



# C Programmierkurs

## 8. Stunde: Denken in Algorithmen

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Wie arbeitet der CSV-Parser von letzter  
Stunde?

# CSV-Parser - Initialisierung

```
CsvParser_new(...);
```

↪ **\*CsvParser**

zeigt auf alles was der Parser zum Funktionieren braucht

# CSV-Parser - Initialisierung

```
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↪ `*CsvParser`

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```
typedef struct CsvParser {  
    char *filePath_;  
    char delimiter_;  
    int firstLineIsHeader_;  
    char *errMsg_;  
    CsvRow *header_;  
    FILE *fileHandler_;  
    int fromString_;  
    char *csvString_;  
    int csvStringIter_;  
} CsvParser;
```

# CSV-Parser - Zeile für Zeile



# CSV-Parser - Zeile für Zeile



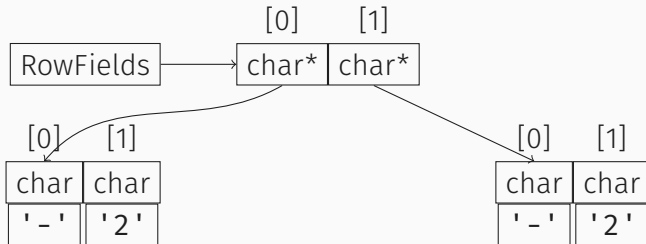
Die Zeile ist somit "-2,-2".

Der Parser bricht diese nun an der Kommastelle auseinander:

{"-2", "-2"}

# CSV-Parser - Speicherorganisation von Zeilen

```
char **RowFields = CsvParser_getFields(csvparser);
```



# Shortest path problem



# Dijkstra's Algorithm

```
1  function Dijkstra(Graph, source, target):
2      create vertex set Q
3      for each vertex v in Graph:           // Initialization
4          dist[v] ← INFINITY                // Unknown distance from source to v
5          prev[v] ← UNDEFINED               // Previous node in optimal path from source
6          add v to Q                        // All nodes initially in Q (unvisited nodes)
7          dist[source] ← 0                  // Distance from source to source
8
9      while Q is not empty:
10         u ← vertex in Q with min dist[u]  // Node with the least distance
11         if u == target:                   // will be selected first
12             break
13         remove u from Q
14         for each neighbor v of u:         // where v is still in Q.
15             alt ← dist[u] + length(u, v)
16             if alt < dist[v]:              // A shorter path to v has been found
17                 dist[v] ← alt
18                 prev[v] ← u
19
20     S ← empty sequence                     // Start building shortest path
21     u ← target
22     if prev[u] is defined or u = source:  // Do something only if the vertex is reachable
23         while u is defined:              // Construct the shortest path with a stack S
24             insert u at the beginning of S // Push the vertex onto the stack
25             u ← prev[u]
26
27     return S
```



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algorithm](https://en.wikipedia.org/wiki/Dijkstra%27s_algorithm).

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