

Politechnika Śląska
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Fundamentals of Computer Programming

« Red'n'Black»

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1 Project's topic

Write a program for sorting numbers in a set. The program executes commands stored in a file. A command is stored in a single line of the file. Available commands are:: -i input file name

Put precise description of your task – copy it from your instructor's task list.

Use a serif font for the main text. Justify the text (left and right alignment).

2 Analysis of the task

The task focuses on sorting numbers and order it in red black tree.

Analyse the task before you start to implement it! Describe data structures and algorithms.

2.1 Data structures

A red black tree is used to store values read from an input file all most like binary tree but it auto balans it self. Each node of a tree has 0, 1, or 2 children. Less values are stored in the left subtree, greater values – in the right subtree.

Describe data structures you use in your project (lists, trees, heaps, . . .). Explain your choice. Add a figure.

2.2 Algorithms

The program add numbers to a red black tree and then prints numbers in depth-first search. Adding numbers and printing needs average time $O(\log n)$. The pessimistic case (when tree degenerates to a list) not needs longer time: $O(n \log n)$ [?].

Describe applied algorithms and explain your choice.

Use mathematical mode for math formulae, eg: $O(\log n)$.

If you use some literature, add references (like [?]).

3 External specification

This is a command line program. The program requires names of input. Put input file name after -i switch eg:

```
program -i input-file
```

File is a text file. The program called with no parameters prints help (a short manual).

Program call

```
program
```

prints a short manual. Program called with incorrect parameters prints an error message:

Incorrect paramters!

and prints help.

External specification is a short manual for a user. You should specify here how to use your program, number of parameters, file format of input and output data, . . .

For input commands and output messages use a proportional typeface.

This part is a technical documentation for programmers.

Program overview aims at providing a reader with a synthetic description of internal flow.

4 Internal specification

The program is implemented with structural paradigm. User interface is separated from program's logic.

4.1 Program overview

The `main` function verifies parameters of the program. If the verification is negative, an appropriate message is printed. In case of positive verification, data are read with `redAndBlack` function. The function opens a file stream, reads commands and numbers from the stream, and sort numbers and insert it in red black tree. Finally the program `prints` numbers into an output file and `remove` delete element from red black tree.

4.2 Description of types and functions

Description of types and functions is moved to the appendix.

5 Conclusions

The program implements a simple sorting algorithm with a red black tree.

Appendix

Description of types and functions

RedAndBlack

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Chapter 1

File Index

1.1 File List

Here is a list of all files with brief descriptions:

RedAndBlack.cpp	5
RedAndBlack.h	5

Chapter 2

File Documentation

2.1 help.txt File Reference

Functions

- `i` (with file name) start program with input file 'add' for adding `numbers` to a `set`
- `eg` add remove for removing number from a `eg` remove print for printing sorted `numbers` to the standard output
`print` (with a file name) prints sorted `numbers` in the file
- `eg` add remove for removing number from a `eg` remove `print` for printing sorted numbers to the standard output
`eg print` my sorted numbers `eg print` my sorted numbers `graph` prints a red black tree of `numbers` (with indented levels) to the standard output. Numbers in red nodes are printed in round `brackets`
- `eg` add remove for removing number from a `eg` remove `print` for printing sorted `numbers` to the standard output
`eg print` my sorted `numbers` `eg print` my sorted `numbers` `graph` prints a red black tree of `eg (13)`
- `eg` add remove for removing number from a `eg` remove `print` for printing sorted `numbers` to the standard output
`eg print` my sorted `numbers` `eg print` my sorted `numbers` `graph` prints a red black tree of `numbers` in black nodes – in square `graph` (with a file name) – the same as `graph`

Variables

- `eg` add remove for removing number from a `set`
- `eg` add remove for removing number from a `eg` remove `print` for printing sorted `numbers` to the standard output
`eg print` my sorted `numbers` `eg print` my sorted `numbers` `graph` prints a red black tree of `numbers` in black nodes – in square `brackets`

2.1.1 Function Documentation

2.1.1.1 `eg()`

`eg` add remove for removing number from a `eg` remove `print` for printing sorted `numbers` to the standard output
`eg print` my sorted `numbers` `eg print` my sorted `numbers` `graph` prints a red black tree of `eg (`

2.1.1.2 graph()

```
eg add remove for removing number from a eg remove print for printing sorted numbers to the
standard output eg print my sorted numbers eg print my sorted numbers graph prints a red black
tree of numbers in black nodes - in square but a tree is printed into the file graph (
    with a file name )
```

2.1.1.3 i()

```
i (
    with file name )
```

2.1.1.4 numbers()

```
eg add remove for removing number from a eg remove print for printing sorted numbers to the
standard output eg print my sorted numbers eg print my sorted numbers graph prints a red black
tree of numbers (
    with indented levels )
```

2.1.1.5 print()

```
eg add remove for removing number from a eg remove print for printing sorted numbers to the
standard output eg print my sorted numbers print (
    with a file name )
```

2.1.2 Variable Documentation

2.1.2.1 brackets

```
eg add remove for removing number from a eg remove print for printing sorted numbers to the
standard output eg print my sorted numbers eg print my sorted numbers graph prints a red black
tree of numbers in black nodes - in square brackets
```

2.1.2.2 set

```
eg add remove for removing number from a set
```

2.2 InputFile.txt File Reference

2.3 RedAndBlack.cpp File Reference

```
#include <iostream>
#include <fstream>
#include <cstdlib>
#include <vector>
#include <string>
#include "RedAndBlack.h"
```

Functions

- int `main` (int argc, char const *argv[])

2.3.1 Function Documentation

2.3.1.1 main()

```
int main (
    int argc,
    char const * argv[ ] )
```

2.4 RedAndBlack.h File Reference

```
#include <iostream>
#include <fstream>
#include <cstdlib>
#include <vector>
#include <string>
#include "RedAndBlack.h"
```

Functions

- void `help` ()
- vector< string > `getLine` (string str)
- vector< double > `sortingNumbers` (vector< double > tmpVector)
- vector< double > `removeNumber` (vector< double > tmpVector, double number)
- void `printToFile` (string name, bool plus, vector< double > tmpNumbers)
- void `print` (vector< double > tmpNumbers)
- void `error` (string command)
- void `graphToFile` (string name, bool plus, vector< double > tmpNumbers)
- void `graph` (vector< double > tmpNumbers)
- void `redAndBlack` (string inputFile)

2.4.1 Function Documentation

2.4.1.1 error()

```
void error (
    string command )
```

function to print error of command after show error show all allowed commands

Parameters

<i>command</i>	wrong command get from file
----------------	-----------------------------

2.4.1.2 getLine()

```
vector<string> getLine (
    string str )
```

function to delete all spaces from string

Parameters

<i>str</i>	input string with spaces
------------	--------------------------

Returns

vector with only words

2.4.1.3 graph()

```
void graph (
    vector< double > tmpNumbers )
```

function to print gaph in standart output

Parameters

<i>tmpVector</i>	vector of sorted numbers to print
------------------	-----------------------------------

2.4.1.4 graphToFile()

```
void graphToFile (
    string name,
    bool plus,
    vector< double > tmpNumbers )
```

function to print graph to new file or add at the end of file

Parameters

<i>name</i>	input name of file to output
<i>plus</i>	input element says if print to new file or add at the end of file
<i>tmpVector</i>	vector of sorted numbers to print

2.4.1.5 help()

```
void help ( )
```

function to show all commands when wrong one will be used

2.4.1.6 print()

```
void print (
    vector< double > tmpNumbers )
```

function to print sorted vector in standart output

Parameters

<i>tmpVector</i>	vector of sorted numbers to print
------------------	-----------------------------------

2.4.1.7 printToFile()

```
void printToFile (
    string name,
    bool plus,
    vector< double > tmpNumbers )
```

function to print sorted vector to new file or add at the end of file

Parameters

<i>name</i>	input name of file to output
<i>plus</i>	input element says if print to new file or add at the end of file
<i>tmpVector</i>	vector of sorted numbers to print

2.4.1.8 redAndBlack()

```
void redAndBlack (
    string inputFile )
```

Main function of program to choose what to do with inputed file Work as swich but on strings most of function is sequance of if At begin read "InputFile.txt" to know used commands Do the commands in order from first to last

Parameters

<i>inputFile</i>	name of input file
------------------	--------------------

Get data from input file add it to 2D vector to know the order of command

Start of swich

2.4.1.9 removeNumber()

```
vector<double> removeNumber (
    vector< double > tmpVector,
    double number )
```

function to delete chosen number only if it is in vector, change number to last and delete last element

Parameters

<i>tmpVector</i>	input vector with sorted numbers
<i>number</i>	element to delete from vector

Returns

vector with out deleted number and sorted in ASC order

2.4.1.10 sortingNumbers()

```
vector<double> sortingNumbers (
    vector< double > tmpVector )
```

function to sort vector of numbers in order by ASC

Parameters

<i>tmpVector</i>	input vector with not sorted numbers
------------------	--------------------------------------

Returns

vector with sorted numbers

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