# **Exercises: Structs and Linked Lists**

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#### **Contact Management**



- Implement a contact management app
- Store the following data:
  - name
  - surname
  - phone
  - email

#### **Contact Management: Hypotheses**



- Use an array of structs, to store up to N-contacts
- Use a linked list, to store an arbitrary number of contacts

# **Contact Management: More Functions**



- Implement a function to print all records
- Read new records from the user, one field at a time
- Implement a function to copy a record
- Implement an edit function (the user is asked to enter new data for a given record)

# **Contact Management**



Example of how to implement interaction:

```
int main() {
  while (true) {
    int choice;
    cin >> choice;
    switch(choice) {
    case 1:
      print();
      break;
    case 2:
      add();
      break;
      // ...
```

#### **Contact Management: Files**



- Write a function to read data from file
- Assumptions:
  - Each line contains one record, with each field separated by spaces
  - The file is correct: there are no errors
- Write a function to save data to file:
  - Use the same format for input :-)

# **Contact Management: Functions**



- Implement a function to sort by name
- Implement a function to print a record to the VCARD format
- Implement a search by name (exact match)

# **Contact Management: VCARD Example**



```
https://www.w3.org/2002/12/cal/vcard-examples/
BEGIN: VCARD
 VFRSTON: 4.0
 FN:Simon Perreault
 N:Perreault;Simon;;;
 EMAIL:TYPE=work:simon.perreault@viagenie.ca
 TEL:type=WORK:+1 (617) 555-1234
FND: VCARD
```

#### **Geometry: Triangles**



- Implement a struct to store a 2D (or 3D) point
- Write a function which computes the distance between two points
- Write a function which computes the perimeter of a triangle, given its three vertexes

#### **Geometry: Polygons**



- Use a linked list to store the vertexes of a polygon
- Write a function which asks the number of vertexes of the polygon and stores them into a linked list
- Write a function which takes as input a polygon and computes its perimeter