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# ENSF 614

# Advanced System Analysis and Software Design

## LAB 2

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# Exercise A

## AR Memory Diagram for Point One:

Diagram

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## AR Memory Diagram for Point Two:

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## AR Memory Diagram for Point Three:

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## AR Memory Diagram for Point Four:

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# Exercise B

## C++ Code:

/\*

\* File Name: lab2exe\_B.cpp

\* Assignment: ENSF 614 Lab 2 Exercise B

\* Lab Section: Lab B01

\* Completed by: Steven Duong (30022492)

\* Submission Date: Jan 26, 2023

\*/

**int** my\_strlen(**const** **char** \* s);

/\* Duplicates strlen from <cstring>, except return type is int.

\* REQUIRES

\* s points to the beginning of a string.

\* PROMISES

\* Returns the number of chars in the string, not including the

\* terminating null.

\*/

**void** my\_strncat(**char** \* dest,

**const** **char** \* source, **int** num);

/\* Duplicates strncat from <cstring>, except return type is void.

\*/

**int** my\_strcmp(**const** **char** \* str1,

**const** **char** \* str2);

/\*  
 \* REQUIRES  
 \* string comparison between str1 and str2 by subtracting the ASCII  
 \* values of the first two different characters that appear.  
 \* PROMISES  
 \* 1) Returns 0 if two strings are identical  
 \* 2) Returns a positive number if str1 is greater than str2  
 \* 3) Returns a negative number if str1 is less than str2  
 \*/

#include <iostream>

#include <cstring>

**using** **namespace** std;

**int** main(**void**) {

**char** str1[7] = "banana";

**const** **char** str2[] = "-tacit";

**const** **char** \* str3 = "-toe";

/\* point 1 \*/

**char** str5[] = "ticket";

**char** my\_string[100] = "";

**int** bytes;

**int** length;

/\* using strlen library function \*/

length = (**int**) my\_strlen(my\_string);

cout << "\nLine 1: my\_string length is " << length;

/\* using sizeof operator \*/

bytes = **sizeof**(my\_string);

cout << "\nLine 2: my\_string size is " << bytes << " bytes.";

/\* using strcpy library function \*/

strcpy(my\_string, str1);

cout << "\nLine 3: my\_string contains: " << my\_string;

length = (**int**) my\_strlen(my\_string);

cout << "\nLine 4: my\_string length is " << length << ".";

my\_string[0] = '\0';

cout << "\nLine 5: my\_string contains:\"" << my\_string << "\"";

length = (**int**) my\_strlen(my\_string);

cout << "\nLine 6: my\_string length is " << length << ".";

bytes = **sizeof**(my\_string);

cout << "\nLine 7: my\_string size is still " << bytes << " bytes.";

/\* strncat append the first 3 characters of str5 to the end of my\_string \*/

my\_strncat(my\_string, str5, 3);

cout << "\nLine 8: my\_string contains:\"" << my\_string << "\"";

length = (**int**) my\_strlen(my\_string);

cout << "\nLine 9: my\_string length is " << length << ".";

my\_strncat(my\_string, str2, 4);

cout << "\nLine 10: my\_string contains:\"" << my\_string << "\"";

/\* strncat append ONLY up to '\0' character from str3 -- not 6 characters \*/

my\_strncat(my\_string, str3, 6);

cout << "\nLine 11: my\_string contains:\"" << my\_string << "\"";

length = (**int**) my\_strlen(my\_string);

cout << "\nLine 12; my\_string has " << length << " characters.";

cout << "\n\nUsing strcmp - C library function: ";

cout << "\n\"ABCD\" is less than \"ABCDE\" ... strcmp returns: " <<

my\_strcmp("ABCD", "ABCDE");

cout << "\n\"ABCD\" is less than \"ABND\" ... strcmp returns: " <<

my\_strcmp("ABCD", "ABND");

cout << "\n\"ABCD\" is equal to \"ABCD\" ... strcmp returns: " <<

my\_strcmp("ABCD", "ABCD");

cout << "\n\"ABCD\" is less than \"ABCd\" ... strcmp returns: " <<

my\_strcmp("ABCD", "ABCd");

cout << "\n\"Orange\" is greater than \"Apple\" ... strcmp returns: " <<

my\_strcmp("Orange", "Apple") << endl;

**return** 0;

}

**int** my\_strlen(**const** **char** \* s) {

// creating a counter variable

**int** count = 0;

// looping the pointer in the string starting from the first character

**while** ( \* s != '\0') {

count++;

s++;

}

// returns the string length, excluding '\0'

**return** count;

}

**void** my\_strncat(**char** \* dest,

**const** **char** \* source, **int** num) {

// Checks if initial string is null

**if** ( \* dest == **NULL**) {

**for** (**int** i = 0; i < num; i++) {

dest[i] = source[i];

dest[i + 1] = '\0';

}

} **else** {

// Puts the pointer at location of '\0'

**int** counter = 0;

**while** ( \* dest != '\0') {

counter++;

dest++;

}

// reset the pointer back to the first element.

dest -= counter;

**int** templen = counter + num;

**char** temp[templen];

// Appends dest string into temp

**for** (**int** i = 0; i < counter; i++) {

temp[i] = dest[i];

temp[i + 1] = '\0';

}

// Appends source string into temp

**for** (**int** i = counter, j = 0; i < templen; i++, j++) {

temp[i] = source[j];

temp[i + 1] = '\0';

}

// Appends final temp string into dest string

**for** (**int** i = 0; i < templen; i++) {

dest[i] = temp[i];

}

}

}

**int** my\_strcmp(**const** **char** \* str1,

**const** **char** \* str2) {

**bool** equal = **true**;

// Checks to see if str1 and str2 are equal. Returns 0 if true.

**if** (strlen(str1) == strlen(str2)) {

**for** (**int** i = 0; i < strlen(str1); i++) {

**if** (str1[i] != str2[i]) {

equal = **false**;

}

}

**if** (equal) {

**return** 0;

}

}

// Finds the maximum length between the two strings that are compared.

**int** max;

**if** (strlen(str1) > strlen(str2)) {

max = (**int**) strlen(str1);

} **else** {

max = (**int**) strlen(str2);

}

// Compares each letter in str1 and str2. Returns the ASCII value differences

// of the first 2 characters that are different.

**int** count = 0;

**int** res;

**for** (**int** i = 0; i < max; i++) {

**if** (str1[i] != str2[i] && count < 1) {

res = str1[i] - str2[i];

count++;

}

}

// Returns the result of the ASCII values

**return** res;

}

## Program Output for Exercise B:

Text

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# Exercise E

## C++ Code:

/\*

\* File Name: lab2exe\_E.cpp

\* Assignment: ENSF 614 Lab 2 Exercise E

\* Lab Section: Lab B01

\* Completed by: Steven Duong (30022492)

\* Submission Date: Jan 26, 2023

\*/

#include "lab2exe\_E.h"

cplx cplx\_add(cplx z1, cplx z2) {

cplx result;

result.real = z1.real + z2.real;

result.imag = z1.imag + z2.imag;

**return** result;

}

**void** cplx\_subtract(cplx z1, cplx z2, cplx \* difference) {

( \* difference).real = z1.real - z2.real;

( \* difference).imag = z1.imag - z2.imag;

}

**void** cplx\_multiply(**const** cplx \* pz1,

**const** cplx \* pz2, cplx \* product) {

**double** a = ( \* pz1).real;

**double** b = ( \* pz1).imag;

**double** c = ( \* pz2).real;

**double** d = ( \* pz2).imag;

( \* product).real = (a \* c - b \* d);

( \* product).imag = (a \* d + b \* c);

}