
        int* TagsList;
        int ID;
public:
        int* GetTagsList() { return TagsList; }
        int GetID() { return ID; }
        //Other functions...
        Video(){TagsList = 0; ID = 0;}
        void SetValues(ifstream& fin){
                int tags = 0;
                fin>>ID;
                fin>>tags;
                TagsList = new int[tags];
                char ch;
                int i=0;
                for(; i<tags-1; i++)
                {
                         fin>>TagsList[i];
                         fin>>ch;
                }
                fin>>TagsList[i];
        }
        ~Video()
        {
                if(TagsList) delete[] TagsList;
```

```
}
        void Print(){
                 for(int i=0; TagsList[i] != -1; i++)
                         cout<<TagsList[i]<<"\t";
                 cout<<endl;
        }
};
//Partial Definition of class VideoSystem
class VideoSystem{
        Video* allVideos;
        int totalVideos;
public:
        //Other Functions...
        VideoSystem(){
                 ifstream fin("Data2.txt");
                 if(fin.is_open())
                 {
                         fin>>totalVideos;
                         allVideos = new Video[totalVideos];
                         for(int i=0; i<totalVideos; i++)</pre>
                         {
                                  allVideos[i].SetValues(fin);
                         }
                         for(int i=0; i<totalVideos; i++)</pre>
                         {
                                  cout<<"Video "<<i<":\t";
                                  allVideos[i].Print();
                         }
                 fin.close();
```

```
}
}
~VideoSystem()
{
        if(allVideos)
                delete[] allVideos;
}
bool PrefFound(int* videoTags, int userPref)
{
        for(int i=0; videoTags[i] != -1; i++)
        {
                if(videoTags[i] == userPref)
                         return true;
        }
        return false;
}
bool VideoMatchesUserPref(int* videoTags, int*& userPref)
{
        int count = 0;
        for(int i=0; userPref[i]!= -1; i++)
        {
                if(PrefFound(videoTags, userPref[i]))
                {
                        count++;
                        if(count == 2)
                                 return true;
                }
        }
```

```
return false;
        }
        int* GetRecommendedVideos(int* userPref)
        {
                int* recommendedVideos = new int[totalVideos];
                int j=0;
                for(int i=0; i<totalVideos; i++)</pre>
                {
                        if(VideoMatchesUserPref(allVideos[i].GetTagsList(), userPref))
                        {
                                recommendedVideos[j++] = allVideos[i].GetID();
                        }
                }
                recommendedVideos[j] = -1;
                return recommendedVideos;
       }
};
void main()
{
        VideoSystem videoSystem;
        int userPref[] = {1,5,9,-1};
        int* recommendations = videoSystem.GetRecommendedVideos(userPref);
        cout<<"Suggested Videos:\t";</pre>
        for(int i=0; recommendations[i] != -1; i++)
        {
                cout<<recommendations[i]<<"\t";</pre>
       }
```

```
cout<<endl;
}
/*
Data File:
5
49516
8
1,2,3,4,6,7,8,-1
241793
4
1,3,5,-1
284957
3
1,6,-1
123456
4
2,5,9,-1
654321
6
3,4,5,6,9,-1
*/
```