



(c)Gautrain

Given are the following C++ Data Structures:

<pre>struct GauTrain { DepartureTime t; Carriages front; };</pre>	<pre>struct Carriages { int wagonNumber; Carriages *tail; }; // recursion!</pre>	<pre>struct DepartureTime { int hour; // between 0 and < 24 int minu; // between 0 and < 60 };</pre>
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Moreover, given is also the following rudimentary (incomplete) C++ Program:

```
void trainManagement (GauTrain &dest, char c) // header line may NOT be modified !
{
    // Body to be implemented by you
    return;
};

int main()
{
    GauTrain toHatfield; // values are not yet initialized!
    GauTrain toRosebank; // values are not yet initialized!

    char opCode;
    char destination;

    cin >> opCode;
    cin >> destination;

    if (destination=='H') { trainManagement(toHatfield, opCode); }
    if (destination=='R') { trainManagement(toRosebank, opCode); }

    return 0;
}
```

The above-mentioned **trainManagement** function shall be implemented by you according to the following **mandatory Requirements Specification**:

Case: c is 'T' // code for **Timing**

The user is requested to input an **int**-number for *hours*;
The user is requested to input an **int**-number for *minutes*;
The **DepartureTime** of the **dest** train is *updated* accordingly.

Case: c is 'L' // code for **Length**

The function *counts* of *how many* chained **Carriages** the **dest** train is already composed;
*// Hint: Follow the *next pointers one after another...*
The counted number is shown to the user as screen-output.

Case: c is 'C' // code for **Composition**

The user is requested to input an int-number **n**, for how many new Carriages.
REPEAT as often as **n**:
The user is requested to input another int-number **i**, for a wagonID.
A **new Carriage** is created.
The **wagonNumber** of this newly created Carriage is set to **i**.
The new Carriage is **appended** to the *hitherto last* Carriage of the **dest** train.
*// Hints: yet another operation in which the *next pointer gets involved...*
// The newly created Carriage is now the last (tail) Carriage of the train, unless:
// If the dest train did not have any carriage so far, then the new Carriage is its front

MARKING/Assessment Advice:

0.25 Points for the *correct* functionality of the **Timing** feature,
0.25 Points for the *correct* functionality of the **Length** feature,
0.50 Points for the *correct* functionality of the **Composition** feature.

TOTAL: 1 Point.

Submission –as always– **ONLY** in file format *.txt or file format *.cpp; other file formats = 0 points
Submission **Deadline = Friday the 2nd of June.**

And now:

HAPPY
CODING :)