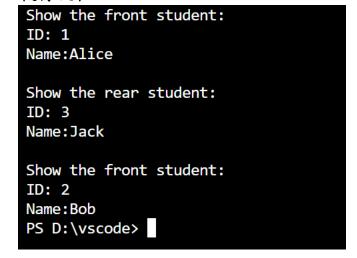
## 作業一、

Home Works		
<ul> <li>Create a Student class</li> <li>Using template, create a Queue class</li> <li>in main() to</li> </ul>	Student  +< <constructor>&gt; Student()  +&lt;<destructor>&gt; ~Student()  +&lt;<constructor>&gt; Student( stud_id:int, stud_name:const char*)</constructor></destructor></constructor>	
<ul> <li>in main(), to</li> <li>1. Push 3 students (student should be created by DMA</li> </ul>	+SetID(stud_id:int):int +SetName(stud_name:const char*):int	+IsEmpty():bool +Front(): <template &t=""> +Rear():<template &t=""></template></template>
<ul><li>2. Show the front student (Print)</li><li>3. Show the rear student (Print)</li><li>4. Pop</li></ul>	+GetID():int +GetName():char* +Print():void	+Push( <template t=""> &amp;):void +Pop():void</template>
<ul> <li>5. Show the front student (Print)</li> <li>note: test by simple datatype first: e.g. int or float</li> <li>Watch git lecture video</li> </ul>	-ID:int -name:char*	-queue_elements: <template t*=""> -front:int -rear:int</template>
<ul> <li>中原大學 - git&amp;github 實戰與應用 - (*) 版與救回commit點</li> </ul>	I) - git commitamend, 退	-capacity:int

## 執行流程:



```
int main()
{
    const int len=3;
    // 動態分配一個大小為5的Student陣列
    Student *studentArray = new Student[3];

    // 使用動態分配的陣列
    studentArray[0] = Student(1, "Alice");
    studentArray[1] = Student(2, "Bob");
    studentArray[2] = Student(3,"Jack");

    Queue <Student> qe(3);
    for(int i=0;i<3;i++)
    {
        qe.Push(studentArray[i]);
    }
}</pre>
```

先創建 Student 的 array,以及 Queue 的容量,隨後進行添加

```
Queue <Student> qe(3);
for(int i=0;i<3;i++)
{
         qe.Push(studentArray[i]);
}
cout<<"Show the front student:"<<endl;
qe.Front().Print();
cout<<"\nShow the rear student:"<<endl;
qe.Rear().Print();
qe.Pop();
cout<<"\nShow the front student:"<<endl;
qe.Front().Print();</pre>
```

隨後根據題意進行相應操作,接下來會說明 Pop 與 Push 以及排序

```
template<class T>
void Queue<T>::Pop() {
    int temp_front = front;
    if (rear == -1)
    {
        throw std::runtime_error("Stack is empty.");//當內部無值時報
        return;
    if (rear == front)//剩下最後一個時
        rear = -1;//初始化
        front = -1;//初始化
        // cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;</pre>
        // cout<<"r="<<queue_elements[rear]<<"\tf="<<queue_element
        return;
    front++; //物件取出時front值++
    // cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;</pre>
    // cout<<"r="<<queue_elements[rear]<<"\tf="<<queue_elements[frear]
    return;
```

Pop的部份我是拆成3種情況進行討論,當 rear 超出上限值時進行報錯,另一個是當陣列中的元素僅剩1個時,Pop後需要進行初始化,若不是以上2種情形則為正常情形,front直接+1

```
template<class T>
void Queue<T>::Push(T &item) {
    int delta_empty;//空格變數
    int counter = front;
    delta_empty = front;//計算空格

if (rear == (capacity - 1) && (front == 0))
    {
        throw std::runtime_error("Stack is full.");//當空間滿時報錯 r=最末端,f前的空格數為0 return;
    }
```

Push 的部份比較複雜,會逐一討論,首先遇到的情况是當序列滿時, 需要進行報錯,上方的變數是接下來會使用到的

```
if (rear == capacity-1)//末端
{
    cout<<"剩餘的空位還剩下"<<delta_empty<<"個\n";
    cout<<"sorting...\n";

    while(counter <= rear)
    {
        queue_elements[counter - delta_empty] = queue_elements[++counter];
        //cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;
        //cout<<"r="<<queue_elements[rear]<<"\tf="<<queue_elements[front]<<endl;
    }
    front = 0;
    rear -= delta_empty;
    queue_elements[++rear] = item;//新物件加入時, rear值++
    // cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;
    // cout<<"r="<<queue_elements[front]<<endl;
    return;
}</pre>
```

這邊是考慮當序列已經排到末端,但是前面還有空格時,需要先排序,其實 counter 和 delta\_empty 的值和 front 期時是一樣的,不過 counter 會變化,以及我怕 front 被誤植錯誤的數值,因此在此這 2 個變數做處理,排序好後,再將新的數值進行 Push

```
if(front == -1)//如果是初值
{
    front++;
    queue_elements[++rear] = item;//新物件加入時, rear值++
    // cout<<"rear:"<<rear<<"\tfront:"<<front<cendl;
    // cout<<"re"<<queue_elements[rear]<<"\tf="<<queue_elements[front]<<cendl;
    return;
}</pre>
```

另一個情形是,如果 front、rear 皆為初值=-1 時,需要將 front 一起+1

```
queue_elements[++rear] = item;//新物件加入時, rear值++
// cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;
// cout<<"r="<<queue_elements[rear]<<"\tf="<<queue_elements[front]<<endl;
return;</pre>
```

這個就是一般狀況,直接添加數值,rear+1

## 程式碼:

//main

```
#include "1019_11125107.hpp"
#include "1019_11125107f.cpp"

using namespace std;

int main()
{
    const int len=3;
    // 動態分配一個大小為 5 的 Student 陣列
    Student *studentArray = new Student[3];

    // 使用動態分配的陣列
    studentArray[0] = Student(1, "Alice");
    studentArray[1] = Student(2, "Bob");
    studentArray[2] = Student(3,"Jack");

    Queue <Student> qe(3);
    for(int i=0;i<3;i++)
```

```
{
    qe.Push(studentArray[i]);
cout<<"Show the front student:"<<endl;</pre>
qe.Front().Print();
cout<<"\nShow the rear student:"<<endl;</pre>
qe.Rear().Print();
qe.Pop();
cout<<"\nShow the front student:"<<endl;</pre>
qe.Front().Print();
//註解的部份僅為校驗用
// int int_list[] ={1,2,3};
// Queue <int> IntQueue(3);
// if (IntQueue.IsEmpty())
// cout << "序列(int)為空" << endl;
// }
      cout << "序列(int)不為空" << endl;
// }
// for(int i=0;i<3;i++)
//
       IntQueue.Push(int_list[i]);
//IntQueue.Push(int_list[0]);//嘗試加爆(狀況 1)Passed
// for(int i=0;i<3;i++)</pre>
       IntQueue.Pop();
//IntQueue.Pop();//嘗試多扣除(狀況 2)Passed
// for(int i=0;i<3;i++)
```

```
// {
    // IntQueue.Push(int_list[i]);
    // }
    // IntQueue.Pop();
    // IntQueue.Push(int_list[0]);//當前面還有空格時,排序(狀況 3)Passed

// if (IntQueue.IsEmpty())
    // {
        // cout << "序列(int)為空" << endl;
        // }
        // else
        // {
            // cout << "序列(int)不為空" << endl;
        // }
        return 0;
}
```

//.h

```
#include <iostream>
#include<cstdlib>
#include<cstring>
#include <typeinfo>
using namespace std;
#pragma once
class Student {
private:
   int ID;
   char* name;
public:
    Student();
   ~Student();
   Student(int stud_id, const char* stud_name);
    int SetID(int stud_id);
    int SetName(char* stud name);
```

```
int GetID();
   char* GetName();
   void Print();
   void operator=(Student src);//等號(class=class)
};
template<class T>
class Queue {
private:
   T* queue_elements; // 堆疊元素量
   int front; // 堆疊指標(尾端)
   int rear; //堆疊前標(首)
   int capacity; // 堆疊容量
public://add operator +
   Queue();//動態記憶體自動配置
   Queue(int MaxQueueSise);//手動輸入空間值
   ~Queue();//解構子 delete[]
   bool IsEmpty();//檢查是否為空,T:為空;F:不為空
   T& Front();//堆疊元素(尾端)
   T& Rear();//堆疊元素(首)
   void Push(T &item);//放入元素
   void Pop();//取出元素
};
template<class T>
Queue<T> :: Queue() : queue_elements(NULL), front(-1), rear(-1), capacity(0) {}
template<class T>
Queue<T> :: Queue(int MaxQueueSise) : front(-1), rear(-1), capacity(MaxQueueSise)
   queue_elements = new T[capacity](); // 將所有元素初始化為 0
template<class T>
Queue<T> :: ~Queue()
   delete[] queue_elements;
```

```
template<class T>
bool Queue<T> :: IsEmpty()
   if (front == -1)
   {
       return true;
   else
   {
       return false;
template<class T>
T& Queue<T>::Front()
   if (front == -1) {
       throw std::runtime_error("Front is empty.");//出現空時報錯
   //cout<<front<<endl;</pre>
   return queue_elements[front];//輸出 front 指標所指的位置
template<class T>
T& Queue<T>::Rear()
   if (rear == -1) {
       throw std::runtime_error("Rear is empty.");//出現空時報錯
    return queue_elements[rear];//輸出 front 指標所指的位置
template<class T>
void Queue<T>::Push(T &item) {
   int delta_empty;//空格變數
   int counter = front;
```

```
delta_empty = front;//計算空格
    if (rear == (capacity - 1) && (front == 0))
        throw std::runtime_error("Stack is full.");//當空間滿時報錯 r=最末端,f 前的
空格數為 0
        return;
    }
    if (rear == capacity-1)//末端
   {
        cout<<"剩餘的空位還剩下"<<delta_empty<<"個\n";
        cout<<"sorting...\n";</pre>
        while(counter <= rear)</pre>
            queue_elements[counter - delta_empty] = queue_elements[++counter];
            //cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;</pre>
            //cout<<"r="<<queue elements[rear]<<"\tf="<<queue elements[front]<<en</pre>
dl;
        front = 0;
        rear -= delta empty;
        queue_elements[++rear] = item;//新物件加入時,rear值++
        // cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;</pre>
        // cout<<"r="<<queue_elements[rear]<<"\tf="<<queue_elements[front]<<endl;</pre>
        return;
    }
    if(front == -1)//如果是初值
        front++;
        queue_elements[++rear] = item;//新物件加入時,rear值++
        // cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;</pre>
        // cout<< "r="<<queue_elements[rear]<<"\tf="<<queue_elements[front]<<endl;</pre>
        return;
```

```
queue_elements[++rear] = item;//新物件加入時,rear值++
    // cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;</pre>
    // cout<<"r="<<queue_elements[rear]<<"\tf="<<queue_elements[front]<<endl;</pre>
    return;
template<class T>
void Queue<T>::Pop() {
    int temp_front = front;
    if (rear == -1)
    {
        throw std::runtime_error("Stack is empty.");//當內部無值時報錯
        return;
    }
    if (rear == front)//剩下最後一個時
        rear = -1;//初始化
        front = -1;//初始化
        // cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;</pre>
        // cout<<"r="<<queue_elements[rear]<<"\tf="<<queue_elements[front]<<endl;</pre>
        return;
    }
    front++; //物件取出時 front 值++
    // cout<<"rear:"<<rear<<"\tfront:"<<front<<endl;</pre>
    // cout<<"r="<<queue_elements[rear]<<"\tf="<<queue_elements[front]<<endl;</pre>
    return;
//.cpp
```

```
#include "1019_11125107.hpp"

Student::Student() : ID(0), name(nullptr) {}
```

```
Student :: ~Student()
   // if (name != NULL)
         delete[] name;
Student::Student(int stud_id, const char* stud_name) {
    ID = stud_id;
    name = new char[strlen(stud_name) + 1];
    strcpy(name, stud_name);
int Student :: SetID(int stud_id)
    ID = stud_id;
    return 0;
int Student :: SetName(char* stud_name)
    if (name != stud_name) {
        if (name != nullptr) {
            delete[] name;
        name = new char[strlen(stud_name) + 1];
        strcpy(name, stud_name);
    return 0;
int Student :: GetID()
    int id_temp = ID;
    return id_temp;
```

```
char* Student :: GetName()
    char* data2pub = new char[strlen(name)+1];
    strcpy(data2pub,name);
    return data2pub;
void Student :: Print()
    cout << "ID: " << GetID()<<endl<<"Name:";</pre>
    for (int i=0;i<strlen(name);i++)</pre>
        char* ptr;
        ptr = GetName();
        cout<<ptr[i];</pre>
    cout<<endl;</pre>
void Student::operator=(Student src)//A=B
    if (name != NULL)
    {
        delete[] name;//刪除舊資料
        name = NULL;
    }
    ID = src.ID;
    name = new char[strlen(src.name)];
    strcpy(name, src.name);
    return;
```

## 補充說明(遇到的困難或心得,選填):

這次的作業期時只是將一點邏輯做修改而已,但是要考慮的狀況有比較多,反而是思考的成分比較高,但解開了,就勢如破竹,很快就能夠解決了。