Table C55 PSP2 Project Plan Summary

Student	James Small			Date	3/4/14
Program				Program #	8
Instructor	Dr. Concepcion	Language			C++
Summary		Plan	Λc	tual	To Date
LOC/Hour		68.6		4.3	62.5
Actual Time	-	00.0		11	698
Planned Time		105			575
CPI(Cost-Perform	ance Index)	100			0.824
011(000010110111)				(Actual/Planned)
% Reused	_	15.2	14.2		7.6
% New Reused	_	84.2	89.7		28.7
Test Defects/KLO	C	21	6.4		17.9
Total Defects/KL	<i>OC</i>	35	3	8.5	35.8
Yield %	-	0	66	.667	15.385
Program Size (Lo	OC):	Plan	Ac	tual	To Date
Base(B)).	266	266		
, ,	-	(Measured)	(Measured)		
Deleted (D)		0	0		
Modified (M)		(Estimated)	(Counted)		
Added (A)		(Estimated)	(Counted)		
		120	152		
Reused (R)		(N-M)	(T-B+D-R)		110
		(Estimated)	69 (Counted)		119
Total New & Changed (N)		120	156		727
100011(0)(00 0110		(Estimated)	(A+M)		,_,
Total LOC (T)		455	487		1571
T (IN D I		(N+B-M-D+R)	(Measured)		200
Total New Reused		101	140		209
Upper Prediction Interval (70%) Lower Prediction Interval (70%)		127.232	_		
Lower Prediction	Intervat (70%)	87.232	<u> </u>		
Time in Phase (m	nin.)	Plan	Actual	To Date	To Date %
Planning	-	4	5	29	4.2
Design	-	9	16	75	10.7
Design review	-	9	10	10	1.4
Code	-	32	32	249	35.7
Code review	-	9	15	15	2.1
Compile	-	5	1	38	5.4
Test	-	25	15	187	26.8
Postmortem	-	12	17	95	13.6
Total	- 00()	105	111	698	100
Total Time UPI (119.487			
Total Time LPI (?	70%)	79.487	_		
		(co	ntinued)		

Table C55 PSP2 Project Plan Summary (continued)

Program	Student	James Small			Date	3/4/14
Defects Injected Plan Actual To Date To Date % Planning 0 0 0 0 Design 0.3 0 1 3.8 Design review 0 0 0 0 Code 6.3 6 25 96.2 Code review 0 0 0 0 Compile 0 0 0 0 Compile 0 0 0 0 Test 0 0 0 0 Total Development 6.7 6 26 100 Design 0 0 0 0 0 Planning 0 0 0 0 0 Design 0 0 0 0 0 Code 0 0 0 0 0 Code review 0 4 4 15.4 Compile 2.7 1 9	Program	4A			Program #	8
Planning 0 0 0 0 Design review 0 0 0 0 Code 6.3 6 25 96.2 Code review 0 0 0 0 Compile 0 0 0 0 Test 0 0 0 0 Total Development 6.7 6 26 100 Defects Removed Plan Actual To Date To Date % Planning 0 0 0 0 Design review 0 0 0 0 Planning 0 0 0 0 Design review 0 0 0 0 Code 0 0 0 0 Code review 0 4 4 15.4 Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development	Instructor	Dr. Concepcion			Language	C++
Planning 0 0 0 0 Design review 0 0 0 0 Code 6.3 6 25 96.2 Code review 0 0 0 0 Compile 0 0 0 0 Test 0 0 0 0 Total Development 6.7 6 26 100 Defects Removed Plan Actual To Date To Date % Planning 0 0 0 0 Design review 0 0 0 0 Planning 0 0 0 0 Design review 0 0 0 0 Code 0 0 0 0 Code review 0 4 4 15.4 Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development						
Design review 0 0 0 0 0 Code 6.3 6 25 96.2 Code review 0 0 0 0 Compile 0 0 0 0 Compile 0 0 0 0 Test 0 0 0 0 Total Development 6.7 6 26 100 Defects Removed Plan Actual To Date To Date % Planning 0 0 0 0 Design review 0 0 0 0 Design review 0 0 0 0 Code 0 0 0 0 Code review 0 4 4 15.4 Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development 6.7 6 26 100	Defects Inject	ed	Plan	Actual	To Date	To Date %
Design review 0 0 0 0 Code 6.3 6 25 96.2 Code review 0 0 0 0 Compile 0 0 0 0 Test 0 0 0 0 Total Development 6.7 6 26 100 Defects Removed Plan Actual To Date To Date % Planning 0 0 0 0 Design 0 0 0 0 Design review 0 0 0 0 Code 0 0 0 0 Code review 0 4 4 15.4 Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development 6.7 6 26 100 After Development 0 0 0 Defects/Hour - Design review	Planning		0	0	0	0
Code 6.3 6 25 96.2 Code review 0 0 0 0 Compile 0 0 0 0 Test 0 0 0 0 Total Development 6.7 6 26 100 Defects Removed Plan Actual To Date To Date % Planning 0 0 0 0 Design 0 0 0 0 Design review 0 0 0 0 Code 0 0 0 0 Code review 0 4 4 15.4 Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development 6.7 6 26 100 After Development 0 0 0 Defect Removal Efficiency Plan Actual To Date Defects/Hour - Design	Design		0.3	0	1	3.8
Code review 0 0 0 0 Compile 0 0 0 0 Test 0 0 0 0 Total Development 6.7 6 26 100 Defects Removed Plan Actual To Date To Date % Planning 0 0 0 0 0 Design 0 0 0 0 0 0 Design review 0	Design reviev	v	0	0	0	0
Compile 0 0 0 0 Test 0 0 0 0 Total Development 6.7 6 26 100 Defects Removed Plan Actual To Date To Date % Planning 0 0 0 0 Design 0 0 0 0 Design review 0 0 0 0 Code 0 0 0 0 Code review 0 4 4 15.4 Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development 6.7 6 26 100 After Development 0 0 0 0 Defect Removal Efficiency Plan Actual To Date Defects/Hour - Design review 0 0 0 0 Defects/Hour - Code review 0 16 16	Code		6.3	6	25	96.2
Test 0 0 0 0 Total Development 6.7 6 26 100 Defects Removed Plan Actual To Date To Date % Planning 0 0 0 0 Design 0 0 0 0 Design review 0 0 0 0 Code 0 0 0 0 Code review 0 4 4 15.4 Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development 6.7 6 26 100 After Development 0 0 0 Defect Removal Efficiency Plan Actual To Date Defects/Hour - Design review 0 0 0 Defects/Hour - Code review 0 16 16 Defects/Hour - Test 9.44 4 4.17 DRL(OLDR/UT)	Code review		0	0	0	0
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Design review 0 0 0 0 Code 0 0 0 0 Code review 0 4 4 15.4 Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development 6.7 6 26 100 After Development 0 0 0 Defect Removal Efficiency Plan Actual To Date Defects/Hour - Design review 0 0 0 Defects/Hour - Code review 0 16 16 Defects/Hour - Compile 29.25 60 14.21 Defects/Hour - Test 9.44 4 4.17 DRL(DLDR/UT) 0 0 0 DRL(CodeReview/UT) 0 4 3.84	Planning		0	0	0	0
Code 0 0 0 Code review 0 4 4 15.4 Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development 6.7 6 26 100 After Development 0 0 0 Defect Removal Efficiency Plan Actual To Date Defects/Hour - Design review 0 0 0 Defects/Hour - Code review 0 16 16 Defects/Hour - Compile 29.25 60 14.21 Defects/Hour - Test 9.44 4 4.17 DRL(DLDR/UT) 0 0 0 DRL(CodeReview/UT) 0 4 3.84	Design		0	0	0	0
Code review 0 4 4 15.4 Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development 6.7 6 26 100 After Development 0 0 0 Defect Removal Efficiency Plan Actual To Date Defects/Hour - Design review 0 0 0 Defects/Hour - Code review 0 16 16 Defects/Hour - Compile 29.25 60 14.21 Defects/Hour - Test 9.44 4 4.17 DRL(DLDR/UT) 0 0 0 DRL(CodeReview/UT) 0 4 3.84	Design reviev	v	0	0	0	0
Compile 2.7 1 9 34.6 Test 4 1 13 50 Total Development 6.7 6 26 100 After Development 0 0 0 Defect Removal Efficiency Defects/Hour - Design review Defects/Hour - Design review Defects/Hour - Code review Defects/Hour - Code review Defects/Hour - Compile Defects/Hour - Compile Defects/Hour - Test Defects/Hour D	Code		0	0	0	0
Test 4 1 13 50 Total Development 6.7 6 26 100 After Development 0 0 0 Defect Removal Efficiency Defects/Hour - Design review Defects/Hour - Design review Defects/Hour - Code review Defects/Hour - Code review Defects/Hour - Compile Defects/Hour - Compile Defects/Hour - Test Defects/Hour - Test Defects/Hour - Test Defects/Hour - Test Defects/Hour Def	Code review		0	4	4	15.4
Total Development 6.7 6 26 100 After Development 0 0 0 Defect Removal Efficiency Plan Actual To Date Defects/Hour - Design review 0 0 0 Defects/Hour - Code review 0 16 16 Defects/Hour - Compile 29.25 60 14.21 Defects/Hour - Test 9.44 4 4.17 DRL(DLDR/UT) 0 0 0 DRL(CodeReview/UT) 0 4 3.84	Compile		2.7	1	9	34.6
After Development 0 0 0 Defect Removal Efficiency Plan Actual To Date Defects/Hour - Design review 0 0 0 Defects/Hour - Code review 0 16 16 Defects/Hour - Compile 29.25 60 14.21 Defects/Hour - Test 9.44 4 4.17 DRL(DLDR/UT) 0 0 0 DRL(CodeReview/UT) 0 4 3.84	Test		4	1	13	50
Defect Removal Efficiency Plan Actual To Date Defects/Hour - Design review 0 0 0 Defects/Hour - Code review 0 16 16 Defects/Hour - Compile 29.25 60 14.21 Defects/Hour - Test 9.44 4 4.17 DRL(DLDR/UT) 0 0 0 DRL(CodeReview/UT) 0 4 3.84	Total Develo	opment	6.7	6	26	100
Defects/Hour - Design review 0 0 0 Defects/Hour - Code review 0 16 16 Defects/Hour - Compile 29.25 60 14.21 Defects/Hour - Test 9.44 4 4.17 DRL(DLDR/UT) 0 0 0 DRL(CodeReview/UT) 0 4 3.84	After Develop	oment	0	0	0	
Defects/Hour - Design review 0 0 0 Defects/Hour - Code review 0 16 16 Defects/Hour - Compile 29.25 60 14.21 Defects/Hour - Test 9.44 4 4.17 DRL(DLDR/UT) 0 0 0 DRL(CodeReview/UT) 0 4 3.84				-		
Defects/Hour - Code review 0 16 16 Defects/Hour - Compile 29.25 60 14.21 Defects/Hour - Test 9.44 4 4.17 DRL(DLDR/UT) 0 0 0 DRL(CodeReview/UT) 0 4 3.84			Plan	Actual		To Date
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DRL(CodeReview/UT) 0 4 3.84	<u>.</u>		9.44			4.17
	DRL(DLDR/U	T)	0		0	0
DRL(Compile/UT) 3.1 15 3.41	DRL(CodeRev	riew/UT)				3.84
	DRL(Compile)	(UT)	3.1		15	3.41

Table C39 Size Estimating Template

Student	James Small		Date	3/4/14
Instructor	Dr. Concepcion		Progran	n# 8
BASE PROGRA	AM LOC		ESTIN	MATE ACTUAL
BASE SIZE (E		> => => => =>		66 266
LOC DELETE		> => => => =>		0
LOC MODIFI	` /	> => => => =>	=> () 4
OBJECT LOC				<u> </u>
BASE ADDIT	IONS TYPE1	METHODS RI	EL. SIZE LO	OC LOC
TOTAL BASE	E ADDITIONS (BA) =>	=> => => =>	> =>	
NEW OBJECT	TS TYPE	METHODS RI	EL. SIZE LO	OC (New Reused*)
Linear Regre	ession Calc	<u> </u>	Medium 10	01 140*
	OBJECTS (NO) => =>	=> => => =>	=> 10	01 140
REUSED OBJE			5	0 50
StringToFloat (3	В)			$\frac{0}{9}$ $\frac{50}{19}$
FileCheck (4B)				<u> </u>
REUSED TOT	TAL (R) => => =>	=> => => =>	- => 6	9 69
			SI	ZE TIME
Estimated Object LOC (E): $E = BA + NO + M$			10	01
Regression Parar	on Parameters: β_0 (size and time)		155	.929 101.806
Regression Parar	meters:	β_1 (size and time)	-0.48	-0.0229592
Estimated New a	and Changed LOC (N):	$N = \beta_0 + \beta_1 * E$	107	.232
Estimated Total	Estimated Total LOC: $T = N + B - D - M + R$.232
Estimated Total New Reuse (sum of * LOC):			10	01
Estimated Total Development Time: Time = $\beta_0 + \beta_1 *E$				99.487
Prediction Range	e:	Range		0 20
Upper Prediction	n Interval:	UPI = N + Range	127	.232 119.487
Lower Prediction	Lower Prediction Interval: LPI = N - Range			232 79.487
Prediction Interv	val Percent:		N	/A N/A

¹ L=Logic, I=I/O, C=Calculation, T=Text, D=Data, S=Set-up

Compilation

```
jamess-imac:program AcousticTime$ g++ -c FileCheck.cpp
jamess-imac:program AcousticTime$ g++ -c Input.cpp
jamess-imac:program AcousticTime$ g++ -c LinearRegression.cpp
jamess-imac:program AcousticTime$ g++ -c StringToFloat.cpp
jamess-imac:program AcousticTime$ g++ -o program4A program4A.cpp FileCheck.o
Input.o LinearRegression.o StringToFloat.o
jamess-imac:program AcousticTime$
```

Test 1

```
jamess-imac:program AcousticTime$ ./program4A What would you like to do?
Enter 1 to read from file.
Enter 2 to write to file.
Enter 3 to modify a file.
Enter 4 to calculate linear regression.
Enter 0 to quit.
Choice: 4
Enter the x-axis values filename: xvalues

Enter the y-axis values filename: yvalues

B0 = -22.5524
B1 = 1.72793
```

Test 2

```
jamess-imac:program AcousticTime$ ./program4A What would you like to do?
Enter 1 to read from file.
Enter 2 to write to file.
Enter 3 to modify a file.
Enter 4 to calculate linear regression.
Enter 0 to quit.
Choice: 4
Enter the x-axis values filename: xvaluesb

Enter the y-axis values filename: yvalues

B0 = -23.9238
B1 = 1.43097
```

Test 3

```
jamess-imac:program AcousticTime$ ./program4A What would you like to do?
Enter 1 to read from file.
Enter 2 to write to file.
Enter 3 to modify a file.
Enter 4 to calculate linear regression.
Enter 0 to quit.
Choice: 4
Enter the x-axis values filename: xe

Enter the y-axis values filename: yn

BO = 155.929
B1 = -0.482143
```

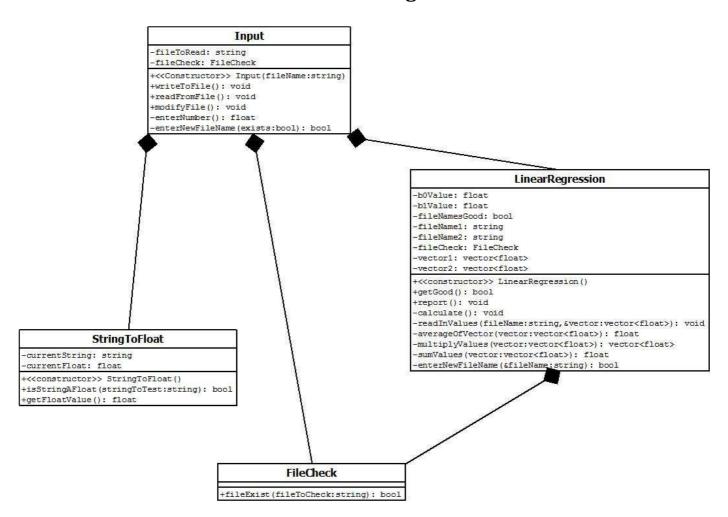
Test 4

```
jamess-imac:program AcousticTime$ ./program4A
What would you like to do?
Enter 1 to read from file.
Enter 2 to write to file.
Enter 3 to modify a file.
Enter 4 to calculate linear regression.
Enter 0 to quit.
Choice: 4
Enter the x-axis values filename: xe

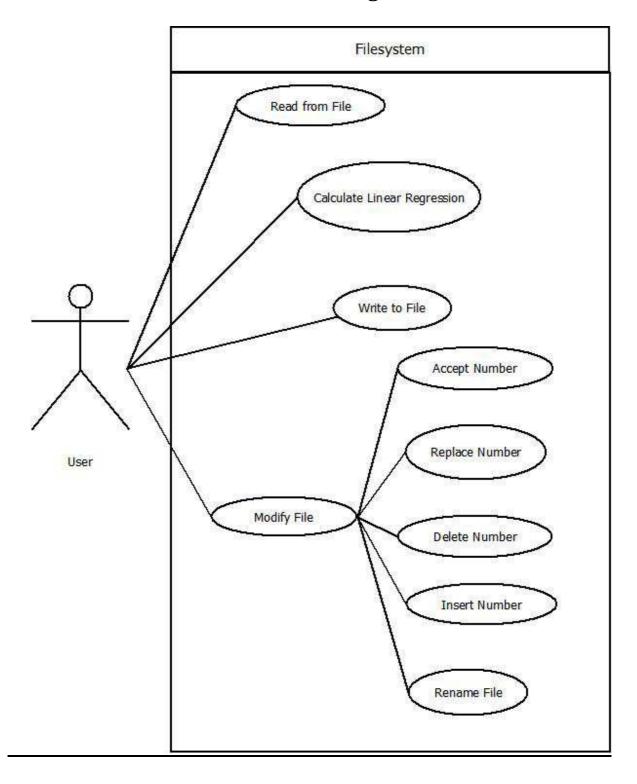
Enter the y-axis values filename: yt2

B0 = 101.806
B1 = -0.0229592
```

UML Class Diagram



UML Use Case Diagram



Test	B0 Expected	B1 Expected	B0 Actual	B1 Actual
1	-22.55	1.7279	-22.5524	1.72793
2	-23.92	1.4310	-23.9238	1.43097
3	NA	NA	155.929	-0.482143
4	NA	NA	101.806	-0.0229592

```
Pseduo Code.txt
Pseudo-Code for Linear Regression Methods
LinearRegression::LinearRegression()
    set default values for variables
    ask user for x-axis file name
    check if x-axis file name is valid choice
    ask user for y-axis file name
    check if y-axis file name is valid choice
    call calculate method
void LinearRegression::calculate()
    b1value = topvalue / bottomvalue;
b0value = averageOfvector(vector2) - b1value * averageOfvector(vector1);
    call readInValues for both files
    declare and initialize all need variables to hold temp values
    calculate topValueLeft using sumvalues and multiplyvalues methods
    calcualte topValueRight using averageOfVector method calcualte topValue using topValueLeft - topValueRight
    calculate bottomValueLeft using sumvalues and multiplyvalus methods
    calculate bottomValueRight using averageOfvector method
    calculate bottomValue using bottomValueLeft - bottomValueRight
    calculate b1 value using topValue / bottomValue calculate b0 value using averageofvector method and b1value
void LinearRegression::readInValues(string filename, vector<float> &vector)
    delcare ifstream variable
    open file
    declare current Value float and set to 0
    while (lines in file)
         read in value
         add to vector
    close file
vector<float> LinearRegression::multiplyValues(vector<float> vector1, vector<float>
vector2)
    declare vector to hold results
    if (vectors not same size)
         return
```

```
Pseduo Code.txt

for (all items in vector1)
    add to new vector: vector1[i] * vector2[i]

return new vector

float LinearRegression::sumValues(vector<float> vector)

declare variable to hold result

for (all items in vector)
    add vector[i] to sum

return sum
```

```
// Name: James Small
// Program: 4B
// Class: CSE455
// Description: Program to input, output, or modify, and
calculate linear regression.
#include <iostream>
#include <string>
#include <stdlib.h> // for atoi
#include <ctype.h> // for isdigit
#include "Input.h"
#include "LinearRegression.h"
using namespace std;
int main()
    char choice = 0;
    bool choiceGood = false;
    do {
        cout << "What would you like to do?\n";</pre>
        cout << "Enter 1 to read from file.\n";</pre>
        cout << "Enter 2 to write to file.\n";</pre>
        cout << "Enter 3 to modify a file.\n";</pre>
        cout << "Enter 4 to calculate linear regression.\n";</pre>
        cout << "Enter 0 to quit.\n";</pre>
        cout << "Choice: ";</pre>
        cin >> choice;
        if (isdigit(choice)) {
             if (atoi(&choice) >= 0 && atoi(&choice) < 5)</pre>
                 choiceGood = true;
             else
                 cout << "\nInvalid Choice, Try again\n\n";</pre>
        } else
             cout << "\nInvalid Choice, Try again\n\n";</pre>
        cin.ignore(INT_MAX,'\n');
    } while (!choiceGood);
    if (choice != '0') {
        if (choice == '1') {
             Input input;
             input.readFromFile();
        else if (choice == '2') {
```

```
Input input;
    input.writeToFile();
}
else if (choice == '3') {
    Input input;
    input.modifyFile();
}
else if (choice == '4') {
    LinearRegression linear;

    if (linear.getGood())
        linear.report();
}
return 0;
}
```

```
// Name: James Small
// Program: 4B
// Class: CSE455
// Description: Class to check if file exists in current
directory

#ifndef FILECHECK_H
#define FILECHECK_H

#include <string>
using namespace std;

class FileCheck
{
    public:
        bool fileExist(string fileToCheck);
};
#endif
```

```
// Name: James Small
// Program: 4B
// Class: CSE455
// Description: FileCheck class implementation file
#include "FileCheck.h"
#include <fstream>
// This method takes a string and returns true or false if a float
bool FileCheck::fileExist(string fileToCheck)
{
   ifstream infile;
   infile.open(fileToCheck.c_str());
   infile.close();
   return infile;
}
```

```
// Name: James Small
// Program: 3B
// Class: CSE455
// Description: Input class Header File
#ifndef INPUT_H
#define INPUT_H
#include <string>
#include "StringToFloat.h"
#include "FileCheck.h"
using namespace std;
class Input
public:
    Input();
    void writeToFile();
    void readFromFile();
    void modifyFile();
private :
    string fileToRead;
    float enterNumber();
    bool enterNewFileName(bool exists);
    StringToFloat stringToFloat;
    FileCheck fileCheck;
};
#endif
```

```
// Name: James Small
// Program: 3B
// Class: CSE455
// Description: Input class Implementation File
#include "Input.h"
#include <fstream>
#include <iostream>
#include <vector>
#include <stdlib.h> // for atoi
#include <ctype.h> // for isdigit
using namespace std;
// This is the default constructor
Input::Input()
    cout << "Enter the file name to access: ";</pre>
    cin >> fileToRead;
\ensuremath{//} This method asks user for a set of numbers and outputs them to
a file
void Input::writeToFile()
    while (fileCheck.fileExist(fileToRead))
        if (!enterNewFileName(true))
            return;
    string count;
    float currentValue;
    string currentString = "";
    bool countGood = false;
    do {
        cout << "Enter the amount of numbers to write: ";</pre>
        cin >> count;
        bool allDigitsInt = true;
        for (int i = 0; i < count.size(); i++)
            if (!isdigit(count[i]))
                 allDigitsInt = false;
        if (allDigitsInt) {
            if (atoi(count.c_str()) > 0)
                 countGood = true;
            else
                 cout << "\nInvalid number, Try again\n\n";</pre>
```

```
} else
            cout << "\nInvalid number, Try again\n\n";</pre>
        cin.ignore(INT_MAX,'\n');
    } while (!countGood);
    ofstream outfile;
    outfile.open(fileToRead.c_str());
    for (int i = 0; i < atoi(count.c_str()); i++) {</pre>
        cout << "Enter number " << i + 1 << ": ";
        cin >> currentString;
        while (!stringToFloat.isStringAFloat(currentString)) {
            cout << "\nInvalid Value, try again\n\n";</pre>
            cout << "Enter number " << i + 1 << ": ";</pre>
            cin.ignore(INT_MAX,'\n');
            cin >> currentString;
        currentValue = stringToFloat.getFloatValue();
        if (i == atoi(count.c_str()) - 1)
            outfile << currentValue;</pre>
        else
            outfile << currentValue << " ";
    }
    outfile.close();
}
// This method reads in a set of numbers from a file and displays
them on screen
void Input::readFromFile()
    while (!fileCheck.fileExist(fileToRead))
        if (!enterNewFileName(false))
            return;
    ifstream infile;
    infile.open(fileToRead.c_str());
    float currentValue = 0;
```

```
while (!infile.eof()) {
        infile >> currentValue;
        cout << currentValue << endl;</pre>
    }
    infile.close();
// This method modifies an existing file one line at a time.
void Input::modifyFile()
    while (!fileCheck.fileExist(fileToRead))
        if (!enterNewFileName(false))
            return;
    ifstream infile;
    infile.open(fileToRead.c str());
    float currentValue = 0;
    char choice;
    vector<float> currentNumbers;
    bool acceptAllNumbers = false;
    while (!infile.eof()) {
        infile >> currentValue;
        if (acceptAllNumbers) {
             currentNumbers.push_back(currentValue);
        } else {
             bool choiceGood = false;
             do {
                 cout << "\nWhat would you like to do with this</pre>
number, " << currentValue << "?\n";</pre>
                 cout << "Enter 1 to accept this number.\n";</pre>
                 cout << "Enter 2 to replace this number.\n";</pre>
                 cout << "Enter 3 to delete this number.\n";</pre>
                 cout << "Enter 4 to insert a new number after
current number.\n";
                 cout << "Enter 5 to accept the remainder of the</pre>
numbers.\n";
                 cout << "Choice: ";</pre>
                 cin >> choice;
                 if (isdigit(choice)) {
                     if (atoi(&choice) > 0 && atoi(&choice) < 6)</pre>
                          choiceGood = true;
                     else
```

```
cout << "\nInvalid Choice, Try again\n</pre>
\n";
                 } else
                     cout << "\nInvalid Choice, Try again\n\n";</pre>
                 cin.ignore(INT_MAX,'\n');
             } while (!choiceGood);
             switch (choice) {
                 case '1':
                     currentNumbers.push_back(currentValue);
                     break;
                 case '2':
                     currentNumbers.push_back(enterNumber());
                     break;
                 case '3':
                     break;
                 case '4':
                     currentNumbers.push back(currentValue);
                     currentNumbers.push_back(enterNumber());
                     break;
                 case '5':
                     currentNumbers.push_back(currentValue);
                     acceptAllNumbers = true;
                     break;
                 default:
                     break;
             }
        }
    }
    infile.close();
    bool choiceGood = false;
    do {
        cout << "\nWould you like to replace the current file or</pre>
create a new file?\n";
        cout << "Enter 1 to replace the current file's contents.</pre>
\n";
        cout << "Enter 2 to create a new file.\n";</pre>
        cout << "Choice: ";</pre>
        cin >> choice;
        if (isdigit(choice)) {
             if (atoi(&choice) > 0 && atoi(&choice) < 3)</pre>
                 choiceGood = true;
             else
                 cout << "\nInvalid Choice, Try again\n\n";</pre>
        } else
```

```
cout << "\nInvalid Choice, Try again\n\n";</pre>
        cin.ignore(INT_MAX,'\n');
    } while (!choiceGood);
    if (choice == '2') {
        cout << "Enter the file name to access: ";</pre>
        cin >> fileToRead;
        while (fileCheck.fileExist(fileToRead))
             if (!enterNewFileName(false))
                 return;
    }
    ofstream outfile;
    outfile.open(fileToRead.c_str());
    for (int i = 0; i < currentNumbers.size(); i++) {</pre>
        if (i == currentNumbers.size() - 1)
            outfile << currentNumbers[i];</pre>
        else
            outfile << currentNumbers[i] << " ";</pre>
    }
}
// This method allows input of a float
float Input::enterNumber()
    float current = 0;
    string currentString = "";
    cout << "\nEnter number: ";</pre>
    cin >> currentString;
    while (!stringToFloat.isStringAFloat(currentString)) {
        cout << "\nInvalid Value, try again\n\n";</pre>
        cout << "\nEnter number: ";</pre>
        cin >> currentString;
    }
    current = stringToFloat.getFloatValue();
    return current;
}
// This method asks the user to enter a new filename
```

```
bool Input::enterNewFileName(bool exists)
    if (exists)
        cout << "\nThe filename already exists\n";</pre>
    else
        cout << "\nThe filename doesn't exist\n";</pre>
    char choice = 0;
    bool choiceGood = false;
        cout << "What would you like to enter a new filename?\n";</pre>
        cout << "Enter 1 to enter another filename.\n";</pre>
        cout << "Enter 0 to quit.\n";</pre>
        cout << "Choice: ";</pre>
        cin >> choice;
        if (isdigit(choice)) {
             if (atoi(&choice) >= 0 && atoi(&choice) < 2)</pre>
                 choiceGood = true;
             else
                 cout << "\nInvalid Choice, Try again\n\n";</pre>
         } else
             cout << "\nInvalid Choice, Try again\n\n";</pre>
         cin.ignore(INT_MAX,'\n');
    } while (!choiceGood);
    if (choice == '1') {
        cout << "Enter the file name to access: ";</pre>
         cin >> this->fileToRead;
        return true;
    } else
        return false;
}
```

```
// Name: James Small
// Program: 4a
// Class: CSE455
// Description: Class to calculate the linear regression of a set
of numbers
#ifndef LINEARREGRESSION_H
#define LINEARREGRESSION_H
#include <string>
#include <vector>
#include "FileCheck.h"
using namespace std;
class LinearRegression
     public:
        LinearRegression();
        bool getGood();
        void report();
    private:
        float b0Value;
        float blValue;
        bool fileNamesGood;
        string fileName1;
        string fileName2;
        FileCheck fileCheck;
        vector<float> vector1;
        vector<float> vector2;
        void calculate();
        void readInValues(string fileName, vector<float>
&vector);
        float averageOfVector(vector<float> vector);
        vector<float> multiplyValues(vector<float> vector1,
vector<float> vector2);
        float sumValues(vector<float> vector);
        bool enterNewFileName(string &fileName);
};
#endif
```

```
// Name: James Small
// Program: 4A
// Class: CSE455
// Description: LinearRegression class implementation file
#include "LinearRegression.h"
#include <fstream>
#include <iostream>
// Constructor that takes in both file names
LinearRegression::LinearRegression()
    fileNamesGood = true;
    b0Value = 0;
    blValue = 0;
    cout << "Enter the x-axis values filename: ";</pre>
    cin >> fileName1;
    while (!fileCheck.fileExist(fileName1))
        if (!enterNewFileName(fileName1)) {
            fileNamesGood = false;
            return;
        }
    cout << "\nEnter the y-axis values filename: ";</pre>
    cin >> fileName2;
    while (!fileCheck.fileExist(fileName2))
        if (!enterNewFileName(fileName2)) {
            fileNamesGood = false;
            return;
    calculate();
}
// This method returns true if the file names were good
bool LinearRegression::getGood()
    return fileNamesGood;
// This method calculates the linear regression
void LinearRegression::calculate()
    readInValues(fileName1, vector1);
    readInValues(fileName2, vector2);
```

```
float topValue = 0;
    float bottomValue = 0;
    float topValueLeft = 0;
    float topValueRight = 0;
    float bottomValueLeft = 0;
    float bottomValueRight = 0;
    topValueLeft = sumValues(multiplyValues(vector1, vector2));
    topValueRight = vector1.size() * averageOfVector(vector1) *
averageOfVector(vector2);
    topValue = topValueLeft - topValueRight;
    bottomValueLeft = sumValues(multiplyValues(vector1,vector1));
    bottomValueRight = vector1.size() * averageOfVector(vector1)
* averageOfVector(vector1);
    bottomValue = bottomValueLeft - bottomValueRight;
    b1Value = topValue / bottomValue;
    b0Value = averageOfVector(vector2) - b1Value *
averageOfVector(vector1);
// This method reads the numbers from a file into a vector
void LinearRegression::readInValues(string filename, vector
<float> &vector)
    ifstream infile;
    infile.open(filename.c str());
    float currentValue = 0;
    while (!infile.eof()) {
        infile >> currentValue;
        vector.push_back(currentValue);
    }
    infile.close();
// This method calcualtes the average value of the vector
float LinearRegression::averageOfVector(vector<float> vector)
    return sumValues(vector) / vector.size();
// This method multiples parallel vectors and returns a vector as
result
vector<float> LinearRegression::multiplyValues(vector<float>
```

```
vector1, vector<float> vector2)
    vector<float> multiplyVector;
    if (vector1.size() != vector2.size())
        return multiplyVector;
    for (int i = 0; i < vector1.size(); i++)</pre>
        multiplyVector.push_back(vector1[i] * vector2[i]);
    return multiplyVector;
}
// This method displays a report of the results
void LinearRegression::report()
    cout << "\nB0 = " << b0Value << endl;</pre>
    cout << "B1 = " << b1Value << endl << endl;</pre>
}
// This method sums all values in the vector
float LinearRegression::sumValues(vector<float> vector)
    float sum = 0;
    for (int i = 0; i < vector.size(); i++)
        sum += vector[i];
    return sum;
}
// This method asks the user to enter a new filename
bool LinearRegression::enterNewFileName(string &fileName)
    cout << "\nThe filename doesn't exist\n";</pre>
    char choice = 0;
    bool choiceGood = false;
    do {
        cout << "What would you like to enter a new filename?\n";</pre>
        cout << "Enter 1 to enter another filename.\n";</pre>
        cout << "Enter 0 to quit.\n";</pre>
        cout << "Choice: ";</pre>
        cin >> choice;
        if (isdigit(choice)) {
             if (atoi(&choice) >= 0 && atoi(&choice) < 2)</pre>
```

```
// Name: James Small
// Program: 3B
// Class: CSE455
// Description: Class to convert string to float, if possible
#ifndef STRINGTOFLOAT_H
#define STRINGTOFLOAT_H
#include <string>
using namespace std;
class StringToFloat
     public:
           StringToFloat();
           bool isStringAFloat(string stringToTest);
           float getFloatValue();
     private:
           string currentString;
           float currentFloat;
};
#endif
```

```
// Name: James Small
// Program: 3B
// Class: CSE455
// Description: StringToFloat class implementation file
#include "StringToFloat.h"
#include <stdlib.h> // for atof
#include <ctype.h> // for isdigit
// Constructor which sets the currentFloat to 0
StringToFloat::StringToFloat()
     currentFloat = 0;
// This method takes a string and returns true or false if a
float
bool StringToFloat::isStringAFloat(string stringToTest)
     currentString = stringToTest;
      int periodsCount = 0;
     bool nonDigitFound = false;
     bool isFloat = false;
     for (int i = 0;i < currentString.length(); i++) {</pre>
           if (!isdigit(currentString[i])) {
                 if (currentString[i] == '.') {
                      periodsCount++;
                 else if (currentString[i] == '-') {
                      if (i != 0)
                            nonDigitFound = true;
                 } else
                      nonDigitFound = true;
           }
     if (!nonDigitFound && periodsCount < 2) {</pre>
           isFloat = true;
           currentFloat = atof(currentString.c_str());
     return isFloat;
}
// This method returns the float value
float StringToFloat::getFloatValue()
     return currentFloat;
```

}