

Second homework for Architecture.

Variant:

- *Artifact 10: Well of wisdom*
- *Function 10: Straight insertion sort*

Files:

- **main.cpp(1,93KB)**: main function which reads, writes and catches exceptions coming from the container...
- **container.cpp(1,54KB)/.h(669B)**: container with all the functions for containing inputted objects .
- **baseLines.cpp(1,54KB)/.h(848B)**: basic well of wisdom structure with all the functions.
- **aphorism.cpp(1,00KB)/.h(567B)**: aphorism structure with all the functions.
- **proverb.cpp(946B)/.h(523B)**: proverb structure with all the functions.
- **riddle.cpp(929B)/.h(513B)**: riddle structure with all the functions.

Command line input guide:

1) Write `./task01 -f [inputFileName].txt [outputFileName].txt [sortedOutputFileName].txt` for file input. 2) Write `./task01 -n [number of wells of wisdom] [outputFileName].txt [sortedOutputFileName].txt` for random input generation.

File input guide:

You need to input a couple of matrices according to this template:

1) Input type: 1 for aphorism, 2 for proverb, 3 for riddle. 2) Input text of artifact: line of chars with length 10.000 or less. 3) Input meta text for artifact (author name, country or riddle answer): line of chars with length 10.000 or less.

Tests:

There are 8 tests stored in tests directory, which could be used to understand if the program runs properly and tests could be autogenerated using command line.

Memory:

Stack
main
Init
In / InRnd
Out
Sorting
Heap
"task"
"-r" / "-f"
"input00.txt"
"output00.txt"
"outSorted.txt"

TT

Compoment name	Size (in bytes)
class Riddle	80000
char fstring[10000]	40000

Compoment name	Size (in bytes)
char sstring[10000]	40000
class Aphorism	80000
char fstring[10000]	40000
char sstring[10000]	40000
class Proverb	80000
char fstring[10000]	40000
char sstring[10000]	40000
class BaseLines	40000
char fstring[10000]	40000
struct Container	800000008
int size	4
int len	4
baseLines **cont (max len - 10000)	800040000

Modules:

- Interface modules count: 5
- Implementation modules count: 6