Activity 10

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CST-150

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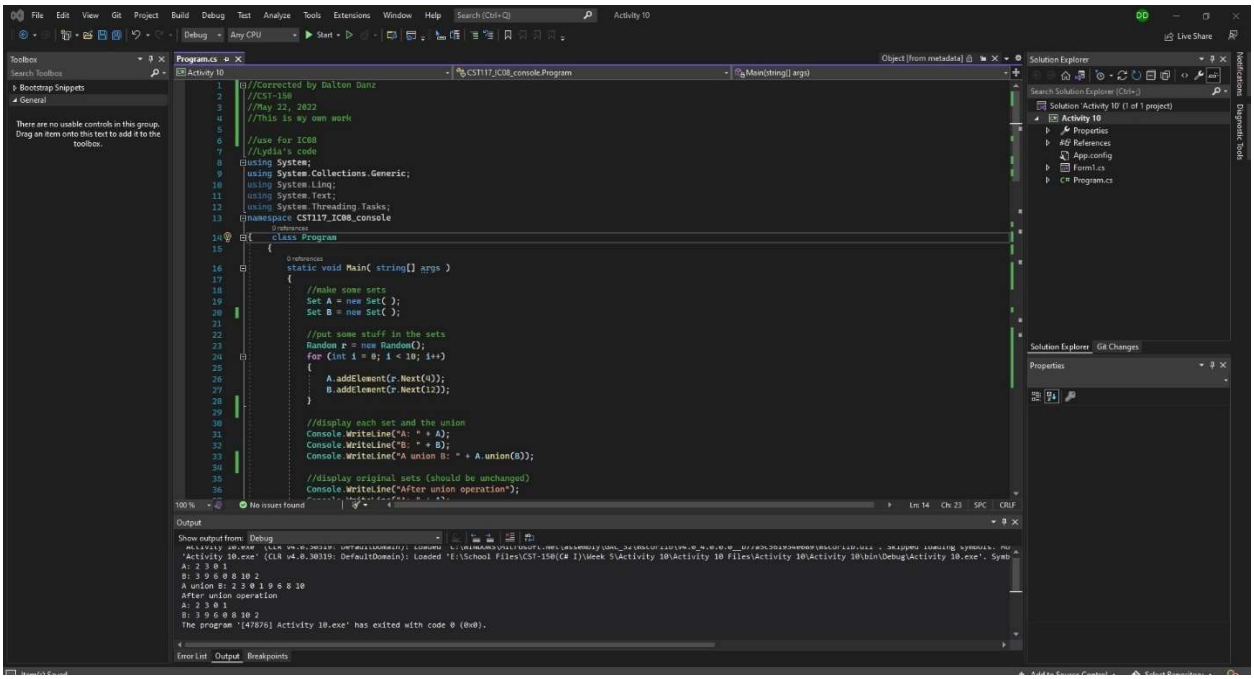
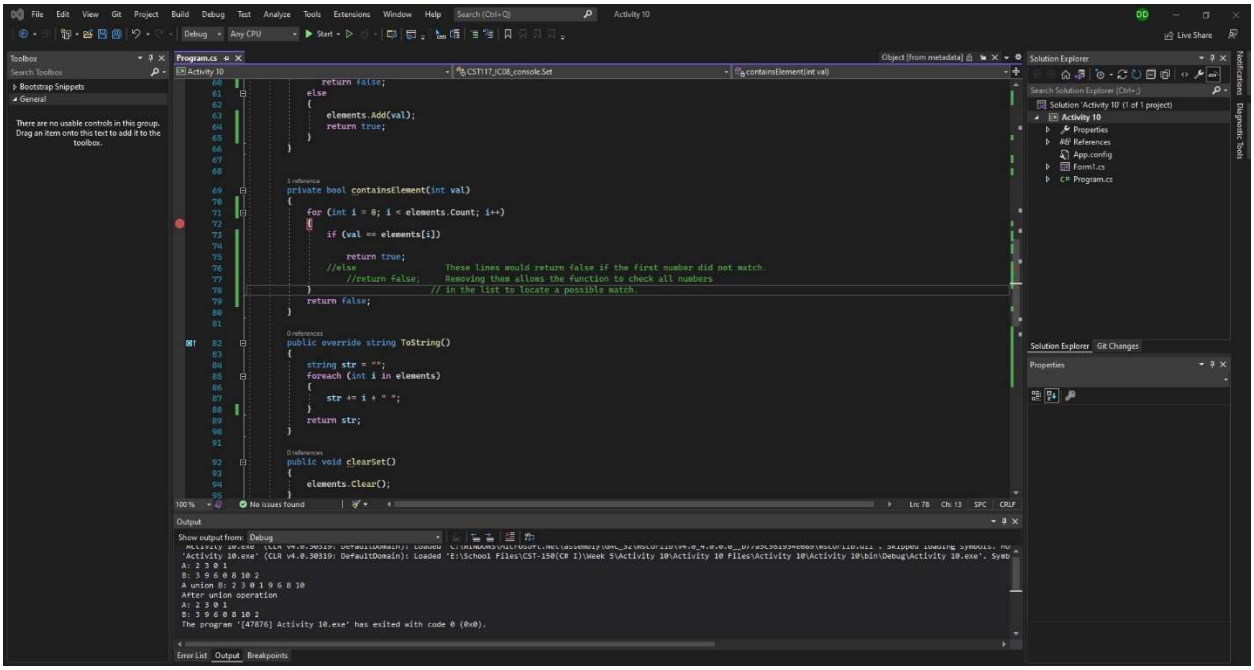
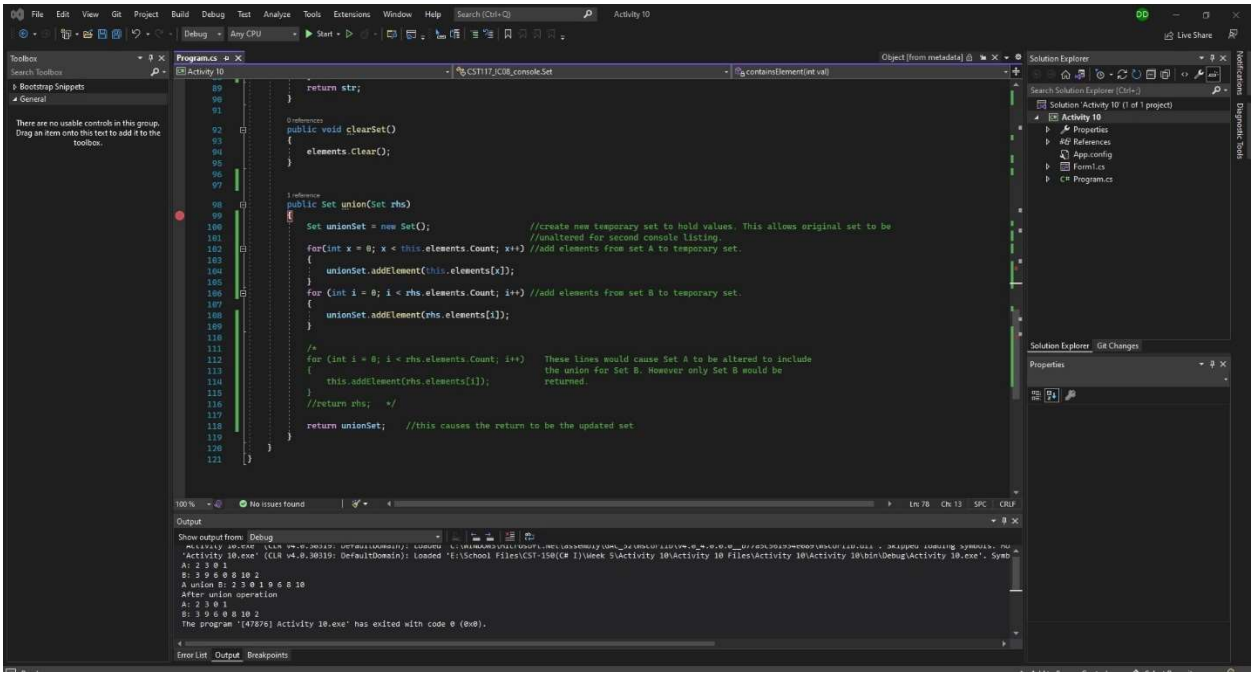
Link to files:

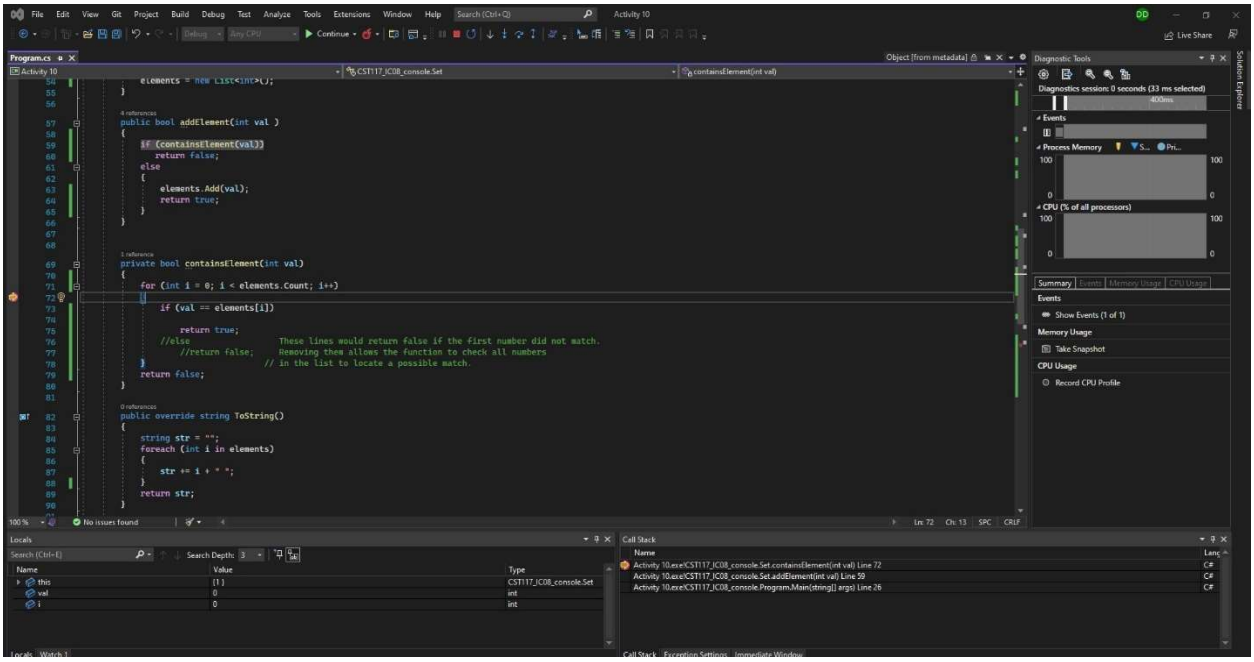
https://github.com/Naralla/CST-150-Submissions/tree/main/Activity%2010%20Submission

This program uses the C# language. The goal of this assignment was to correct the errors in already produced code. The original program's goal was to generate two lists of integers then display those lists. Additionally, they will then display the union of the two sets. Then the program would list the original two lists unaltered. This program could be improved through the use of a third set to hold the union values.




return false;
else
{
elements.Add(val);
return true;
}
}
1 reference
private bool containsElement(int val)
{
for (int i = 0; i < elements.Count; i++)
{
if (val == elements[i])
return true;
//else These lines would return false if the first number did not match.
//return false; Removing them allows the function to check all numbers
} // in the list to locate a possible match.
return false;
}
0 references
public override string ToString()
{
string str = "";
foreach (int i in elements)
{
str += i + " ";
}
return str;
}
0 references
public void clearSet()
{
elements.Clear();
}
A: 2 3 0 1
B: 3 9 6 0 8 10 2
A union B: 2 3 0 1 9 6 8 10
After union operation
A: 2 3 0 1
B: 3 9 6 0 8 10 2
The program '[47876] Activity 10.exe' has exited with code 0 (0x0).


return str;
}
0 references
public void clearSet()
{
elements.Clear();
}
1 reference
public Set union(Set rhs)
{
Set unionSet = new Set(); //create new temporary set to hold values. This allows original set to be
//unaltered for second console listing.
for(int x = 0; x < this.elements.Count; x++) //add elements from set A to temporary set.
{
unionSet.addElement(this.elements[x]);
}
for (int i = 0; i < rhs.elements.Count; i++) //add elements from set B to temporary set.
{
unionSet.addElement(rhs.elements[i]);
}
/*
for (int i = 0; i < rhs.elements.Count; i++) These lines would cause Set A to be altered to include
{ the union for Set B. However only Set B would be
this.addElement(rhs.elements[i]); returned.
}
//return rhs; */
return unionSet; //this causes the return to be the updated set
}
}
}
A: 2 3 0 1
B: 3 9 6 0 8 10 2
A union B: 2 3 0 1 9 6 8 10
After union operation
A: 2 3 0 1
B: 3 9 6 0 8 10 2
The program '[47876] Activity 10.exe' has exited with code 0 (0x0).



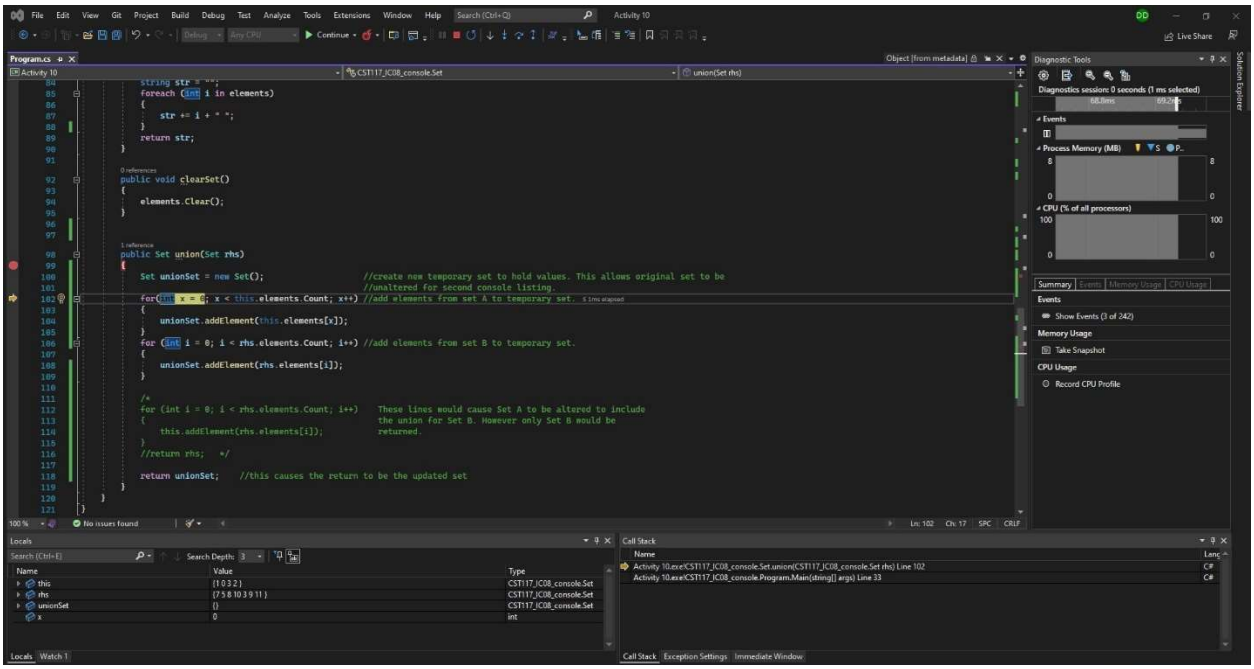
```
        elements = new List<int>();
    }

    4 references
    public bool addElement(int val )
    {
        if (containsElement(val))
            return false;
        else
        {
            elements.Add(val);
            return true;
        }
    }


    1 reference
    private bool containsElement(int val)
    {
        for (int i = 0; i < elements.Count; i++)
        {
            if (val == elements[i])

                return true;
            //else                  These lines would return false if the first number did not match.
                //return false;     Removing them allows the function to check all numbers
        }                           // in the list to locate a possible match.
        return false;
    }

    0 references
    public override string ToString()
    {
        string str = "";
        foreach (int i in elements)
        {
            str += i + " ";
        }
        return str;
    }
```



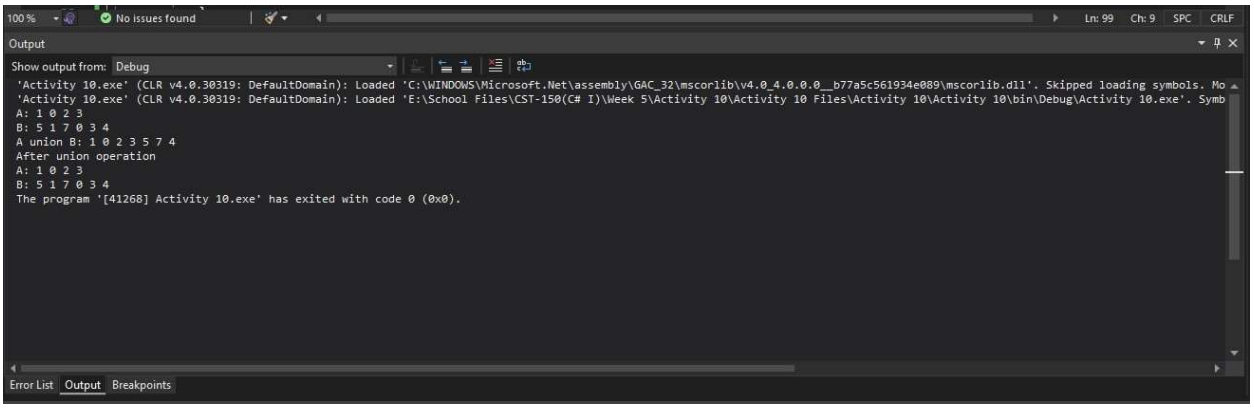
```
        string str = "";
        foreach (int i in elements)
        {
            str += i + " ";
        }
        return str;
    }

    0 references
    public void clearSet()
    {
        elements.Clear();
    }


    1 reference
    public Set union(Set rhs)
    {
        Set unionSet = new Set();                   //create new temporary set to hold values. This allows original set to be
                                                    //unaltered for second console listing.
        for(int x = 0; x < this.elements.Count; x++) //add elements from set A to temporary set.  5 ms elapsed
        {
            unionSet.addElement(this.elements[x]);
        }
        for (int i = 0; i < rhs.elements.Count; i++) //add elements from set B to temporary set.
        {
            unionSet.addElement(rhs.elements[i]);
        }

        /*
        for (int i = 0; i < rhs.elements.Count; i++)    These lines would cause Set A to be altered to include
        {                                               the union for Set B. However only Set B would be
            this.addElement(rhs.elements[i]);           returned.
        }
        //return rhs;  */

        return unionSet;    //this causes the return to be the updated set
    }
}
}
```


100 %
No issues found
Ln: 99
Ch: 9
SPC
CRLF
Output
Show output from: Debug
'Activity 10.exe' (CLR v4.0.30319: DefaultDomain): Loaded 'C:\WINDOWS\Microsoft.Net\assembly\GAC_32\mscorlib\v4.0_4.0.0.0__b77a5c561934e089\mscorlib.dll'. Skipped loading symbols. Mo
'Activity 10.exe' (CLR v4.0.30319: DefaultDomain): Loaded 'E:\School Files\CST-150(C# I)\Week 5\Activity 10\Activity 10 Files\Activity 10\Activity 10\bin\Debug\Activity 10.exe'. Symb
A: 1 0 2 3
B: 5 1 7 0 3 4
A union B: 1 0 2 3 5 7 4
After union operation
A: 1 0 2 3
B: 5 1 7 0 3 4
The program '[41268] Activity 10.exe' has exited with code 0 (0x0).
Error List
Output
Breakpoints