

# CPSC 1160: ASSIGNMENT 6[25 MARKS]

With the given new assign\_driver.cpp and letter\_counter.h from assignment 5. Modify your assignment 5 so that it does not use vectors in any way. You should store your data as a dynamic array of items. When implementing letter\_counter.h think about how efficient your program will run. Your array should not be bigger than the number of unique letters that are stored in it. Note what you are doing the – operator you should not store any letters that count is zero or below. You must write a destructor, a copy constructor and overload the assignment operator. Your destructor must print DELETE, the copy constructor must print COPY and the overloaded assignment operator must print ASSIGNMENT\_ **You can not hard code your answer.**

```
-----COPY-----
lc1 [ A:7 D:6 E:2 F:1 H:10 I:1 J:4 K:6 L:1 Q:1 S:3 U:1 W:1 ]
lc2 [ B:5 C:1 E:1 ]
lc2 [ A:1 B:6 C:1 D:1 E:1 Z:1 ]
lc3 [ B:5 C:1 E:1 ]
lc2-lc3 [ A:1 B:1 D:1 Z:1 ]
-----ASSIGNMENT-----
-----DELETE-----
lc1-lc2 [ A:6 D:5 E:1 F:1 H:10 I:1 J:4 K:6 L:1 Q:1 S:3 U:1 W:1 ]
-----ASSIGNMENT-----
-----DELETE-----
lc1-lc2 [ B:6 C:1 Z:1 ]
-----ASSIGNMENT-----
-----DELETE-----
lc1-lc1 [ ]
-----DELETE-----
-----DELETE-----
-----DELETE-----
-----DELETE-----
```

## Submissions

Make sure that your code is neat and is well commented

Submit to D2L a zip/archive file containing all the files that are need to compile and run your program.