CPE 212 Review Guide

Joshua Bays

Univeristy of Alabama in Huntsville

Fall 2024

About this Document

- This document is intended to serve as a useful reference and study tool for the CPE 212 final exam.
- The code snippets presented in this document are designed to be basic representations of different concepts, and may differ from the methods presented in lectures.
- Any suggestions for additions or changes can be made to Joshua Bays by emailing jb0401@uah.edu or by sending a message via CanvasW
-

Table of Contents

Classes

Classes - Overview

- Class: Custom model of abstract data type (ADT)
- Object: Instance of a class
- Member types
  - Public: Can be accessed directly from outside of the class
  - Private: Can be accessed directly only from within the class
  - Protected: Can be inherited within derived classes
- Member functions
  - Constructor: Initialize an object
  - Transformers: Change an object's state
  - Observers: Get (but not change) an object's state
  - Iterators: Process all components within an ADT
  - Destructor: Properly clean up and object (Ex: de-allocate memory)

- Inheritance: Reuse existing class code for another class
- Multiple inheritance: Inheriting code from multiple classes
- Parent/Base class: The class being inherited from
- Derived class: A class that inherits from another class
- Virtual function: A member function that can be redefined by an inherited class
- Friend function: Non-member function that can access private members

Inheritance

```
class baseClass{
    public:
        baseClass();
        virtual int getX();
        int getY();
    private:
    protected:
        int x, y;
};

class derivedClass : public baseClass{
/* Using the public keyword allows all public members to be inherited */
    public:
        derivedClass();
        int getX();
    private:
    protected:
};
```

```
baseClass::baseClass(){ x = 2; y = 2; }
int baseClass::getX(){ printf("Getting x\n"); return x; }
int baseClass::getY(){ return y; }

/* Redefine the member functions */
derivedClass::derivedClass(){ x = 3; y = 3; }
int derivedClass::getX(){ baseClass::getX(); return -1*x; }
```

Inheritance (cont.)

```
int main(){
    baseClass b;
    derivedClass d;
    printf("%i %i\n", b.getX(), b.getY());
    printf("%i %i\n", d.getX(), d.getY());
    return 0;
}
```

Output

```
Getting x
2 2
Getting x
-3 3
```

Pointers

Pointers - Overview

- Pointer: Variable that stores the memory address of another variable
- Dereferencing: Access the value stored in the location stored in the pointer
- Static allocation: Memory allocated at compile time
- Dynamic allocation: Memory allocated during program runtime
- Heap: Free memory for dynamic allocation

- Memory leak: Memory dynamically allocated but not deallocated
- Garbage: Locations in memory that can not be accessed any more
- Inaccessible object: Dynamically allocated variable without a pointer
- Dangling pointer: A pointer that points to memory that has been deallocated

Pointers - Dynamic Allocation

- Use the new keyword to allocate memory in C++
- Use the delete keyword on a pointer to deallocate memory in C++

Static allocation

```
int main(){
    int x = 0;
    int *xPtr = &x; /* Create a pointer for x */
    printf("x is %i and stored at %X\n", x, xPtr);
    *xPtr = 2; /* Dereference the pointer to change x */
    printf("x is %i and stored at %X\n", x, xPtr);
    return 0;
}
```

Output

```
x is 0 and stored at 9B7CEBAC
x is 2 and stored at 9B7CEBAC
```

Dynamic Allocation

```
int main(){
    int* ptr;
    ptr = new int;
    *ptr = 10;
    printf("%i is stored at %X\n", *ptr, ptr);
    delete ptr; /* Deallocate the memory */
    ptr = NULL; /* Set the pointer to NULL because it does not point to any memory */
    return 0;
}
```

Output

```
10 is stored at 1349DEB0
```

Exception Handling

Exception Handling - Overview

- Robustness: How well a program can recover from an error
- Error types
  - Unexpected user input
  - Hardware issues
  - Software issues
- Ways to handle errors
  - Print an error message
  - Return an unusual value (Ex: -1)
  - Use a status variable as an error flag
  - Use assertions to prevent further code execution
  - Exception handling

Exception Handling - Overview

- Exception: Unexpected event that requires special processing
- Exception handler: Code designed to address a specific exception

Exception Handling - Try/Throw/Catch

- Try: Execute code that may cause and exception within its own block
- Throw: If an error is detected terminate the program or execute code to address the exception by “throwing” an error
- Catch: Address the exception based on the type of error provided by the throw statement

Basic exception handling

```
int main(){
    try{
        throw 2;
        printf("Print me\n");
    }
    catch(int x){ printf("Error of type int!\n"); return 1; }
    catch(...){ printf("Error of a different type!\n"); return 1; }
    return 0;
}
```

Software Engineering

- Attributes of good software
  - Works
  - Can be easily modified
  - Is reusable
  - Is completed within time and budget requirements
- Software engineering: The proper application of the principles of design, production, and maintenance of software
  - Technical challenges
  - Project management
- Defects in code
  - About 1 error is created for every 10 lines of code
  - 75% of a code's cost is in maintenance of that code
- Software process: The process by which software is developed and maintained

- Requirements: High-level description of the product
- Specification: Detailed description containing functional requirements and constraints
- Design: Architectural (high-level) and detailed (low-level) design of the product
- Implementation: Converting the design into code
- Testing/Verification: Finding and fixing errors and demonstrating that the product works correctly
- Postdelivery/Maintenance: Correct errors found by users and enhancing functionality

- Waterfall process: Each step of the process is an input for the next step
- Agile process: Emphasizing individuals/interactions and working software over specific processes in order to enable quick changing and customer collaboration
- Scrum: Work is designed to be done in short periods called "sprints," with daily work being determined by the needs of the current sprint

- Testing: Trying to discover errors within a program
- Debugging: Removing known errors from a program
- Driver: A program specifically designed to test a part of code
- Stub: Dummy code designed to simulate real-life use cases
- Assertion: A statement that is either true or false
- Precondition: An assertion that must be true in order for a postcondition to be returned
- Postcondition: An assertion that is expected from a certain precondition

- Deskchecking: Informal checking by the developer
- Unit testing: Formally testing individual parts of a program by themselves
- Integration testing: Formally and systematically testing a part of a program within the larger code base
- Acceptance testing: Testing the program with real data in its real environment
- Regression testing: Testing a program following modifications
- Black-box testing: Testing a program by its inputs and outputs
- Clear-box testing: Testing a program utilizing knowledge of its structure

- Verification: The program works properly
- Validation: The program satisfies the needs of the problem

Testing

Stacks

Stacks - Overview

- Stack: Specially organized list
  - LIFO structure (Last In, First Out)
  - Data entry is only through the top of the stack
- Basic stack operations:
  - Push: Add an item from the top of the stack
  - Pop: Remove the top item from the stack
  - Top: Observe the top item from the stack
  - IsEmpty: Returns if the stack has no elements on it
  - IsFull: Returns if the stack is at its maximum capacity
  - MakeEmpty: Remove all elements from the stack
- Different methods exist to implement stacks
  - Array-based: Less memory used, but harder to resize
  - Linked node-based: Easier to resize, but more memory used

Basic stack code (Linked list)

```
class StackFull{}; /* Error class */
class StackEmpty{}; /* Error class */

class StackNode{
    public:
        StackNode();
        int data;
        StackNode *next;
    private:
};

class Stack{
    public:
        Stack();
        bool Push(int data);
        bool Pop();
        int Top();
        bool IsEmpty();
        bool IsFull();
        void MakeEmpty();
        void Print();
        ~Stack();
    private:
        StackNode *topPtr;
        int size;
        int maxSize;
};
```

Basic stack code (cont.)

```
StackNode::StackNode(){
    next = NULL;
}

Stack::Stack(){
    topPtr = NULL;
    size = 0;
    maxSize = 3;
}
```

Basic stack code (cont.)

```
bool Stack::Push(int data){
    if(IsFull()){
        throw StackFull();
    }

    size++;
    if(IsEmpty()){
        topPtr = new StackNode();
        topPtr->data = data;
        topPtr->next = NULL;
        return true;
    }

    StackNode *p = new StackNode();
    p->data = data;
    p->next = topPtr;
    topPtr = p;
    return true;
}
```

Basic stack code (cont.)

```
bool Stack::Pop(){
    if(IsEmpty()){ throw StackEmpty(); }

    size--;
    StackNode *p = topPtr;
    topPtr = topPtr->next;
    delete p;
    return true;
}

int Stack::Top(){
    if(IsEmpty()){ throw StackEmpty(); }

    return topPtr->data;
}

bool Stack::IsEmpty(){
    return topPtr == NULL;
}

bool Stack::IsFull(){
    return size >= maxSize;
}
```

Basic stack code (cont.)

```
void Stack::MakeEmpty(){
    while(!IsEmpty()){
        Pop();
    }
}

void Stack::Print(){
    if(IsEmpty()){
        printf("Empty\n");
        return;
    }

    printf("Top\n");
    StackNode *p = topPtr;
    while(p->next != NULL){
        printf("%i\n", p->data);
        p = p->next;
    }
    printf("%i\n", p->data);
    printf("Bottom\n\n");
}

Stack::~Stack(){
    MakeEmpty();
}
```

Lists

Lists - Overview

- List: Linear collection of homogeneous items
  - Can be sorted or unsorted
- Basic list operations:
  - IsEmpty:
  - IsFull:
  - Length:
  - Insert:
  - Delete:
  - IsPresent

Queues

Generic Programming

Recursion

Trees

Heaps

Graphs

Searching

Searching - Overview

- Searching: Finding a specific item from a set of data
  - Efficiency: Program performance is improved
  - Data retrieval: Specific data is quickly found in a large dataset
  - Problem solving: Data needs to be found in order to solve problems
- Different methods of searching
  - Linear search
  - Binary search
  - Hashing

- Linear search: Sequentially search through a set of data until the value is found
- Complexity:
  - Best case: $O(1)$ (The first element)
  - Worst case: $O(n)$ (The last element)
- Use cases:
  - Small dataset
  - Unordered datasets
  - Linked lists

Searching - Code

Basic linear search code

```
int main(){
    int arr[6] = {-1, 7, 12, 17, 3, 4};
    int s = 12;
    for(int i = 0; i < 6; i++){
        if(arr[i] == s){
            printf("%i is at index %i\n", s, i);
            break;
        }
    }
}
```

Output

```
12 is at index 2
```

Searching - Binary Search

- Binary search: Continually divide the search area in half, comparing the middle value to the target value
- Complexity
  - Best case: $O(1)$ (The first element)
  - Worst case: $O(\log n)$ (The last element)
- Use cases:
  - Data must be sorted
  - Random access should be a constant time function

Basic binary search code

```c
int main(){
    int arr[16] = {0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15};
    int s = 5;
    int high = 15; int low = 0;
    int mid;
    while(1){
        if(high >= low){
            mid = low + (high - low) / 2;
        }
        if(arr[mid] == s){
            printf("%i is at index %i\n", s, mid);
            break;
        }
        if(arr[mid] > s){
            high = mid - 1;
            continue;
        }
        low = mid + 1;
    }
}
```

Output

```
5 is at index 5
```

- Hashing: Data storage technique designed to allow $O(1)$ search time
  - Assign key-value pairs through a function to data inputs
  - Hash function used to store the element and to find if the element exists in the dataset
  - Tradeoff of memory space for access speed
- Collision: Repeated outputs for different inputs
  - Must be addressed with hash function (Ex: Offsetting the value)

Basic hashing code

```
#define ArrSize 16

bool hash_insert(int x, int *arr){
    bool isFull = true;
    for(int i = 0; i < ArrSize; i++){
        if(arr[i] == -1){ isFull = false; break; }
    }
    if(isFull){ return false; }
    int index = x % ArrSize;
    while(arr[index] != -1){ index++; index %= ArrSize; }
    arr[index] = x;
    return true;
}

int hash_find(int x, int *arr){
    int index = x % ArrSize;
    while(arr[index] != x){
        index++;
        index %= ArrSize;
        if(index == x % ArrSize){ return -1; }
    }
    return index;
}
```

Basic hashing code (Cont.)

```
int main(){
    int arr[ArrSize];
    for(int i = 0; i < ArrSize; i++){ arr[i] = -1; }

    int x = 347;
    int y = 347 + ArrSize;
    hash_insert(x, arr);
    hash_insert(y, arr);
    printf("%i is at index %i\n", x, hash_find(x, arr));
    printf("%i is at index %i\n", y, hash_find(y, arr));
    return 0;
}
```

Output

```
347 is at index 11
363 is at index 12
```

Sorting