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## Homework 7

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1. First, read Lecture 19a, about **vectors**. Then, utilize what you've learned in solving this problem:

Write code which allows the user to enter in a sequence of names (you may assume no spaces in each name), until they enter the word **STOP**. Your program should print out the number of *different* names in the list (not including the **STOP**). For example, if the user entered in **Alice Bob Alice Carol Bob Alice STOP** the program should output **3**, for there are three different names, **Alice**, **Bob** and **Carol**.

2. I have the following code:

```
int main() {  
    vector <string> guest_list = {"Alice", "Bob", "ADD3", "Carol", "David", "ADD3", "Evan"}; // CONTENTS MAY  
                                                    // CHANGE  
    vector <string> vips = {"Jane", "Kevin", "Larry", "Marcus", "Nancy"}; // CONTENTS MAY CHANGE  
}
```

Write code that goes through **guest\_list**, and for every appearance of the string **ADD3**, replaces it with the first 3 entries from **vips** that have not yet been added – and if there are fewer than 3 entries from **vips** left, only add the remaining people (possibly none, in which case **"ADD3"** should simply be erased from the list).

For example, with the given lists, the final contents of **guest\_list** should be

**Alice Bob Jane Kevin Larry Carol David Marcus Nancy Evan**

**Your code should still work even if **guest\_list** and **vips** were each replaced with different non-empty lists of strings.**

(**Warning:** do NOT use iterators for **guess\_list**, as they will break, since **guest\_list** gets modified as you loop through it. Instead, use an index variable.)

3. Consider the following code:

```
struct Node {  
    string data;  
    Node *next;  
    Node(string s, Node* n = nullptr): data{s}, next{n} {}  
};  
  
int main(){  
    Node *the_list;  
    Node e("Elephant");  
    Node c("Camel");  
    Node g("Giraffe");  
    Node o("Okapi", &c);  
    the_list = &g;  
    g.next = &o;  
}
```

- a. What would print out if the following code were added to **main()**?

```
Node *current = the_list;  
while(current != nullptr) {  
    cout << current->data << endl;  
    current = current->next;  
}
```

- b. What would happen if the following code were added to **main()** instead? Explain.

```
Node *current = the_list;  
while(current != nullptr) {  
    cout << current->data << endl;  
    current = current->next->next;  
}
```

4. a. Write a function `string get(Node *head, int n)` (where the struct `Node` is as in the previous problem). The first parameter to this function should be thought of as a pointer to the first element of a linked list. This function should retrieve the value of the `n`th element of the given linked list (where `n` should NOT be 0-based: so `get(head, 1)` should return the data of the first `Node` in the linked list. If `n` is out-of-bounds, your function should return an empty string.  
b. If you answered part a *with* recursion, provide a non-recursive implementation. If you answered part a *without* recursion, provide a recursive implementation.
5. Write a function `void remove_Rs(Node* &)` (where the struct `Node` is as in the previous problems). The parameter to this function should be thought of as a pointer to the first element of a linked list. The function should delete each element of the list which starts with the letter `R`.

So for example, if we had the following code:

```
int main(){
    Node n5("Rich");
    Node n4("Joe", &n5);
    Node n3("Rob", &n4);
    Node n2("Ryan", &n3);
    Node n1("Okapi", &n2);
    Node *head = &n1;
    remove_Rs(head);
}
```

then the list pointed to by `head` would contain `Okapi Joe` in it at the end.

I suggest a recursive solution. Hint: consider three cases – when the `head` equals `nullptr`, when the `head` is the address of a `Node` whose data starts with `R`, and when the `head` is the address of a `Node` whose data does not start with `R`. Also, be sure to have the parameter be passed by REFERENCE, since this function needs to modify the list.