

Lab of Object-Oriented Programming: I/O String

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Google Meet 連結(已更新在moodle)：

<https://meet.google.com/ywz-roab-ajq> (請使用學校信箱加入)

Outline

- I/O
- String
- Coding Style
- Exercise2

Standard Input & Output

C

```
#include <stdio.h>
```

Input :

getchar(), gets(), scanf() ...

Output :

putchar(), puts(), printf()...

```
#include <iostream>
using namespace std;

cout << " Something to display";
```

C++

```
#include <iostream>
```

using namespace std;

```
#include <iostream>

// Use cout of std library
std::cout << "Something to display";
```

cin(Operator: >>)

Output :

cout(Operator: <<)



String

- Difference between C & C++
- Declaration
- Useful function

String in C & C++ ?

For C :

`string` 是 `char` 陣列的包裝, 所以函式本質上是以 `char *` 或 `char[]` 來操作, 並**不是**一個既有的資料型別 (一個一個字存)

For C++ :

`string` 是一個 `class` 位於標準函式庫中, 有豐富多元的 `function` 可供操作 (一個字串存)

#include

For C :

```
#include <string.h>
```

For C++ :

```
#include <string>
```

```
#include <cstring> //C strings and arrays
```

宣告 String

```
string s1; // 建立空字串物件
```

```
string s2 = "my string";  
string s3("my string"); } 設置 string 初始值
```

```
string s4 = s2;  
string s5(s4); } 複製字串
```

```
string s6(s2, 3); // 以 s2 第三個字元後的字串作為初始值  
string s7(s2, 3, 3); // 以 s2 第三個字元後的3個字元作為初始值
```

```
string s8[2]; // 建立字串陣列  
s8[0] = "hello";  
s8[1] = "world";
```


String 長度

size() : 回傳字串長度

```
s1.size();
```

length() : 回傳字串長度

```
s1.length();
```

empty() : 如果是空字串, 則回傳 true

```
s1.empty();
```

String 交換、串接

swap() : 兩字串內容互換

```
s1.swap(s2);
```

append() : 連接兩字串

```
s1.append(s2);
```

也可以使用 "+"

⇒ $s2 = s1 + s2$

```
s2 = "my string";
```

```
s1.append(s2);
```

//在字串s1之後加上s2

```
my stringmy string
```

```
s1.append(s2, 1, 2);
```

//從字串s2的第一個字元
後取出兩個字元接在後面

```
my stringy
```

String 修改

assign() : 指定字串

s1.assign(s2);

```
s1 = "my string";
```

```
s1.assign(s2);  
s2.assign(s3, 1, 2);
```

//複製s2裝到s1中

//將s3第1個字元起2個字元當作
s2內容

```
my string  
y
```

insert() : 將字串插入指定index的位置

s1.insert(index, s2);

```
s2 = "my string";
```

```
s1.insert(2, s2);
```

//將s2插入s1 從 s1的第2個字元

```
mymy string string
```

子字串、取代

substr() : 取得子字串

s1.substr(s2);

```
s1 = "my string";
```

```
s1.substr(3);  
s1.substr(0, 2);
```

// 取得s1第3個字元之後的字串

// 取得s1第0個字元之後的2個字元

```
string  
my
```

replace() : 取代字串

s1.replace();

```
s1 = "my string";
```

```
s2 = "my string";
```

```
s1.replace(2, 4, s2);
```

// 將s1第2個字元之後的4個字元
清除並插入s2

```
mymy stringing
```

String 搜尋

`find()` : 搜尋字串中目標出現的位置

```
s1.find(s2);
```

`find_first_of()` : 搜尋字串中目標第一次出現的位置

```
s1.find_first_of(s2);
```

`find_last_of()` : 搜尋字串中目標最後一次出現的位置

```
s1.find_last_of(s2);
```

*若找不到則回傳-1

String 比較

- 字串由char(字元)所構成, 依照ASCII碼的編號比較大小
- 比較方式
 - Equality (相等) 運算子 == 、!=
 - Relational (相對關係) 運算子 <、<=、>、>=
 - 使用函式 compare()

String 比較 - 運算子

若兩子串長度不同, 但 $s1$ 的前段與 $s2$ 相同時, 則 $s1 > s2$

$s1 = abcde, s2 = abc \Rightarrow s1 > s2$

若兩字串完全不相同, 用第一個不相同的字元進行比較

$s1 = abcde, s2 = acdef \Rightarrow s1 < s2$

$s1 = bcdef, s2 = abcde \Rightarrow s2 < s1$

String 比較 - compare()

compare() 輸出值有三種, 比較兩個指定的 String 物件, 傳回一個整數, 表示兩者在排序順序中的相對位置

s1.compare(s2)

➤ $>0 \Rightarrow s1 > s2$

➤ $=0 \Rightarrow s1 = s2$

➤ $<0 \Rightarrow s1 < s2$

Coding Style

While programming.....

- Appropriate indentation and space
- Meaningful names
- Comment
- Error messages

Appropriate indentation and space

- 好的排版留給自己寫Code好看 也給他人欣賞方便
- 方便Debug 例如括號or分號
- ~~看到亂亂的code心情就不好了~~

Meaningful Names

- 依照你要做的事情幫變數和函式命名，避免過於簡短或無意義的符號
- No “magic number”
 - 盡量避免直接使用數字，因為對於他人，甚至過了一段時間後你自己可能都會難以理解此數字的意義及功能
 - 當數值需要變動時，要改變的可能不止一處

#define -> const

```
1 #include<iostream>
2 using namespace std;
3
4 int main(){
5
6     double radius;
7     double area, perimeter;
8
9     cout << "Please enter the circle's radius: ";
10    cin >> radius;
11
12    area = 3.14 * radius * radius;
13    perimeter = 3.14 * 2 * radius;
14
15    cout << "The area is: " << area << endl;
16    cout << "The perimeter is:" << perimeter << endl;
17
18    return 0;
19 }
```

```
1 #include<iostream>
2 using namespace std;
3
4 #define PI 3.1415926
5
6 int main(){
7
8     double radius;
9     double area, perimeter;
```

C++: const double PI = 3.1415923

C++11: constexpr double pi() { return std::atan(1)*4; }

C++20: std::numbers::pi

Comment

養成寫註解的習慣有助於日後或者他人理解程式碼的內容

- 描述程式的功能、演算法、邏輯
- 目前可能發生或已經發現的 BUG
- 開發進度

Error Message

練習看error message, 現在 compiler 很強大, 很多時候只要看錯誤訊息就可以初步排除bug了

```
week2.cc:8:2: error: use of undeclared identifier 'doule'; did you mean 'double'?  
    doule radius;  
    ^~~~~  
    double  
week2.cc:11:46: error: expected ';' after expression  
    cout << "Please enter the circle's radius: "  
                                                    ^  
                                                    ;  
2 errors generated.
```

Exercise 2

Exercise 2

- 從使用者選單 -> 「參加課程」-> 輸入「課程代

碼」:121017a87712d72db5d4b5afb5f73

227

- **務必點擊「參加競賽」參與作業測驗**, 否則助教會看不到你的上傳結果



Balance String

Content :

Balanced strings are those that have an equal quantity of 'L' and 'R' characters.

Given a balanced string `s`, split it in the maximum amount of balanced strings.

Return the maximum amount of split balanced strings.

Constraints:

- `1 <= s.length <= 1000`
- `s[i]` is either 'L' or 'R'.
- `s` is a balanced string.

Input

- A string that have an equal quantity of 'L' and 'R' characters

Output

- Maximum amount of split balanced strings

測資資訊：

記憶體限制：64 MB
公開 測資點#0 (100%): 1.0s , <1K

Sample Input

RLRRLRLRL

Sample Output

4

為你的 vim 加上行號與顏色

```
[s110xx@oop]~# cp ~s10817/.profile .  
[s110xx@oop]~# cp ~s10817/.vimrc .  
[s110xx@oop]~# cp ~s10817/.bashrc .
```

```
20  
21 #include <cstdlib>  
22 #include <cstring>  
23 #include <iostream>  
24 #include "AnsiPrint.h"  
25  
26 using namespace std;  
27  
28 // a few constant ansi formatting string  
29 const char *init="\x1b[";  
30 const char *endc="m";  
31 const char *hilit="1;";  
32 const char *blink="5;";  
33 const char *recover="\x1b[0m";  
34 const char *fgBase="30;";  
35 const char *bgBase="40;";  
36 const int kFormatStrSize=20;
```

Assign1

Due: **10/02/2022 23:59:59**

遲交一天扣該 Assign 分數 **10%**

Assign 最遲繳交日: **10/09/2022 23:59:59**

超過最遲繳交日所繳交的 Assign 分數以 **0 分** 計算

Assign1

Topic: Printing a given number of cards from a deck in a nice format.

Objective: Review string, array, and pointer in C and practice new features in C++.

Description:

You are asked to draw poker cards from a deck of 52 cards and print them to the screen in a nice format. **The input to the program is the number of cards to be printed, and the output is a graphical representation of the cards on a regular ASCII terminal.** Each card is randomly drawn from a deck of 52 cards ordered by pip, (i.e. 1S 1H 1D 1C 2S 2H 2D 2C). The output of the cards will be formatted such that up to **5 cards are arranged in a row.** Extra cards are automatically wrapped over to the next row. A drawn card should not reappear. Therefore, the number of cards that a user asks to display should not exceed 52. **If it does, you should print an error message such as "Sorry, number of cards can not exceed 52."**

Assign1

Sample exec.

```
mtchi@oop 10:34am [86] assign1> CardTest_x64-sample
Usage: CardTest_x64-sample NCards [Seed]
mtchi@oop 10:34am [87] assign1> CardTest_x64-sample 3
*****
* 6D          * * 8C          * * 1S          *
*              * *              * *              *
*   D    D    * *   C    C    * *              *
*              * *              C              * *
*   D    D    * *   C    C    * *              S    *
*              * *              C              * *
*   D    D    * *   C    C    * *              *
*              * *              * *              *
*              6 * *              8 * *              1 *
*****
ID: u1234567
```



Your Student ID

Assign1

```
[s10817@oop] ~/oop/origin/assign1# ./CardTest_3
```

*****	*****	*****
1C	*10D*	*QH*
* * *	* D D *	* HHH *
* * *	* D *	* H H *
* * *	* D D *	* H H *
* C *	* D D *	* H HH *
* * *	* D *	* HHHH *
* * *	* D D *	* H *
* 1 *	* 10 *	* Q *
*****	*****	*****

```
ID: 108703017
```



Your Student ID

```
[s10817@oop] ~/oop/origin/assign1# ./CardTest 6 2
```

*****	*****	*****	*****	*****
5D	*2C*	*7S*	*1C*	*8H*
* * *	* * *	* * *	* * *	* * *
* D D *	* C *	* S S *	*	* H H *
* * *	* * *	* * *	*	* H *
* D *	* * *	* S S S *	* C *	* H H *
* * *	* * *	* * *	*	* H *
* D D *	* C *	* S S *	*	* H H *
* * *	* * *	* * *	*	* * *
* 5 *	* 2 *	* 7 *	* 1 *	* 8 *
*****	*****	*****	*****	*****

1D				
* * *				
* * *				
* D *				
* * *				
* * *				
* 1 *				

```
ID: 108703017
```

Assign1

What are given:

You are given the following files to start with:

- a sample Makefile: **Makefile**
- a partial testing file: **CardTest.cc**
- a sample header file: **Cards.h**
- a pair of files for printing nice looking string on an ANSI-enabled terminal: **AnsiPrint.cc** and **AnsiPrint.h**. (See the comments in the files for how to use the given functions to print a string with special ANSI control characters.)

Assign1

What to hand in:

You are asked to write two C++ source files: **CardTest.cc** and **Cards.cc**.

If you name your source files differently, remember to modify the Makefile accordingly and hand it in with other source files.

A sample executable program compiled for the server (CardTest_x64-sample) is also included in the assignment directory for your reference. You must submit all program source code electronically.

**Any
questions?**