

North South University

Department of Electrical and Computer Engineering CSE 225L.13 (Data Structures and Algorithms Lab)

Lab 5: Unsorted Lists (Array Based)

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Objective:

• Learn how the Unsorted Lists work when made with arrays.

Remember the Arrays:

An array is a data structure representing a collection of the same data types. The process of declaring arrays is given below:

data_type info[size]

Unsorted List:

An unsorted list is an abstract data structure where the values are given in an unsorted manner, here, we are using an array to make an unsorted list. An example of an unsorted list is given as follows:

5	3	7	6	1
---	---	---	---	---

Here, you can see that the unsorted list is represented by an array, and you can delete and retrieve any item as you can see fit.

Prototype of Unsorted List:

The header and source file of the Array-based Unsorted List is given as follows.

```
template <class ItemType>
unsortedtype.h
                                              voidUnsortedType<ItemType>::RetrieveItem(
#ifndef UNSORTEDTYPE H INCLUDED
                                             ItemType&
#define UNSORTEDTYPE H INCLUDED
                                             item, bool &found)
const int MAX ITEMS = \overline{5};
template <class ItemType>
                                                  int location = 0;
                                                 bool moreToSearch = (location
class UnsortedType{
public:
                                              length);
   UnsortedType(); void MakeEmpty();
                                                 found = false;
   bool IsFull(); int LengthIs();
                                                  while (moreToSearch && !found)
   void InsertItem(ItemType);
   void DeleteItem(ItemType);
                                                      if(item == info[location])
   void RetrieveItem(ItemType&, bool&);
                                                          found = true;
   void ResetList();
                                                          item = info[location];
   void GetNextItem(ItemType&);
private:
                                                      } else {
    int length; ItemType info[MAX ITEMS];
                                                          location++;
                                                          moreToSearch = (location <</pre>
   int currentPos;
};
                                              length);
#endif // UNSORTEDTYPE H INCLUDED
```

```
unsortedtype.cpp
#include "UnsortedType.h"
                                               template <class ItemType>
template <class ItemType>
UnsortedType<ItemType>::UnsortedType()
                                               UnsortedType<ItemType>::InsertItem(ItemTy
                                              ре
    length = 0;
                                               item) {
    currentPos = -1;
                                                   info[length] = item;
                                                   length++;
template <class ItemType>
void UnsortedType<ItemType>::MakeEmpty()
                                               template <class ItemType>
{
    length = 0;
                                              UnsortedType<ItemType>::DeleteItem(ItemTy
                                              ре
                                              item)
template <class ItemType>
bool UnsortedType<ItemType>::IsFull()
                                                   int location = 0;
                                                   while (item != info[location]) {
    return (length == MAX ITEMS);
                                                       location++;
                                                   info[location] = info[length - 1];
template <class ItemType>
                                                   length--;
int UnsortedType<ItemType>::LengthIs()
    return length;
template <class ItemType>
void UnsortedType<ItemType>::ResetList()
    currentPos = -1;
template <class ItemType>
UnsortedType<ItemType>::GetNextItem(ItemTy
pe&
item)
    currentPos++;
    item = info [currentPos] ;
```

Tasks:

Generate the **driver file (main.cpp)** where you perform the following tasks. However, there is a restriction that <u>you cannot make any changes to the header file or the source file</u>.

Operation to Be Tested and Description of Action	Input Values	Expected Output
Create a list of integers		
Insert four items	5769	
Print the list		5769
 Print the length of the list 		4
Insert one item	1	
Print the list		57691
 Retrieve 4 and print whether found or not 		Item is not found
 Retrieve 5 and print whether found or not 		Item is found
 Print if the list is full or not 		List is full
■ Delete 5		
 Print if the list is full or not 		List is not full
■ Delete 1		

•	Print the list		769
-	Write a class studentInfo that represents		
	a student record. It must have variables		
	to store the student ID, student's name,		
and student's CGPA. It also must have a			
function to print all the values. You will			
	also need to overload a few operators.		
•	Create a list of objects of class		
	studentInfo.		
		15234 Yuji Itadori 2.6	
		13732 Megumi Fushigoro 3.9	
Insert 5 student records		13569 Nobura Kugisaki 1.2	
		15467 Satoru Gojo 4.0	
		16285 Ryomen Sukuna 3.1	
			15234, Yuji Itadori, 2.6
			13732, Megumi Fushigoro, 3.9
•	Print the list		13569, Nobura Kugisaki, 1.2
			15467, Satoru Gojo, 4.0
			16285, Ryomen Sukuna, 3.1