University of Pittsburgh
Department of Electrical and Computer Engineering
ECE 0302: Data Structures and Algorithms

Name:

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PROJECT 2: PALINDROMES

DUE SUNDAY FEBRUARY 20, 11:59 PM

Late submission with 30% penalty by Tuesday 11:59 PM following the due date

What to submit:

Follow the project instructions to develop your program, then run "make submission" and submit the zip file via Canvas. Using this file as a template, write your name above and write responses to the short answer questions below. Upload this file with your responses **as a pdf** via Canvas.

1. (90 pts) Submit a zip file of your code via Canvas, ensuring that your solution meets all of the requirements described in the project instructions.
2. (3 pts) Describe how you applied concepts learned in class to this project.

I applied concepts learned about recursion with the recursiveFindPalindrome() method which established a base case (when currentStringVector was empty), broke the process into smaller processes (by removing elements from the current string to candidate string) and calling the method upon itself (recursiveFindPalindrome(candiateStringVector, currentStringVector). Additionally, I utilizes methods like push() and pop() when dealing with vectors, similarly how one would with stacks.

3. (5 pts) Describe at least one point of difficulty or challenge that you encountered during this project and describe your approach to overcoming that difficulty / solving the problem.

I faced difficulty with segmentation faults. I kept creating too many temporary variables and temporary arrays that would give me seg fauts. To remedy this, I limited the number of temporary variables and arrays I used & utilized other methods for accessing memory.

4. (2 pts) Cite any useful references that you utilized to complete this project (e.g., articles, textbook pages, people).

Troy Weaver and Tamer Muddi were extremely helpful. Also geeksforgeeks was a very useful site.