Report

I was able to finish implementing the project.

During the course of test in g32, I didn’t find any obvious error.

Except the hash table that was used in Recommender.h and Recommender.cpp(which is allowed), only vector and list was used.

Tests:

For treem.h

TreeMultimap<std::string, int> map;

// map.insert("a", 1);

// map.insert("b", 2);

// map.insert("c",3);

// map.insert("a", 1);

insert, constructor and deconstructor all performed normally.

For User, UserDatabase:

UserDatabase udb

udb.load(USER\_DATAFILE);

udb.get\_user\_from\_email(email);

All worked properly(also with invalid names and emails)

for Movie, MovieDatabase:

MovieDatabase mdb

mdb.load(MOVIE\_DATAFILE);

mdb.get\_movie\_from\_id(email);

mdb.get\_movie\_with\_director(director);

mdb.get\_movie\_with\_actor(actor);

mdb.get\_movie\_with\_actor(genre);

all worked properly(also with invalid names and emails)

For recommender and the program as a whole, I first used the example given in the spec to debug and make sure the program works for short files:

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ID00001

ID00003

Then I checked for minor errors in g32, and tested the program for long files provided in the skeleton and find that the program takes too long to run.

I then optimized recommender with hash tables and tested in g32 again with the large file. This time the program completed in the time that I was satisfied