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due Feb 6

32 77

## Assignment 2 Discussion

Post your contribution to the assignment 2 discussion here. This could involve asking a question, answering another student's question, giving an example of something that you struggled with and then overcame (or didn't!), giving an example of something you found particularly cool, or any other constructive way you can think of to participate.

**←** Reply

(https://santarosaic.instructure.com/courses/19940/users/81678)



(https://santarosajc.instructure.com/courses/19940/users/81678)

Jan 30, 2017

This may be a dumb question, but on assignment 2.2 I am really stuck with not limiting the size of the array that the letters go into. It seems I have to declare an array with a size before using it, so what is the method to make its size unlimited? Is it dynamic allocation, pointers, vectors, or resizing with a variable created in a function? Or something else that I'm missing?

(https://santareain.Zhiahimanteram/courses/19940/users/54865)



(https://santarosajc.instructure.com/courses/19940/users/54865)

Jan 30, 2017

You do not need to create an array for input. Actually you can do it just with what is given in the hints for that assignment. When a line is entered for cin.get(ch), it will analyse one character at a time while the rest of them are stored in the keyboard buffer. After one character is analysed, the next one is picked up automatically and it will proceed this way until a new line of characters is entered. The loop is terminated when a dot appears as one of the characters in a line. Hope this helps! Edited by Ksenia Zhizhimontova (https://santarosajc.instructure.com/courses/19940/users/54865) on Jan 30 at 8:38pm

(https://santapasiajellarsien.cture.com/courses/19940/users/60154)



(https://santarosajc.instructure.com/courses/19940/users/60154)

Jan 31, 2017

Thanks Ksenia, good response.

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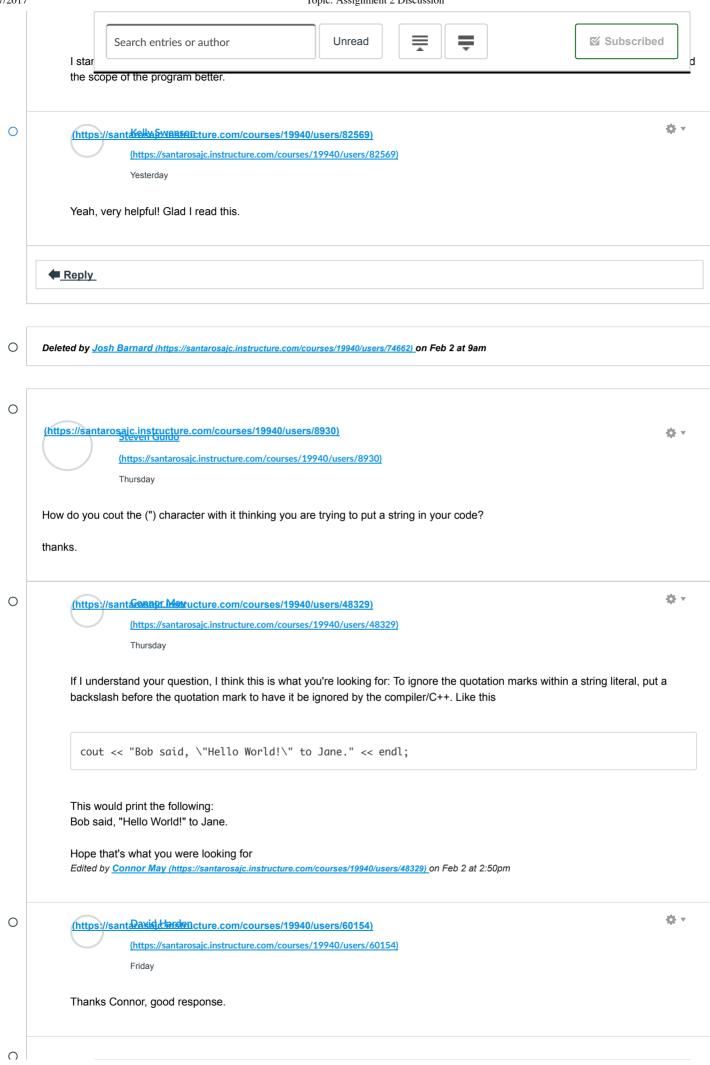
Friday

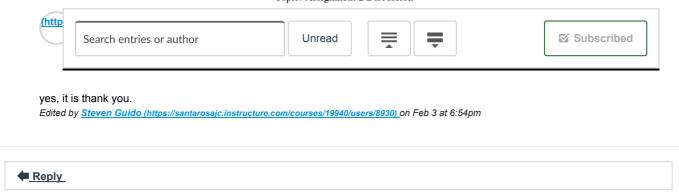
I was just about to ask this same question. Cool, thanks!

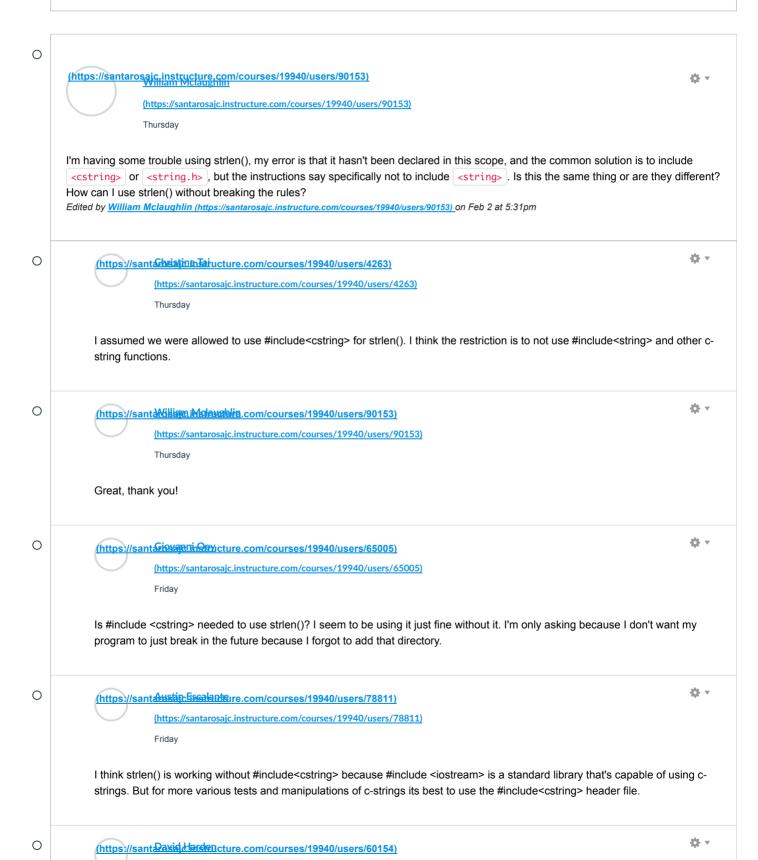
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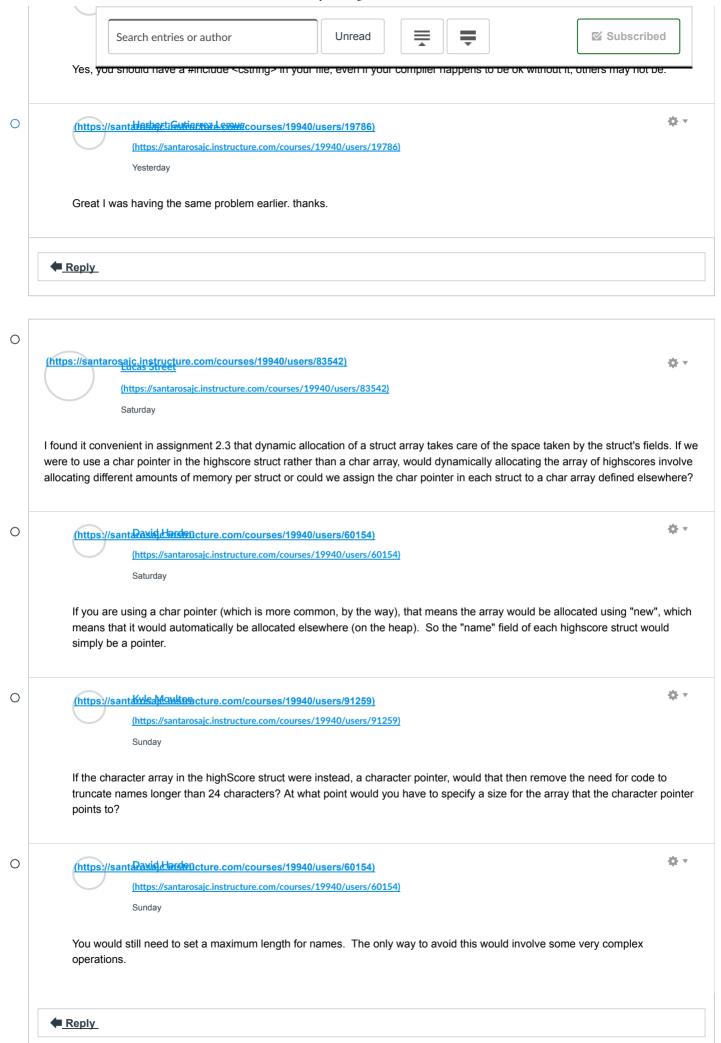
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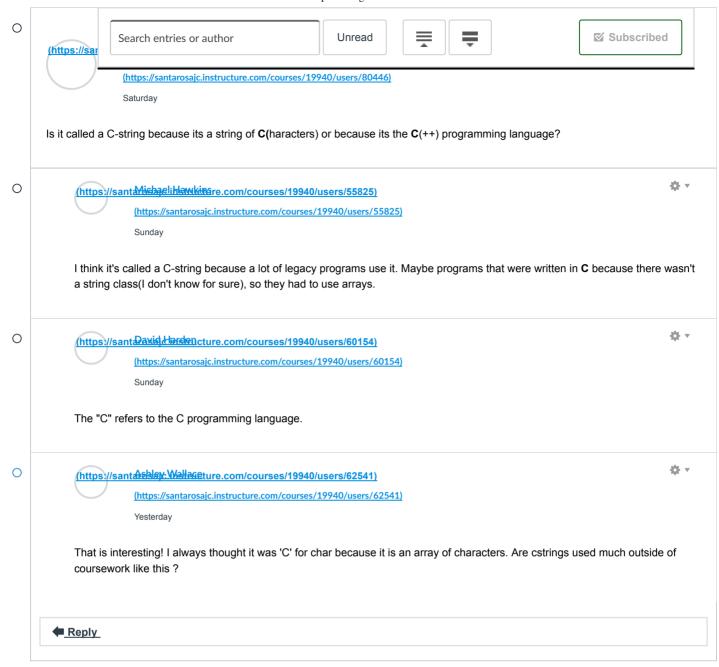
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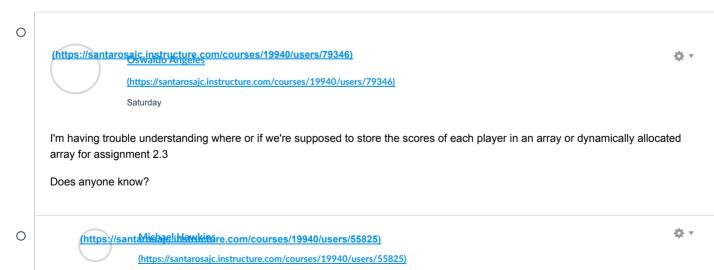










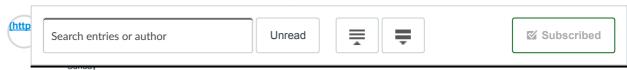


So I looked back at assignment 1.2, and figured it would be really similar. You have to dynamically allocate the array since the user inputs how many scores they're gonna enter. And I did it in the main() function

Edited by Michael Hawkins (https://santarosajc.instructure.com/courses/19940/users/55825) on Feb 5 at 12:48am

Sunday





Oswaldo, I'm not sure what you are asking, but it sounds like you aren't sure whether to store the scores in an array versus a dynamically allocated array? The answer is: dynamically allocated array.

Let me know if I misunderstood your question.



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(https://santarosaic.instructure.com/courses/19940/users/48329)



(https://santarosajc.instructure.com/courses/19940/users/48329)

Saturday

For assignment 2.2, are we supposed to assign values to the characters in the structs before we ever read input? So that for as an example, if we were to print out the total contents before entering anything, it would say 0 a's, 0 b's, 0 c's, and so on?

Or do we build/define the array of characters as we are getting the input?

Starting with an empty array is just giving me a huge headache trying to fill out and count pretty much at the same time while reading the input, but no one else has posted questions about it so, am I looking at this completely wrong?

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(https://santarosajc.instructure.com/courses/19940/users/49816)

Saturday

I dont believe so, and hopefully I understand your question and dont go on a tangent but the way I created my array is I used a CreateArray() function and initialized both the char and the int inside the function and I passed the array through all my functions. Just a hint since declaring the char was hard for me, you need to look up the ASCII numbers. 98 is equal to A so I used a for loop to read and initialize my char character to the entire alphabet. Should look something like 97 + your counter.

Hopefully this helps you



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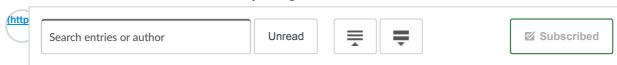
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Saturday

I'm having a similar issue. I was thinking of creating the array with members because that's how many possible characters there are (discounting case), otherwise, every time you encounter a new character, you'd have to copy your old array into a new one with one more member which seems doesn't seem very elegant, although neither does the potential for like 15 members with a count of 0. If that were the case though, it's almost like you wouldn't even need a struct, it could just be an array of ints and the index is the position in the alphabet, so for example, array[0] = 5 would be 5 letter 'a's. That might make sorting kind of hard though, I'm not sure.

Edited by <u>David Harden (https://santarosajc.instructure.com/courses/19940/users/60154)</u> on Feb 5 at 2:04pm





I think the 0 a's 0 b's 0 c's will get you on the right track. And I somewhat used what you're saying Matthew by using the alphabet as an index, but I still used a struct with an int and char.

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(https://santahmetructure.com/courses/19940/users/82973)



(https://santarosajc.instructure.com/courses/19940/users/82973)

Sunday

Having an issue with this as well. I was thinking of creating a global constant variable set to, but my program prints out every letter in the alphabet rather than printing the ones entered by the user.

Edited by <u>David Harden (https://santarosajc.instructure.com/courses/19940/users/60154)</u> on Feb 5 at 2:05pm

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(https://santarosajc.instructure.com/courses/19940/users/60154)

Sunday

Connor May: Either way is fine, whichever you think will be best.

Connor Littleton: It's never a good idea to use actual ASCII codes in your program. It's clearer to use the character itself. You can just use the character itself and the compiler will convert it to the ASCII code.

Regarding the rest of this thread, I'm going to let you all have a chance to work it out on your own.

Edited by David Harden (https://santarosajc.instructure.com/courses/19940/users/60154)\_on Feb 5 at 2:04pm



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(https://santarosaic.instructure.com/courses/19940/users/92880)



(https://santarosajc.instructure.com/courses/19940/users/92880)

Sunday

You do not have to use #include<string> which is given for an assignment. Following the instructions very well reading more and more that doesn't make your make deduct. Make sure program run well. Comment on each steps is also important to be notice. Hope so it will help. Thank You!





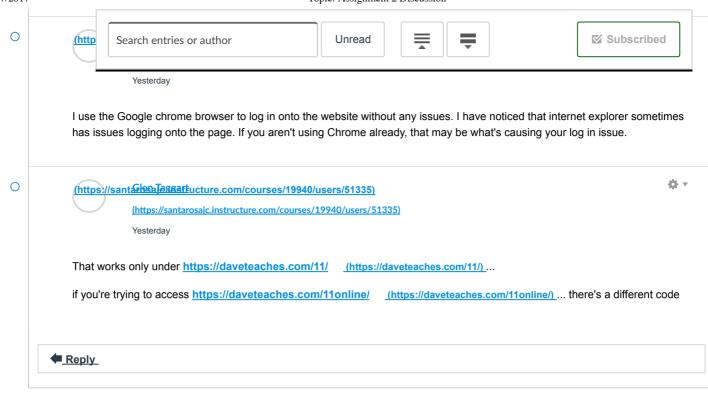
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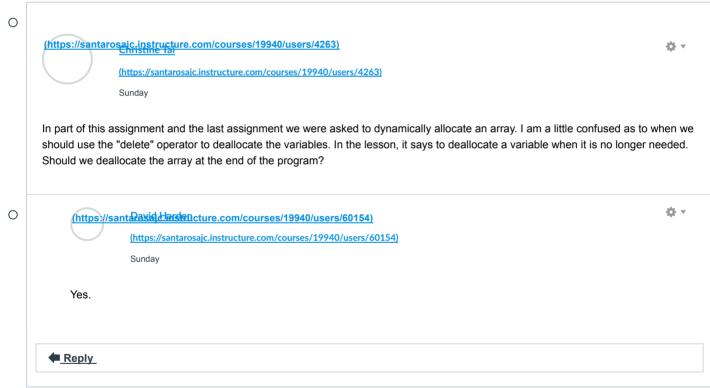


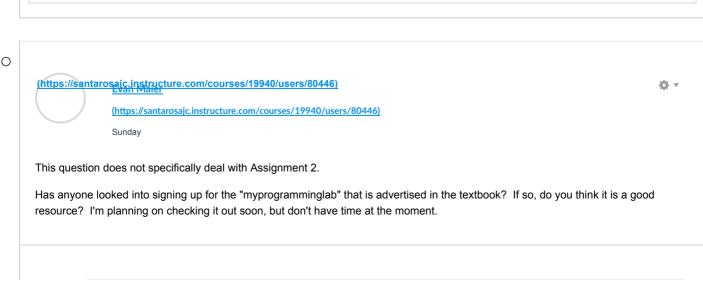
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Sunday

does anyone else happen to be having trouble logging onto the dave teaches website? with the user name student and the password LaU7K

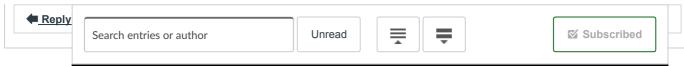






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Sunday

All of my programs work, but I have a question about dynamic arrays. In assignment 2.3 I initialized the dynamic array, that holds the names and scores, in the main function(I did the same thing in 1.2). Is it possible to initialize the dynamic array in a separate function then return it rather than initializing it in main than assigning values to it in a separate function? When I try to initialize it a separate function the values are lost if I return it because all of the values are local in the function I initialized it in.

(https://santarasidelinesencture.com/courses/19940/users/60154)



(https://santarosajc.instructure.com/courses/19940/users/60154)

Sunday

It's certainly possible, but tends to be a little more of a brain twister for students just learning. You would have to declare a pointer-to-struct variable named highScores in main(), and then initializeData() would have pass-by-reference pointer-to-struct variable.

Reply

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(https://santarosajc.instructure.com/courses/19940/users/4265)



(https://santarosajc.instructure.com/courses/19940/users/4265)

Sunday

For assignment 2.1 for the isPalindrome(const char\* inString) function, we are asked for it to return true if the argument string is a palindrome and false if it is not. However, currently my code follows the pattern below, which is not allowed. However, I do not know how to otherwise return true or false. Is there a way to avoid this?

```
if (something) {
    return true;
} else {
    return false;
}
```

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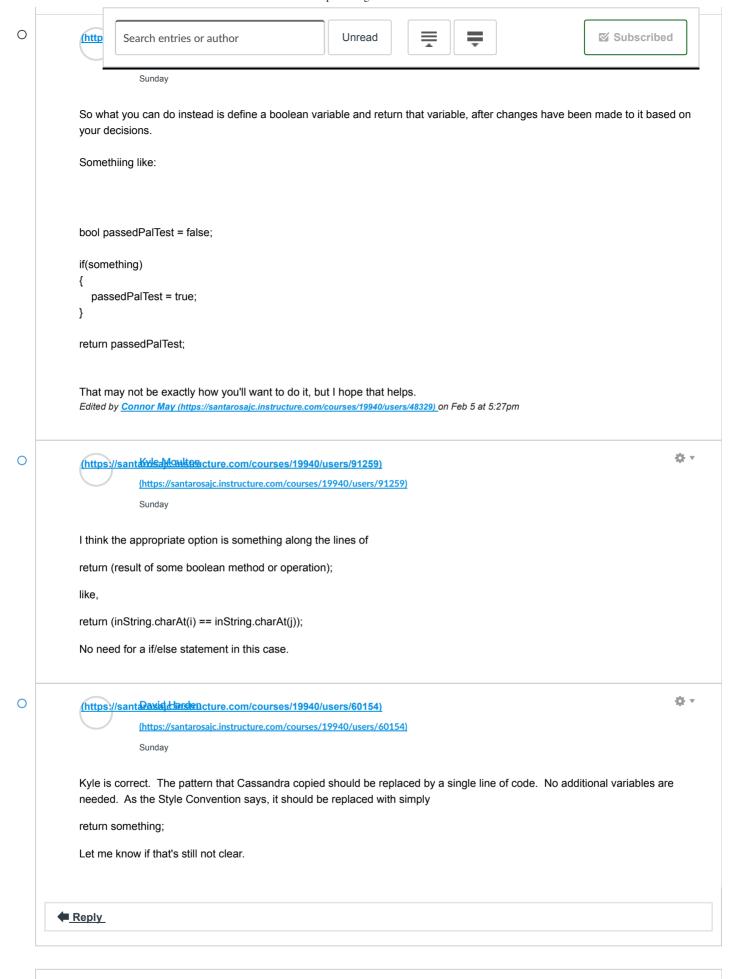
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Sunday

You can create a bool variable and assign true or false to that variable within the if/else statement then return the bool variable. I think I read that's preferred to having multiple returns in the function.



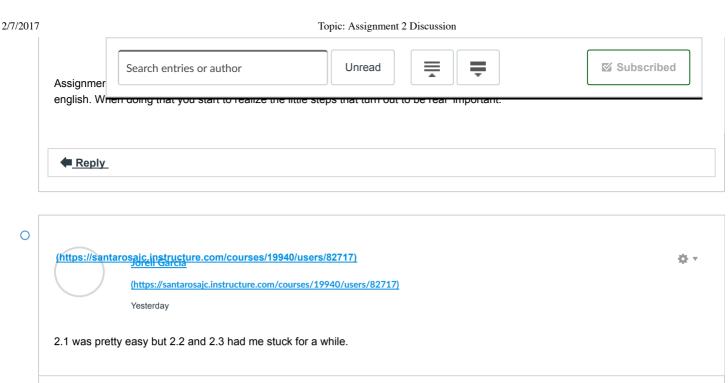
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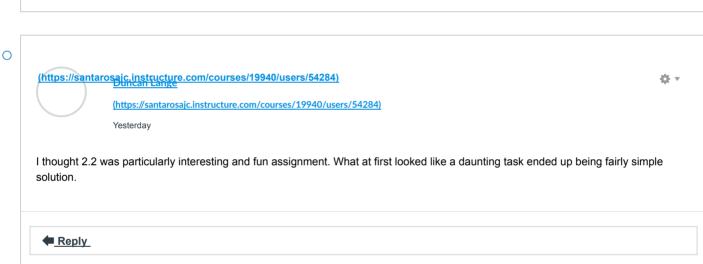
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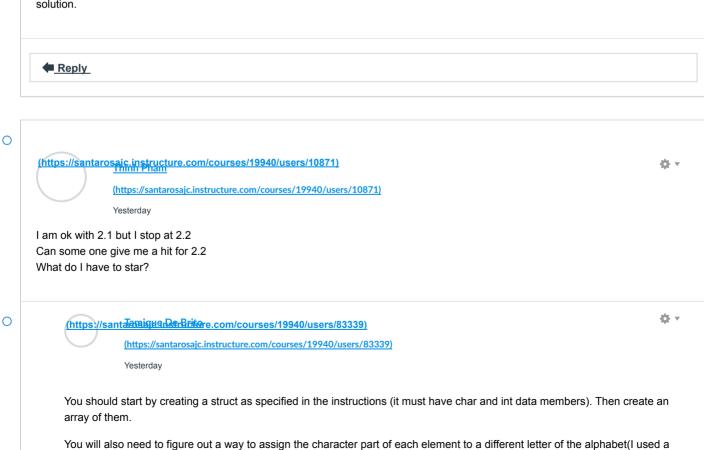
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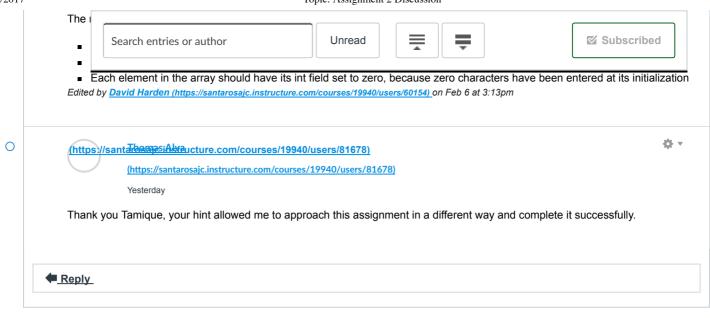
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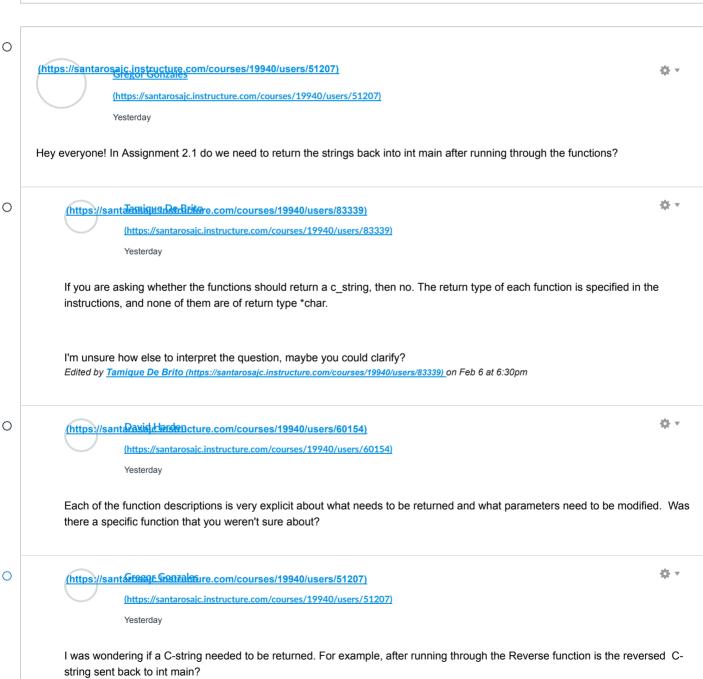






loop for this as well).



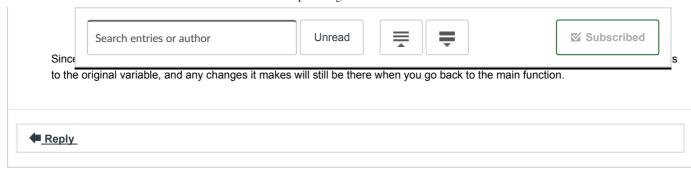


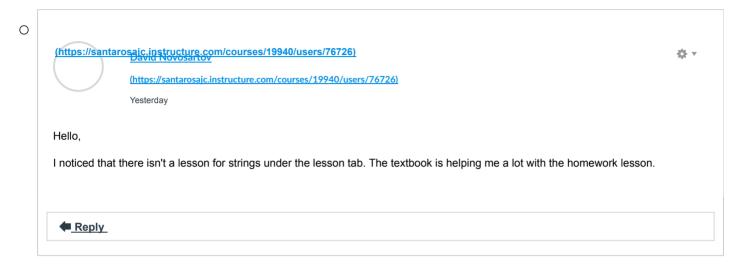
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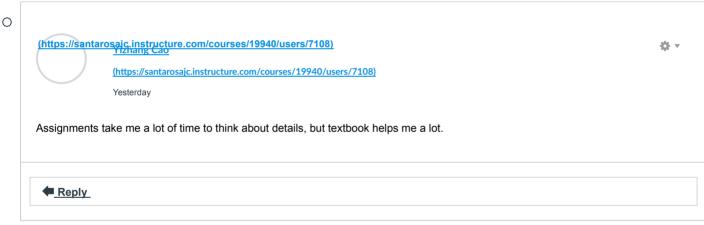
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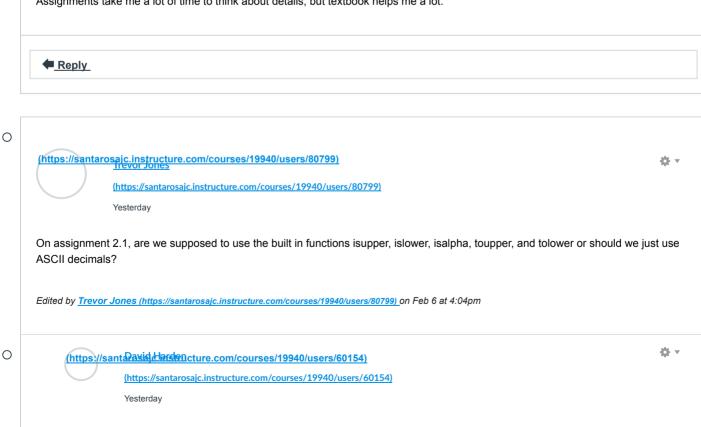
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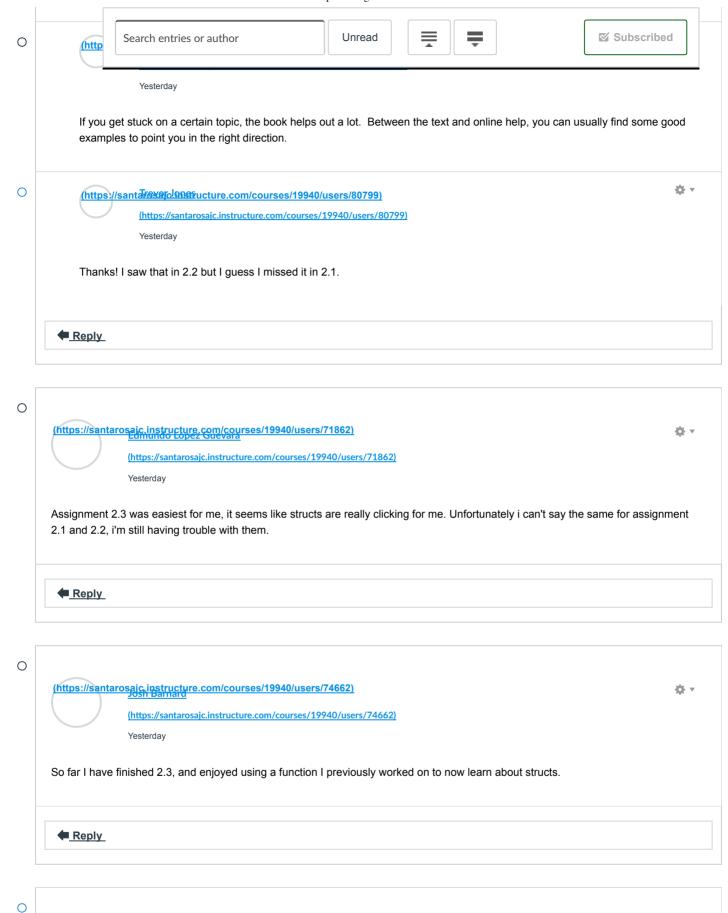








From the assignment: Note, however, that functions such as toupper(), tolower(), isalpha(), and isspace() are NOT c-string functions, so you can use them



I have a question in assignment 2.1, the **const char \*inString** was constant in **lastIndexOf function** as int lastIndexOf(const char\* inString, char target)but in reverse function and the others **it is not const char** such as in void reverse(char\* inString) it is saying error if I used it with out **const because the inString is already defined as const.** 

(https://santarosaic.instructure.com/courses/19940/users/6905)

Yesterday

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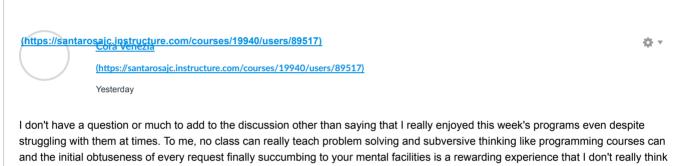


(https://santarosajc.instructure.com/courses/19940/users/82484)

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Yesterday

I had a super hard problem understanding the first function of 2\_1. I probably spent a good 30 minutes staring at the instructions unsure of where to even begin, but as soon as I just started messing around with the function for a bit, I was able to do it in less than 15 minutes! I have trouble remembering when to put \* or & for reference and addresses and pointers, but I'm sure I'll learn as we go on.



struggling with them at times. To me, no class can really teach problem solving and subversive thinking like programming courses can and the initial obtuseness of every request finally succumbing to your mental facilities is a rewarding experience that I don't really think can be had in many other disciplines. Going into these assignments I was incredibly shaky on c-strings, pointers as function parameters, and proper usage of structs and as I've chipped away at each assignment I feel like I've really grasped the core concepts of all of those things. Bit stressful but overall fun and super informative week of CS HW, looking forward to being able to see the lectures starting tomorrow as well. Thanks Dave!



(https://santarosaic.instructure.com/courses/19940/users/62354)

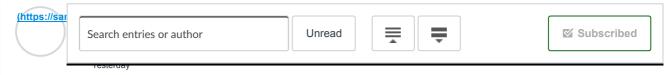
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Yesterday

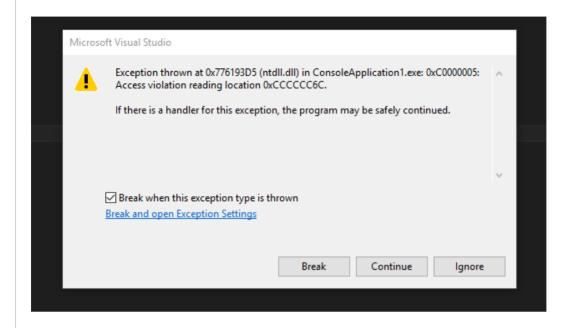
I've been enjoying the challenge of this assignment, but have yet to resolve 2.2 and 2.3. Hopefully, I can finish them soon. The structures have been simple enough, but thinking through each of the loops required for the array, isn't easy for me - especially, in 2.2. I think with a bit more time I'll have it though.

--Dan

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My code for 2.2 runs on all my mac IDE's as well as online C++ compilers. However, when I attempt to run it in Visual Studio I get this error. Any suggestions? :)



Edited by Kyle O'brien (https://santarosajc.instructure.com/courses/19940/users/4836) on Feb 6 at 9:40pm

(https://santahnsligwihligmailyre.com/courses/19940/users/8701)

(https://santarosajc.instructure.com/courses/19940/users/8701)

8:32am

Are you creating your arrays using the dynamic array and or pointer notation? I had the same thing happen to in assignment 2.1, and I fixed it when I declared my cstring arrays the way it shows in the assignment description (char str1[] = "Hello World";), rather than dynamically. In fact, I believe it was in the instructions of the first part to NOT create the arrays using one line pointer notation, as it is dangerous and can lead problems. And, as it turns out, some compilers wont even let you do it. Hope this helps!

Reply

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