1 ***************************** 2 * PROGRAMMED BY : Nick Reardon 3 * CLASS : CS1D 4 * SECTION : MW - 2:30p 5 * Assignment #6 : Priority Queues ***************************** 7 8 Assignment #6 - Priority Queues 9 10 Implement two priority queues to simulate an afternoon in an 11 emergency room. Your software should NOT be dependent on 12 the given data. 13 14 1. Priority Queue 1 15 Develop software or use the author&s priority queue ADT to 16 implement a priority queue based on a heap. 17 18 19 2. Priority Queue 2 20 Use the STL priority_queue 21 22 Test both priority queues with the following data assuming 23 that the priority queue is built at noon and Doctor DoGood is 24 the only doctor on duty. Each patient requires 25 minutes of 25 care. The patient who waited the longest has the highest priority unless there is a life-threatening scenario. Determine the order in which the patients will be treated. You will need 28 to create a timer. Output the time each appointment starts 29 and ends. 30 Assumptions: 31 1. When a patient's care is interrupted, they still only get 32 25 minutes of care total 2. If a patientÆs treatment starts at 1:00 and is not 33 34 interrupted, then the next patientAs treatment will 35 start at 1:25 36 3. Waiting time is wait time before noon 37 38 39 40 41 42 43 44

 Name 	 Waiting Time (hours) 	End
Bob Bleeding	5	
Frank Feelingbad	3	
Cathy Coughing	2	
Sam Sneezing	Life threatening at 1:14 PM	
Paula Pain	4	
Sid Sickly	Life threatening at 3:01 PM	
1		

99 High Priority Patient Recieved100 Immediate attention administered:

101 Name: Sam Sneezing
102 Care began at 01:14

104 Patient Discharge:

103

```
105 Name: Sam Sneezing
106 Care ended at 01:39
107
108 Patient Care Resumed:
109 Name: Bob Bleeding
110 Care resumed at 01:39
111 Minutes in visit remaining: 1
112
113 Patient Discharge:
114 Name: Bob Bleeding
115 Care ended at 01:40
116
117 Patient Admitted:
118 Name: Paula Pain
119 Care began at 01:40
120
121 Patient Discharge:
122 Name: Paula Pain
123 Care ended at 02:05
124
125 Patient Admitted:
126 Name: Frank Feelingbad
127 Care began at 02:05
128
129 Patient Discharge:
130 Name: Frank Feelingbad
131 Care ended at 02:30
132
133 Patient Admitted:
134 Name: Cathy Coughing
135 Care began at 02:30
136
137 Patient Discharge:
138 Name: Cathy Coughing
139 Care ended at 02:55
140
141 Patient Admitted:
142 Name: Irene Ill
143 Care began at 02:55
145 Patient Care Interrupted:
146 Name: Sid Sickly
147 Care interrupted at 03:01
148 Minutes in visit remaining: 19
149
150 High Priority Patient Recieved
151 Immediate attention administered:
152 Name: Sid Sickly
153 Care began at 03:01
154
155 Patient Discharge:
156 Name: Sid Sickly
```

```
157 Care ended at 03:26
158
159 Patient Care Resumed:
160 Name: Irene Ill
161 Care resumed at 03:26
162 Minutes in visit remaining: 19
164 Patient Discharge:
165 Name: Irene Ill
166 Care ended at 03:45
167
168
     --- END OF DAY 05:00 ----
169
170
171
172
173
     Now doing STL Priority Queue
174
175
176
     -- 12::00 --
177
     Creating priority queue of waiting patients...
178
179 Patient Admitted:
180 Name: Alice Ailment
181 Care began at 12:00
182
183 Patient Discharge:
184 Name: Alice Ailment
185 Care ended at 12:25
186
187 Patient Admitted:
188 Name: Tom Temperature
189 Care began at 12:25
190
191 Patient Discharge:
192 Name: Tom Temperature
193 Care ended at 12:50
194
195 Patient Admitted:
196 Name: Bob Bleeding
197 Care began at 12:50
198
199 Patient Care Interrupted:
200 Name: Sam Sneezing
201 Care interrupted at 01:14
202 Minutes in visit remaining: 1
203
204 High Priority Patient Recieved
205 Immediate attention administered:
206 Name: Sam Sneezing
207 Care began at 01:14
208
```

```
209 Patient Discharge:
210 Name: Sam Sneezing
211 Care ended at 01:39
212
213 Patient Care Resumed:
214 Name: Bob Bleeding
215 Care resumed at 01:39
216 Minutes in visit remaining: 1
217
218 Patient Discharge:
219 Name: Bob Bleeding
220 Care ended at 01:40
221
222 Patient Admitted:
223 Name: Paula Pain
224 Care began at 01:40
225
226 Patient Discharge:
227 Name: Paula Pain
228 Care ended at 02:05
229
230 Patient Admitted:
231 Name: Frank Feelingbad
232 Care began at 02:05
233
234 Patient Discharge:
235 Name: Frank Feelingbad
236 Care ended at 02:30
237
238 Patient Admitted:
239 Name: Cathy Coughing
240 Care began at 02:30
241
242 Patient Discharge:
243 Name: Cathy Coughing
244 Care ended at 02:55
245
246 Patient Admitted:
247 Name: Irene Ill
248 Care began at 02:55
249
250 Patient Care Interrupted:
251 Name: Sid Sickly
252 Care interrupted at 03:01
253 Minutes in visit remaining: 19
254
255 High Priority Patient Recieved
256 Immediate attention administered:
257 Name: Sid Sickly
258 Care began at 03:01
259
260 Patient Discharge:
```

```
261 Name: Sid Sickly
262 Care ended at 03:26
263
264 Patient Care Resumed:
265 Name: Irene Ill
266 Care resumed at 03:26
267 Minutes in visit remaining: 19
268
269 Patient Discharge:
270 Name: Irene Ill
271 Care ended at 03:45
272
273
274
    --- END OF DAY 05:00 ----
275
```

276 Press any key to continue . . .

```
...\CS1D-AS6-PriorityQueues\CS1D-AS6-PriorityQueues\main.cpp
```

```
1
```

```
2
   * AUTHOR
                   : Nick Reardon
3
  * Assignment #6
                 : Priority Queues
4
   * CLASS
                   : CS1D
5
   * SECTION
                   : MW - 2:30p
6
   * DUE DATE
                   : 02 / 24 / 20
   7
8 #include "main.h"
9 #include <queue>
10 using std::cout; using std::endl;
11
12
13 int main()
14 {
15
16
       * HEADER OUTPUT
17
18
19
      PrintHeader(cout, "Prompt.txt");
20
      21
22
      cout << endl << " Now doing written Priority Queue based on a heap" << endl →
23
        << endl;
24
25
      const int MAX_CARE_TIME = 25;
26
      const int MAX_TOTAL_MINUTES = 300;
27
28
      ArrayMaxHeap<std::string, int> heap;
29
30
      cout << endl << " -- 12::00 -- \n Creating priority queue of waiting</pre>
        patients..." << endl << endl;</pre>
31
      heap.insert("Bob Bleeding", 5);
32
33
      heap.insert("Frank Feelingbad", 3);
34
      heap.insert("Cathy Coughing", 2);
      heap.insert("Paula Pain", 4);
35
      heap.insert("Alice Ailment", 7);
36
      heap.insert("Irene Ill", 1);
37
38
      heap.insert("Tom Temperature", 6);
39
40
      int timer = 0;
41
      int emergencyTimer = 0;
42
      bool emergency = false;
43
44
45
      for (int time = 0; time <= MAX TOTAL MINUTES; )</pre>
46
47
         if (!heap.empty())
48
         {
49
             switch (time)
50
```

```
\verb|...\CS1D-AS6-PriorityQueues\CS1D-AS6-PriorityQueues\main.cpp| \\
```

```
2
```

```
51
                 case 74:
52
                     heap.insert("Sam Sneezing", 1100);
53
                      emergency = true;
54
                     break;
55
56
                 case 181:
57
58
                     heap.insert("Sid Sickly", 100);
59
                      emergency = true;
60
                     break;
61
                 }
62
63
                 if (emergency)
64
65
                      if (emergencyTimer == 0)
66
                     {
67
                          if (!heap.empty())
68
                          {
                              InterruptPatient(heap, time, timer);
69
70
71
                              PriorityPatient(heap, time);
72
                          }
73
                     }
74
75
                      emergencyTimer++;
76
                     time++;
77
78
                     if (emergencyTimer == 25)
79
                     {
80
                          DischargePatient(heap, time);
81
82
                          heap.remove();
83
                          if (!heap.empty())
84
85
                          {
                              ResumePatient(heap, time, timer);
86
87
                          emergency = false;
88
89
90
                          emergencyTimer = 0;
91
92
                     }
93
                 }
94
                 else if (!emergency)
95
                     if (timer == 0)
96
97
                     {
98
                          if (!heap.empty())
99
                          {
100
                              AdmitPatient(heap, time);
101
                          }
102
                     }
```

```
...\CS1D-AS6-PriorityQueues\CS1D-AS6-PriorityQueues\main.cpp
                                                                                     3
103
104
                    timer++;
105
                    time++;
106
107
                    if (timer == MAX CARE TIME)
108
                    {
109
                        timer = 0;
110
111
                        DischargePatient(heap, time);
112
113
                        heap.remove();
114
115
                    }
116
                }
117
118
            }
            else
119
120
            {
121
                time++;
122
            }
123
        }
124
        cout << endl << " --- END OF DAY " << ConvertTime(MAX TOTAL MINUTES, 12) << →
125
           0 ____0
            << endl << endl;</pre>
126
127
128
129
           ******
130
131
           ******************************
132
        cout << std::string(60, '_') << endl;</pre>
        cout << endl << " Now doing STL Priority Queue" << endl << endl;</pre>
133
134
        std::priority_queue< std::pair< int, std::string>> STL_PrioQ;
135
136
137
        cout << endl << " -- 12::00 -- \n Creating priority queue of waiting</pre>
          patients... " << endl << endl;</pre>
138
        STL_PrioQ.push(std::make_pair(5, "Bob Bleeding"));
139
        STL_PrioQ.push(std::make_pair(3, "Frank Feelingbad"));
140
        STL_PrioQ.push(std::make_pair(2, "Cathy Coughing"));
STL_PrioQ.push(std::make_pair(4, "Paula Pain"));
141
142
        STL_PrioQ.push(std::make_pair(7, "Alice Ailment"));
143
        STL_PrioQ.push(std::make_pair(1, "Irene Ill"));
144
        STL_PrioQ.push(std::make_pair(6, "Tom Temperature"));
145
146
```

147

148

timer = 0;

emergencyTimer = 0;

```
...\CS1D-AS6-PriorityQueues\CS1D-AS6-PriorityQueues\main.cpp
```

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4
```

```
149
         emergency = false;
150
151
152
         for (int time = 0; time <= MAX_TOTAL_MINUTES; )</pre>
153
              if (!STL_PrioQ.empty())
154
155
              {
156
                   switch (time)
157
                   case 74:
158
                       STL_PrioQ.push(std::make_pair(999, "Sam Sneezing"));
159
160
                       emergency = true;
161
                       break;
162
163
                  case 181:
164
                       STL_PrioQ.push(std::make_pair(999, "Sid Sickly"));
165
166
                       emergency = true;
167
                       break;
168
                   }
169
170
                  if (emergency)
171
172
                       if (emergencyTimer == 0)
173
                       {
174
                           if (!STL_PrioQ.empty())
175
                           {
                                cout << "Patient Care Interrupted:" << endl</pre>
176
177
                                    << "Name: " << STL PrioQ.top().second << endl</pre>
                                    << "Care interrupted at " << ConvertTime(time, 12,</pre>
178
                            false) << endl</pre>
                                    << "Minutes in visit remaining: " << 25 - timer</pre>
179
180
                                    << endl << endl;</pre>
181
                                cout << "High Priority Patient Recieved" << endl</pre>
182
                                    << "Immediate attention administered:" << endl</pre>
183
                                    << "Name: " << STL_PrioQ.top().second << endl</pre>
184
                                    << "Care began at " << ConvertTime(time, 12, false)</pre>
185
                                    << endl << endl;</pre>
186
187
                           }
188
                       }
189
190
                       emergencyTimer++;
191
                       time++;
192
193
                       if (emergencyTimer == 25)
194
195
                           cout << "Patient Discharge:" << endl</pre>
                                << "Name: " << STL_PrioQ.top().second << endl</pre>
196
                                << "Care ended at " << ConvertTime(time, 12, false)</pre>
197
198
                                << endl << endl;</pre>
199
```

```
...\CS1D-AS6-PriorityQueues\CS1D-AS6-PriorityQueues\main.cpp
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5
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```
200
                           STL_PrioQ.pop();
201
202
                           if (!STL_PrioQ.empty())
203
                           {
204
                                cout << "Patient Care Resumed:" << endl</pre>
205
                                     << "Name: " << STL_PrioQ.top().second << endl</pre>
206
                                     << "Care resumed at " << ConvertTime(time, 12, false) >
                             << endl
207
                                    << "Minutes in visit remaining: " << 25 - timer</pre>
208
                                    << endl << endl;</pre>
209
210
                            emergency = false;
211
212
                           emergencyTimer = 0;
213
                       }
214
215
                   }
216
                  else if (!emergency)
217
218
                       if (timer == 0)
219
                       {
                           if (!STL_PrioQ.empty())
220
221
                                cout << "Patient Admitted:" << endl</pre>
222
                                    << "Name: " << STL PrioQ.top().second << endl</pre>
223
                                     << "Care began at " << ConvertTime(time, 12, false)</pre>
224
225
                                     << endl << endl;
226
                           }
227
                       }
228
229
                       timer++;
230
                       time++;
231
232
                       if (timer == MAX_CARE_TIME)
233
                       {
                           timer = 0;
234
235
                           cout << "Patient Discharge:" << endl</pre>
236
                                << "Name: " << STL_PrioQ.top().second << endl</pre>
237
238
                                << "Care ended at " << ConvertTime(time, 12, false)</pre>
                                << endl << endl;</pre>
239
240
241
                           STL_PrioQ.pop();
242
243
                       }
                   }
244
245
246
              }
              else
247
248
              {
249
                   time++;
250
```

```
...\CS1D-AS6-PriorityQueues\CS1D-AS6-PriorityQueues\main.cpp
```

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6
```

```
251
252
         cout << endl << " --- END OF DAY " << ConvertTime(MAX_TOTAL_MINUTES, 12) << →
253
            " ----"
254
             << endl << endl;</pre>
255
256
         system("pause");
257
         return 0;
258 }
259
260
261
262 std::string ConvertTime(int totalMinutes, int startHour, bool hours24Style)
263 {
264
         int minutes;
265
         int hours;
         std::string output = "";
266
267
         minutes = totalMinutes % 60;
268
269
270
         if (!hours24Style)
271
             if (startHour == 12)
272
273
                 hours = totalMinutes / 60;
274
275
                 if (hours == 0)
276
                 {
277
                     hours = 12;
278
                 }
279
             }
280
             else
281
             {
                 hours = startHour + (totalMinutes / 60);
282
283
             }
284
         }
285
286
287
288
         if ((hours < 10))
289
             output += '0' + std::to_string(hours);
290
291
         }
292
         else
293
294
             output += std::to_string(hours);
295
         }
296
         output += ":";
297
298
299
         if ((minutes < 10))</pre>
300
         {
             output += '0' + std::to_string(minutes);
301
```

```
...\CS1D-AS6-PriorityQueues\CS1D-AS6-PriorityQueues\main.cpp
```

```
7
```

```
302
         }
303
         else
304
         {
305
              output += std::to_string(minutes);
306
         }
307
308
309
310
         return output;
311
312 }
313
314 void DischargePatient(ArrayMaxHeap <std::string, int>& heap, int totalMinutes)
315 {
316
317
         cout << "Patient Discharge:" << endl</pre>
             << "Name: " << heap.max() << endl</pre>
318
              << "Care ended at " << ConvertTime(totalMinutes, 12, false)</pre>
320
              << endl << endl;</pre>
321
322
323 }
324
325 void AdmitPatient(ArrayMaxHeap <std::string, int>& heap, int totalMinutes)
326 {
327
         cout << "Patient Admitted:" << endl</pre>
328
              << "Name: " << heap.max() << endl</pre>
329
330
              << "Care began at " << ConvertTime(totalMinutes, 12, false)</pre>
331
              << endl << endl;</pre>
332 }
333
334 void InterruptPatient(ArrayMaxHeap <std::string, int>& heap, int totalMinutes,
       int currentTimer)
335 {
336
337
         cout << "Patient Care Interrupted:" << endl</pre>
338
              << "Name: " << heap.max() << endl</pre>
              << "Care interrupted at " << ConvertTime(totalMinutes, 12, false) << endl</pre>
339
340
              << "Minutes in visit remaining: " << 25 - currentTimer</pre>
341
              << endl << endl;
342 }
343
344 void ResumePatient(ArrayMaxHeap <std::string, int>& heap, int totalMinutes, int →
       currentTimer)
345 {
346
         cout << "Patient Care Resumed:" << endl</pre>
347
348
              << "Name: " << heap.max() << endl</pre>
349
              << "Care resumed at " << ConvertTime(totalMinutes, 12, false) << endl</pre>
350
              << "Minutes in visit remaining: " << 25 - currentTimer</pre>
              << endl << endl;</pre>
351
```

```
\verb|...\CS1D-AS6-PriorityQueues\CS1D-AS6-PriorityQueues\main.cpp| \\
```

8

```
: Nick Reardon
   * AUTHOR
3 * Assignment #6
                  : Priority Queues
                    : CS1D
4 * CLASS
5 * SECTION
                    : MW - 2:30p
6 * DUE DATE
                    : 02 / 24 / 20
               8 #ifndef _MAIN_H_
9 #define _MAIN_H_
10
11 //Standard includes
12 #include <iostream>
13 #include <iomanip>
14 #include <string>
15 #include "PrintHeader.h"
17 //Program Specific
18 #include "ArrayHeap.h"
19
20 #endif // _HEADER_H_
21
22 std::string ConvertTime(int totalMinutes, int startHour, bool hours24Style =
    false);
23
24 void DischargePatient(ArrayMaxHeap<std::string, int>& heap, int totalMinutes);
25
26 void AdmitPatient(ArrayMaxHeap<std::string, int>& heap, int totalMinutes);
27
28 void InterruptPatient(ArrayMaxHeap<std::string, int>& heap, int totalMinutes, int →
     currentTimer);
29
30 void ResumePatient(ArrayMaxHeap<std::string, int>& heap, int totalMinutes, int
    currentTimer);
31
32 void PriorityPatient(ArrayMaxHeap<std::string, int>& heap, int totalMinutes);
```

```
...1D-AS6-PriorityQueues\CS1D-AS6-PriorityQueues\ArrayHeap.h
```

```
-
```

```
* AUTHOR
                   : Nick Reardon
2
   * Assignment #4
3
                  : Deque To Queue
   * CLASS
                   : CS1D
5
   * SECTION
                   : MW - 2:30p
6
   * DUE DATE
                   : 02 / 10 / 20
   8 #ifndef _ARRAYHEAP_H_
9 #define _ARRAYHEAP_H_
10 #include <exception>
#include "Except.h"
12
13 enum ERROR_TYPE
14 {
15
      DEFUALT,
16
      FULL,
17
      EMPTY,
18
      OUT OF RANGE
19 };
20
21 template <typename Type, typename Key>
22 struct heapMember
23 {
24
      Type value;
25
      Key key;
26
27
      heapMember(const Type& newValue, const Key& newKey)
28
      {
29
          value = newValue;
30
          key = newKey;
31
      }
32
      heapMember() {}
33
34
35
      void swap(heapMember& other)
36
37
          Key tempKey;
38
         Type tempType;
39
40
         tempKey = other.key;
41
          tempType = other.value;
42
43
         other.key = this->key;
44
         other.value = this->value;
45
46
         this->key = tempKey;
47
          this->value = tempType;
48
49
50
      }
51
52
      inline bool operator< (const heapMember& other)</pre>
```

```
\dots 1 D-AS6-Priority Queues \\ \ \ CS1D-AS6-Priority Queues \\ \ \ Array Heap.h
```

```
2
```

```
53
 54
             return (this->key < other.key);</pre>
 55
         }
 56
 57
         inline bool operator> (const heapMember& other)
 58
         {
 59
             return (this->key > other.key);
 60
         }
 61
 62
         inline void operator= (const heapMember& other)
 63
         {
 64
             this->key = other.key;
 65
             this->value = other.value;
 66
         }
 67 };
 68
 69 template <class Type, class Key>
 70 class ArrayMaxHeap
 71 {
 72 private:
 73
         heapMember<Type, Key>* heap;
 74
 75
         int currentSize;
 76
 77
         int capacity;
 78
 79
     protected:
 80
         void sort()
 81
         {
 82
             int index = 1;
 83
 84
             int swapIndex;
 85
             while ( (2 * index < currentSize) &&</pre>
 86
 87
                 ((heap[index].key < heap[2 * index].key) || (heap[index].key < heap[2 →</pre>
                    * index + 1].key)) )
 88
             {
                 if (heap[2 * index].key > heap[2 * index + 1].key)
 89
 90
                 {
 91
                     swapIndex = 2 * index;
 92
 93
                 else
 94
                 {
 95
                      swapIndex = 2 * index + 1;
 96
 97
 98
                 heap[index].swap(heap[swapIndex]);
99
100
                 index = swapIndex;
101
             }
102
         }
103
```

```
104
105
106 public:
107
108
         ArrayMaxHeap<Type, Key>(const int newCapacity = 32)
109
         {
110
             heap = new heapMember<Type, Key>[newCapacity];
111
             currentSize = 0;
             capacity = newCapacity;
112
113
         }
114
115
         //VectorHeap<Type>(const VectorHeap<Type>& otherDeque);
116
117
         ~ArrayMaxHeap()
118
         {
119
             delete[] heap;
120
         }
121
         bool empty() const { return currentSize == 0; }
122
123
124
         bool full() const { return currentSize == capacity; }
125
126
         int size() const { return size; }
127
         void insert(const Type& element, const Key& newKey)
128
129
130
             if (full())
131
             {
132
                 throw Except("container is full", FULL, 5);
133
             }
134
135
             currentSize++;
136
137
             heap[currentSize].value = element;
138
             heap[currentSize].key = newKey;
139
140
141
             int index = currentSize;
142
             while ( (heap[index].key > heap[index / 2].key) && ((index / 2) != 0) )
143
             {
144
145
                 heap[index].swap(heap[index / 2]);
146
                 index /= 2;
147
148
149
             }
150
151
         }
152
153
         void remove()
154
         {
             if (empty())
155
```

```
...1D-AS6-PriorityQueues\CS1D-AS6-PriorityQueues\ArrayHeap.h
```

```
4
```

```
156
157
                 throw(Except("Cannot remove - heap is empty", EMPTY, 5));
158
159
160
             heap[1] = heap[currentSize];
161
             currentSize--;
162
             sort();
         }
163
164
165
166
167
         Type max() const
168
         {
169
             Type temp = heap[1].value;
170
             return temp;
171
         }
172
         void printAll(std::ostream& output) const
173
174
175
             if (empty())
176
             {
                 throw(Except("Cannot print - heap is empty", EMPTY, 5));
177
178
             }
179
             int current = 0;
180
181
             int levelSize = 1;
182
183
             for (int i = 1; i < currentSize; i++)</pre>
184
185
                 output << heap[i].value << '(' << heap[i].key << ')' << " ";
186
187
                 current++;
188
189
                 if (current == levelSize)
190
                 {
                     current = 0;
191
192
                     levelSize = levelSize * 2;
193
194
195
                     output << '\n';
196
                 }
197
             }
198
199
             output << "\n\n";</pre>
200
         }
201
202 };
203
204
205 #endif //!_ARRAYHEAP_H_
```

```
1 /*****
               : Nick Reardon
  * AUTHOR
3 * Assignment #6 : Priority Queues
4 * CLASS
                : CS1D
5 * SECTION
                : MW - 2:30p
  * DUE DATE : 02 / 24 / 20
  ********************************
8 #ifndef _PRINTHEADER_H_
9 #define _PRINTHEADER_H_
10
11 #include <iostream>
12 #include <iomanip>
13 #include <ostream>
14 #include <string>
15 #include <fstream>
18 * PrintHeader
19 * -----
20 * This function will output a class header through the use of ostream.
21 * It also will output the program description
23 * Call
24 * -----
25 * The function call requires 1 parameters. The following example uses an
26 * output file in the ostream parameter. Ex:
27 *
28 *
        PrintHeader (oFile);
29 *
30 * -----
31 * Output
33 * The function will output as follows. Ex:
34 *
       *****************
35 *
36 *
       * PROGRAMMED BY : Parsa Khazravi and Nick Reardon
37 *
       * CLASS : CS1B
38 *
                : MW: 7:30pm
: Functions - GCD
       * SECTION
       * Lab #3
        ****************
40 *
41 *
43 * CONSTANTS
45 * OUTPUT - USED FOR CLASS HEADING
46 * ------
47 * PROGRAMMER
               : Name(s) of programmer(s) - Nick Reardon
                                  - MW - 7:30p
48 * SECTION
               : Class times
49 * CLASS
                : Class label
                                    - CS1B
             : # of the program: Title of the program: Type of program - Lab, Assignment, etc.
50 * PROGRAM_NUM
51 * PROGRAM NAME
52 * PROGRAM TYPE
```

```
53 *
54 * -----
               : Max movies to be output at once
55 * MAX OUTPUT
57 const std::string PROGRAMMER = "Nick Reardon";
58 const std::string SECTION = "MW - 2:30p";
59 const std::string CLASS = "CS1D";
60 const int PROGRAM NUM = 6;
61 const std::string PROGRAM NAME = "Priority Queues";
62 const std::string PROGRAM_TYPE = "Assignment";
63
64
65 void PrintHeader(std::ostream &output, std::string inputText)
66 {
67
       std::string typeNum = PROGRAM_TYPE + " #" + std::to_string(PROGRAM_NUM);
68
      output << std::left</pre>
69
          << std::string(76, '*')
71
          << std::endl
          << "* PROGRAMMED BY : " << PROGRAMMER << std::endl</pre>
72
          << "* " << std::setw(14) << "CLASS" << ": " << CLASS << std::endl</pre>
73
          << "* " << std::setw(14) << "SECTION" << ": " << SECTION << std::endl</pre>
74
          << "* " << std::setw(14) << typeNum << ": " << PROGRAM_NAME << std::endl</pre>
75
76
          << std::string(76, '*')
77
          << std::endl << std::endl</pre>
78
          << std::string(((60 - typeNum.length() - PROGRAM_NAME.length() ) / 2), ' >
            ')
79
          << typeNum + " - " + PROGRAM_NAME
          << std::endl << std::endl
          << std::ifstream(inputText).rdbuf()</pre>
81
         << std::endl</pre>
82
         << std::string(76, '*')
83
         << std::endl << std::endl;</pre>
84
85
86 }
87
88 #endif //_PRINTHEADER_H_
```