



CSCE 240: Advanced Programming Techniques

Lecture 4: User-defined Types, Memory Management, HW 2 (Given), Prog 1 (Start)

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Carolinian Creed: "I will practice personal and academic integrity."

Credits: Some material reused with permission of Dr. Jeremy Lewis. Others used as cited with thanks.

Organization of Lecture 5

- Introduction Section
 - Recap of Lecture 4
 - TA and SI Updates
- Main Section
 - Concept: User defined types
 - Concept: Memory management
 - Home work2 given
 - Programming assignment 1 Start
- Concluding Section
 - About next lecture Lecture 6
 - Ask me anything

Introduction Section

Recap of Lecture 4

- We experienced peer review on home work FileBasedCalculator
- Discussed the concepts of mixed types
- Discussed formatted printing

Updates from TA, SU

TA update: Yuxiang Sun (Cherry)

• SI update: Blake Seekings

Main Section

C/C++ Compilation Process

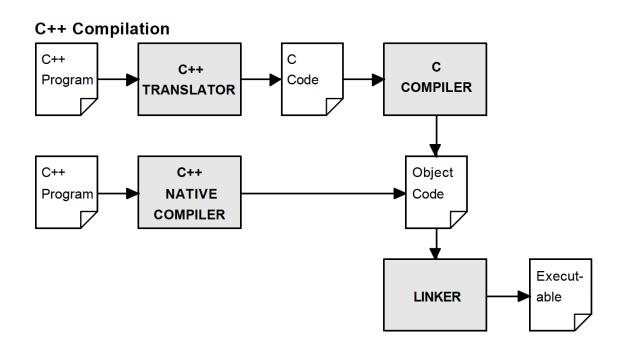


Figure courtesy: C++ Essentials by Sharam Hekmat

Concept: User Defined Types

User Defined Types

- When we start solving real world problems, we often use a set of information together
 - Examples:
 - Name = {title, first-name, middle-name, last-name, suffix}
 - Address = {Street name, Number, City, State, Zip code}
 - Need not be of the same type as a language's pre-determined / basic data types
- May be of the same or different basic types

Why User Defined Types?

- Ease of writing and maintaining code
 - Abstraction helps in communication
 - Code is easier to understand
 - Code becomes easier to test
- No impact on code's executional performance
- C++ concepts
 - Struct
 - Class (Object Oriented Programming)

Code Illustration

- Problem
 - Represent person details
- Example: **Function:** demoStruct()

Concept: Memory Management

Types of Memory Allocation

- Static: when size is known at compile time
 - Basic data types
 - Arrays
- Dynamic: when size not known ahead of time
 - User defined types
 - Linked list

Advantages and Disadvantages of Dynamic Allocation

- Advantages
 - Does not waste memory
 - Does not ask user for information (size, data type) user may not know
 - Eases supporting of user-defined types
- Dis-advantages
 - Requires developer to be careful with allocation and de-allocation
 - Code is often complex compared to static allocation

Code Illustration

- **Problem**: Get average of a set of random numbers
- Note
 - Numbers not known ahead of time
 - How much to allocate?
 - Too high: wasting space
 - Too low: program will behave incorrectly

Code Illustration

- Static allocation **Function**: demoStaticMemoryAllocation()
- Dynamic allocation Function: demoDynamicMemoryAllocation()

Home Work 2

Programming Home Work (#2) – C++

- Write a program called GeometricPropertyCalculator.
 - The program reads an input file (called input.txt). Each line in the file contains dimensions of a geometric shape rectangle, shape and triangle. Specifically:
 - For rectangle, it contains RECTANGLE <length-in-cm> <breadth-in-cm>
 - For circle, it contains CIRCLE <radius-in-cm>
 - For triangle, it contains TRIANGLE <side-1-in-cm> <side-2-in-cm> <side-3-in-cm>
 - The user specifies the property to calculate as argument to the program: 1 for AREA and 2 for PERIMETER
 - The program writes output lines to an output file (called output.txt) for each shape that it reads and the property AREA or PERIMETER.
 - For example, for RECTANGLE and property as AREA, the program should write RECTANGLE AREA <calculated value>
 - Write GeometricPropertyCalculator in C++
 - It should support RECTANGLE, CIRCLE and TRIANGLE
 - It should support properties AREA and PERIMETER
 - If there is insufficient information, the program should give an error. E.g. TRIANGLE AREA "Not enough information to calculate"

Programming Home Work (#2) – C++

- Code guidelines
 - Have sub-directories in your folder
 - src sub-folder, (or code) for code
 - data sub-folder, for input.txt and output.txt
 - doc sub-folder, for documentation on what the code does or sample output
- Hint
 - Area
 - Rectangle: length x breadth
 - Circle: pi * r^2
 - Triangle: -
 - Perimeter
 - Rectangle: 2 * (length + breadth)
 - Circle: 2 * pi * r
 - Triangle: sum of sides

Discussion: Programming Assignment # 1 Course Project

Course Project – Assembling of Prog. Assignments

- **Project**: Develop collaborative assistants (chatbots) that offer innovative and ethical solutions to real-world problems! (Based on competition https://sites.google.com/view/casy-2-0-track1/contest)
- Specifically, the project will be building a chatbot that can answer questions about a South Carolina member of state legislature from: https://www.scstatehouse.gov/member.php?chamber=H
 - Each student will choose a district (from 122 available).
 - Programming assignment programs will: (1) extract data from the district, (2) process it, (3) make content available in a command-line interface, (4) handle any user query and (5) report on interaction statistics.

Discussion: Nature and Simplifications

- Once you select a district, the elected legislator is fixed.
- Some simplifications
 - Download local copy v/s web query
 - Read static content first
 - Handle a subset of content
 - Have default handling for questions the chatbot does not understand
- Do project in a language you are most comfortable with
- Use all advanced programming concepts to simplify coding

Discussion: Chatbot Loop

- Input: from user (called utterance)
 - Problem specific query (i.e., about district chosen)
 - Chitchat
 - Unrelated
- Output: from system (response)
 - Handle unrelated
 - Handle chitchat
 - Answer to query
- Do it until user say over!

Handling different data types

Show formatted content!

Core Programs Needed for Project

- Prog 1: extract data from the district
- Prog 2: process it based on questions
- Prog 3: make content available in a command-line interface
- Prog 4: handle any user query and
- Prog 5: report statistics on interaction of a session, across session

Programming Assignment # 1

- Goal: extract data from the district of choice
 - Language of choice: Any from the three (C++, Java, Python)
- Program should do the following:
 - Take district name as input
 - Read content from the district's URL or a local text version of the district page
 - Report statistics of content: lines, words, chars
 - Write content out in an output file formatted with indentation
- Code organization
 - Create a folder in your GitHub called "prog1-extractor"
 - Have sub-folders: src (or code), data, doc, test
 - Write a 1-page report in ./doc sub-folder
 - Send a confirmation that code is done to instructor and TA, and update Google sheet

Concluding Section

Lecture 5: Concluding Comments

- We discussed
 - the concept of user-defined types
 - the concepts of static and dynamic memory allocation
- Discussed Home Work 2 (due Thursday, Jan 27)
 - Peer evaluation in class
- Discussed Programming Assignment #1 (due Thursday, Feb 3)

About Next Lecture – Lecture 6

Lecture 6: Object Oriented Concepts

- Home work 2 due
 - Peer evaluation in class
- Concepts: Classes and Objects
- Project: Chatbots Background