

Assignment 2

Due 8pm Tuesday 13 March

EFFICIENT RANGE-SET STORAGE. You are to produce a class `RangeSet` that maintains a *set of nonnegative integers*. The storage and display of the set should be in terms of *ranges*—a *range* is a group of consecutive integers.

Task 1

The assignment is to produce a class `RangeSet` that maintains a set of integers, with functions to update and display the set in terms of ranges. The data must be stored in a linked list using struct `RNode`. A skeleton for this is provided.

The linked list **must** be stored in increasing order with one node per range. (I found it easier to have a dummy node, but it's up to you.)

Your class should initially have the following three public functions:

- Default constructor
- The mutator `void addLonelyRange(int min, int max)`: This adds all integers from `min` to `max` inclusive to the set. If the range is empty or contains a negative, it should print a suitable error message and not change the list. Important: This function may assume that the added range does not overlap nor extend any existing ranges; and it does not have to do any error-checking thereof.
- The accessor `void dump()`: this prints out the set as a series of ranges. If there is only one integer in a range, only one number should be displayed. An `endl` should be printed.

You may add private helper functions as needed. For example,

```
RangeSet S;  
S.addLonelyRange(22,33);  
S.addLonelyRange(1,1);  
S.addLonelyRange(77,78);  
S.dump( )
```

should produce

```
1,22-33,77-78,
```

Task 2

Add the following public functions to your class:

- The accessor `bool isInSet(int val)`: this returns whether the value `val` is in the set or not
- An equality tester (overloaded `==`) to compare two `RangeSet`'s
- A suitable destructor

Task 3

(Challenging!)

Add the following two public functions to your class:

- `bool deleteValue(int val)`: This deletes the integer `val` from the set. For example, if the set starts with just the range 1:100 and we delete 14, then the linked list must now have two nodes, one with the range 1:13 and the other with the range 15:100. It returns whether `val` was found or not.
- `void addRange(int min, int max)`: This adds the integers from `min` to `max` inclusive to the set. Unlike the earlier `add` command, this may overlap or extend existing ranges. This function should leave the linked list in minimal form; that is, with the fewest possible ranges. For example, if the set starts with 1:3, 5:7 and 11:23 and we add 4 thru 9, the linked list must now have two nodes, one with 1:9 and the other with 11:23. Again print suitable error message if range is empty or contains a negative.

Comment: I found it a little easier to change `RNode` so that I had a doubly linked list. Further I also created a little private routine that removed a specified node from the list.

Other Instructions

You may NOT use any data structure from the C++ Standard Template Library or other such Data Structures package.

You should write (but not submit) a test program that vigorously tests your class.

You are to work independently, but can ask questions from the lecturer and lab instructor(s). Late submissions will be significantly penalized.

Submit your `RangeSet` and `RNode` files using `handin`.