14BHD COMPUTER SCIENCES, 2020/2021

Laboratory 9

Goals

Review and consolidate:

- o The use of conditional constructs to make decisions within a program;
- o The use of loops for repeated execution of instructions;
- o Definition of lists and tables;
- o Manipulation and execution of calculations on lists and tables.

Technical Contents

- Definition of lists and operations on elements;
- Definition of tables and manipulation of its elements;
- While and for loops.

To be solved in the laboratory

- Exercise 1. Write **functions** that carry out the following tasks for a list of integers. For each function, provide a test program.
 - a. Swap the first and last elements in the list.
 - b. Shift all elements by one to the right and move the last element into the first position. For example, 1 4 9 16 25 would be transformed into 25 1 4 9 16.
 - c. Replace all even elements with 0.
 - d. Replace each element except the first and last by the larger of its two neighbors.
 - e. Remove the middle element if the list length is odd, or the middle two elements if the length is even.
 - f. Move all even elements to the front, otherwise preserving the order of the elements.
 - g. Return the second-largest element in the list.
 - h. Return true if the list is currently sorted in increasing order.
 - i. Return true if the list contains two adjacent duplicate elements.
 - j. Return true if the list contains duplicate elements (which need not be adjacent). [P6.4]

Exercise 2. A theater seating chart is implemented as a table of ticket prices, like this:

| 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
|----|----|----|----|----|----|----|----|----|----|
| 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |

| 10 | 10 | 20 | 20 | 20 | 20 | 20 | 20 | 10 | 10 |
|----|----|----|----|----|----|----|----|----|----|
| 10 | 10 | 20 | 20 | 20 | 20 | 20 | 20 | 10 | 10 |
| 10 | 10 | 20 | 20 | 20 | 20 | 20 | 20 | 10 | 10 |
| 20 | 20 | 30 | 30 | 40 | 40 | 30 | 30 | 20 | 20 |
| 20 | 30 | 30 | 40 | 50 | 50 | 40 | 30 | 30 | 20 |
| 30 | 40 | 50 | 50 | 50 | 50 | 50 | 50 | 40 | 30 |

Write a program that prompts users to pick either a seat or a price. Mark sold seats by changing the price to 0. When a user specifies a seat, make sure it is available. When a user specifies a price, find any seat with that price. [P6.27]

To solve at home:

- Exercise 3. A supermarket wants to reward its best customer of each day, showing the customer's name on a screen in the supermarket. For that purpose, the customer's purchase amount is stored in a list and the customer's name is stored in a corresponding list. Implement a function *nameOfBestCustomer(sales, customers)* that returns the name of the customer with the largest sale. Write a program that prompts the cashier to enter all prices and names, adds them to two lists, calls the function that you implemented, and displays the result. Use a price of 0 as a sentinel. [P6.33]
- Exercise 4. Write a function *removeMin* that removes the minimum value from a list **without** using the *min* function or *remove* method. [P6.7]