EE 5103 - Assignment 3

Total points: 10

Due: Feb 24 by 11:59 PM

Submission instructions:

Name your source files as <LastNameFirstName-q1>.cpp , <LastNameFirstName-q2>.cpp, etc. (e.g. KrishnanRam-q1.cpp). Place them in a folder called <LastNameFirstName> and zip the folder to get <LastNameFirstName>.zip. Upload the file to blackboard.

Q1 (5 points)

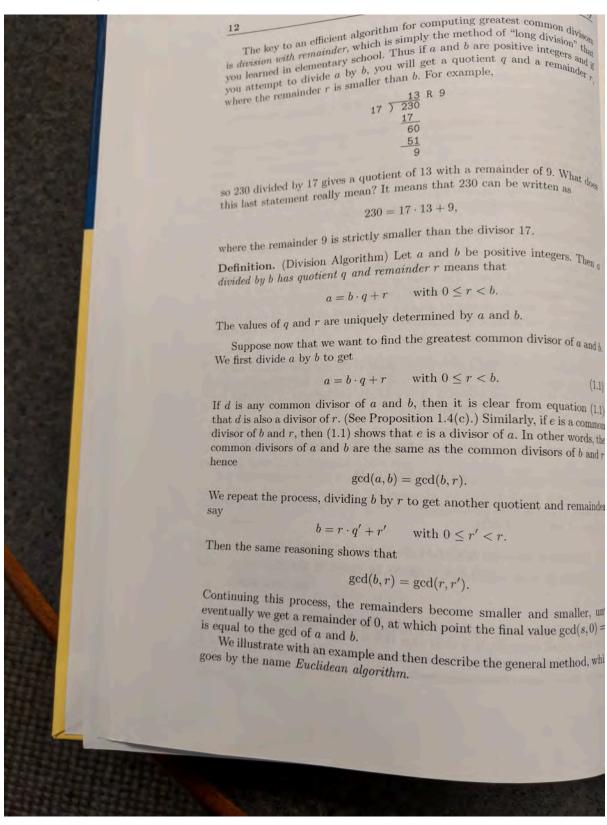
Write a program that implements the Euclidean Algorithm for finding the greatest common divisor of two integers a and b. You can read more about it online if you would like or use other sources. I happen to have a math textbook that has a nice explanation of this algorithm. Please see the screenshots in the next two pages for how the algorithm works. The algorithm is stated in steps 1-5 under Theorem 1.7.

Q2 (5 points)

Consider the scenario where the user wishes to input positive numbers in the form of columns. However, we do not know ahead of time (a) how many columns of inputs that the user wishes to input and (b) within each column, how many positive numbers that the user wishes to input. After the user is done inputting all the columns (indicated by a negative number as the first input of a column), display all the numbers in the form of a two dimensional matrix. Also, support displaying only the numbers from a particular column of the user's choosing.

We discussed dynamic single dimensional arrays on Feb 13. First, read about two-dimensional arrays. Then read about how to handle dynamic memory in the context of two-dimensional arrays. Here is a helpful link: https://www.techiedelight.com/dynamic-memory-allocation-in-c-for-2d-3d-array/. I have copy-pasted the figure and the code at the bottom for your reference. Now, implement a "dynamic" two-dimensional array following the idea discussed on Feb 13. In the link above, you https://www.techiedelight.com/dynamic-memory-allocation-in-c-for-2d-3d-array/. I have copy-pasted the figure and the code at the bottom for your reference. Now, implement a "dynamic" two-dimensional array following the idea discussed on Feb 13. In the link above, you https://www.techiedelight.com/dynamic-memory-allocation-in-c-for-2d-3d-array/. I have copy-pasted the figure and the code at the bottom for your reference. Now, implement a "dynamic" two-dimensional array following the idea discussed on Feb 13. In the link above, you https://www.techiedelight.com/ dynamic" two-dimensional arrays following the idea discussed on Feb 13. In the link above, you https://www.techiedelight.com/ dynamic" two-dimensional arrays following the idea discussed on Feb 13. In the link above, you https://www.techiedelight.com/ discussed on Feb 13. In the link above, you https://www.techiedelight.com/ discussed on Feb 13. In the link above, you https://www.techiedelight.com/ discussed on Feb 13. In the link above, you https://www.

Reference for Q1:



on" that is and if inder r,

at does

Then a

and b.

(1.1)

mmon ds, the and r;

inder,

 $until_{0} = s$

which

Example 1.6. We compute gcd(2024,748) using the Euclidean algorithm, which is nothing more than repeated division with remainder. Notice how the quotient and remainder on each line become the new a and b on the subsequent line:

$$2024 = 748 \cdot 2 + 528$$

$$748 = 528 \cdot 1 + 220$$

$$528 = 220 \cdot 2 + 88$$

$$220 = 88 \cdot 2 + 44 \leftarrow \boxed{\text{gcd} = 44}$$

$$88 = 44 \cdot 2 + 0$$

Theorem 1.7 (The Euclidean Algorithm). Let a and b be positive integers with $a \ge b$. The following algorithm computes gcd(a,b) in a finite number of steps.

- (1) Let $r_0 = a$ and $r_1 = b$.
- (2) Set i = 1.
- (3) Divide r_{i-1} by r_i to get a quotient q_i and remainder r_{i+1} ,

$$r_{i-1} = r_i \cdot q_i + r_{i+1}$$
 with $0 \le r_{i+1} < r_i$.

- (4) If the remainder $r_{i+1} = 0$, then $r_i = \gcd(a, b)$ and the algorithm terminates.
- (5) Otherwise, $r_{i+1} > 0$, so set i = i + 1 and go to Step 3. The division step (Step 3) is executed at most

$$2\log_2(b) + 1$$
 times.

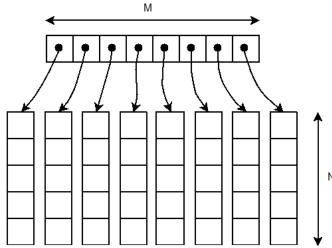
Proof. The Euclidean algorithm consists of a sequence of divisions with remainder as illustrated in Figure 1.2 (remember that we set $r_0 = a$ and $r_1 = b$).

$$\begin{array}{ll} a = b \cdot q_1 + r_2 & \text{with } 0 \leq r_2 < b, \\ b = r_2 \cdot q_2 + r_3 & \text{with } 0 \leq r_3 < r_2, \\ r_2 = r_3 \cdot q_3 + r_4 & \text{with } 0 \leq r_4 < r_3, \\ r_3 = r_4 \cdot q_4 + r_5 & \text{with } 0 \leq r_5 < r_4, \\ \vdots & \vdots & \vdots \\ r_{t-2} = r_{t-1} \cdot q_{t-1} + r_t & \text{with } 0 \leq r_t < r_{t-1}, \\ r_{t-1} = r_t \cdot q_t & \\ & \text{Then } r_t = \gcd(a, b). \end{array}$$

Figure 1.2: The Euclidean algorithm step by step

The r_i values are strictly decreasing, and as soon as they reach zero the algorithm terminates, which proves that the algorithm does finish in a finite

Reference for Q2:



```
#include <iostream>
// M x N matrix
#define M 4
#define N 5
// Dynamic Memory Allocation in C++ for 2D Array
int main(){
        // dynamically create array of pointers of size M
        int** A = new int*[M];
        // dynamically allocate memory of size N for each row
        for (int i = 0; i < M; i++)
                 A[i] = new int[N];
        // assign values to allocated memory
        for (int i = 0; i < M; i++)
                 for (int j = 0; j < N; j++)
                         A[i][j] = rand() \% 100;
        // print the 2D array
        for (int i = 0; i < M; i++){
                 for (int j = 0; j < N; j++)
                         std::cout << A[i][j] << " ";
                 std::cout << std::endl;</pre>
        }
        // deallocate memory using delete[] operator
        for (int i = 0; i < M; i++)
                 delete[] A[i];
        delete[] A;
        return 0;
}
```