# SENG1050 - DATA STRUCTURES

# **FOCUSED ASSIGNMENT 4 - VECTORS**

#### **OVERVIEW**

 Create a program that modifies Focused Assignment 3 to store words in an STL vector and then searches the vector for words.

# **OBJECTIVES**

• Use STL vectors.

#### ACADEMIC INTEGRITY AND LATE PENALTIES

- Link to <u>Academic Integrity Information</u>
- Link to <u>Late Policy</u>

# **EVALUATION**

• The evaluation of this assignment will be done as detailed in the Marking lecture in Week 2 of the C course.

# **PREPARATION**

- Successfully complete Focused Assignment 3.
- Understand how C++ templates work.

# REQUIREMENTS

# **Changed Requirements**

- In main(), declare a vector variable to contain C++ strings.
- Create a loop that gets one word at a time from the user until they enter "." as the only thing on the input line. For this assignment, it is adequate to limit strings to one word at a time. Put the word into the vector.
- Remove all code related to hash tables and hash functions.
- All other requirements are similar to Focused Assignment 3.

# **GIT REQUIREMENTS**

• Use GitHub Classroom for revision control, similar to Focused Assignment 2.

# CHECKLIST REQUIREMENTS

Create a requirements checklist. This should contain the specific requirements from this
assignment as well as any relevant requirements that have been covered in lecture or
that are found in the SET Coding Standards or SET Submission Standards. Do it in
whatever form you wish. Hand in your completed checklist in PDF form as checklist.pdf.
Not having this checklist will result in a cap of 80 on your mark.

# FILE NAMING REQUIREMENTS

- You must call your source file f4.cpp.
- You must call your checklist checklist.pdf.

# SUBMISSION REQUIREMENTS

- Do not hand in any other files.
- Submit your files to the DS: Focused Assignment 4 Assignment Submission Folder.
- Once you have submitted your file, make sure that you've received the eConestoga email confirming your submission. Do not submit that e-mail (simply keep it for your own records until you get your mark).