

Assignment 5

Due: 11/2 @ 11:59 pm

60 points

Learning Outcomes:

1. Become familiar with OOP in C++.
2. Demonstrate mastery of pointer arrays.
3. Become familiar with dynamic memory allocation using pointers.

Description:

Develop an object that mimics some of the functionalities of String class in Java. Your object should maintain a pointer array of characters and be able to perform the following functions:

1. Your object should be named myString with the code properly distributed between myString.h and myString.cpp
2. (8 pts) Your object should have the following constructors:
 - a. (2 pts) A default constructor that will set the size to 0 with no content
 - b. (3 pts) An alternate constructor that will receive size and *an array of characters* as the initial values of the string.
 - c. (3pts) A copy constructor
3. (5 pts) ~~insert(int index, char value)~~
 - a. ~~Adds an element (value) to the string at a given position (index).~~
 - b. ~~You may allow the user to add to the immediate end of the array (at position n+1 for an array of n elements) but not past. You should print an error message if they try to print beyond these bounds.~~
4. (5 pts) ~~remove(int index)~~
 - a. Removes an element from the array at a given position (index) and updates the size.
 - b. If index is out of the bounds of the array then an error message should be printed.
5. (2 pts) ~~get(int index)~~
 - a. ~~Returns the element at the given position (index).~~
 - b. ~~Should check if the index given is outside the bounds of the array. If it is out of bounds an error message should be printed.~~
6. (2 pts) ~~set(int index, char value)~~
 - a. Sets the index element to the given value.
 - b. Should check if the index given is outside the bounds of the array. If it is out of bounds an error message should be printed.
7. (2 pts) ~~clear()~~

- a. Clears all elements of the array and updates the size (size) to be 0.
- 8. (2 pts) `find(myString value)`
 - a. Returns the first index in which a given string (value) is found in the array. If not found -1 is returned.
- 9. (3 pts) `equals(myString)`
 - a. Returns true if the contents of the two strings are equal and false if they are not equal.
- 10. (2 pts) `print()`
 - a. Prints the string to stdout.
- 11. (2 pts) `bool isEmpty() :`
 - a. Return True if the the string is empty, otherwise False.
- 12. Your program should overload the following operators:
 - a. (2 pts) [] operator to replace the method that will return element [i] of the string. This is the same as your previous get function.
 - b. (3 pts) == operator to perform logical equality the same as your previous equals.
 - c. (2 pts) != operator to perform the logical inequality (the opposite of ==).
 - d. (5 pts) + operator to append the rhs to the end of the lhs.
 - e. (5 pts) = operator that will allow for the assignment of rhs to the lhs.

Additional Specifications:

- (-10 pts) Your program **should not** use any pre-existing classes such as string or vector classes!
- **(-5 pts) NO GLOBAL VARIABLES!**
- (5 pts) Your program should consist of a header that contains the following information:
 - Firstname and lastname of the programmer.
 - Date and time of the program completion.
 - A brief description of the program function.
 - Input requirements and format.
 - Output of the program.
 - Any additional needed comments (e.g. related to compilation, execution or other requirements).
 - Any information related to the licensing agreement.
- (2 pts) Each method needs to be properly commented.
 - Your comments need to include a description of the function.
 - Description of the inputs.
 - Description of the output.
 - Any additional notes assisting future programmers to comprehend the complex portions of your functions.

- (5 pts) Make sure your program compiles and runs on one of the Linux machines in the Linux lab before you submit.
- (5 pts) Your program should consist of two source files: *myString.h* and *myString.cpp*. They must be named exactly as indicated.
- Submit both of the .h and .cpp files.

Example Outputs: