//File Input/Output

//Created by Charu Shekhar

#include <iostream>

#include <fstream>

#include <string>

using namespace std;

#include "HashADT.h"

//#define DEBUG //If DEBUG is defined, then some debug cout's are printed

//Below is the real readShootings functions, using class Shootings in templated HashTable

//void readShootings(string filename, HashTable <Shootings> &hashTable)

//Just for testing - Using string in templated HashTable, just for testing

//Replace this with the correct templated class as above

void readShootings(string filename, HashTable <string> &hashTable)

{

ifstream infile;

bool result;

// Open the input file

infile.open(filename.c\_str());

if (infile.fail())

{

cout << "\n\Error opening the input file: " << filename << endl;

return;

}

//Shootings incident;

string ID="", title, location, date, incidentArea, target, cause, name, race, gender;

int fatalities, injured, age;

// Read the file line by line.

while (getline(infile, ID, ';'))

{

infile.ignore(); // to discard ';'

//infile >> ID; infile.ignore();

getline(infile, title, ';'); infile.ignore();

getline(infile, location, ';'); infile.ignore();

getline(infile, date, ';'); infile.ignore();

getline(infile, incidentArea, ';'); infile.ignore();

getline(infile, target, ';'); infile.ignore();

getline(infile, cause, ';'); infile.ignore();

getline(infile, name, ';'); infile.ignore();

infile >> fatalities; infile.ignore();

infile >> injured; infile.ignore();

infile >> age; infile.ignore();

getline(infile, race, ';'); infile.ignore();

getline(infile, gender);

// if DEBUG is defined, then print everything which was just read.

#ifdef DEBUG

cout << "ID=" <<ID << ";";

cout << "Title=" << title << ";";

cout << "Location=" << location << ";";

cout << "Date=" << date << ";";

cout << "Incident Area=" << incidentArea << ";";

cout << "Target=" << target << ";";

cout << "Cause=" << cause << ";";

cout << "Name=" << name << ";";

cout << "Fatalities=" << fatalities << ";";

cout << "Injured=" << injured << ";";

cout << "Age=" << age << ";";

cout << "Race=" << race << ";";

cout << "Gender=" << gender << ";" << endl;

#endif

// Copy all the above variables into a variable of type Shootings, once the settor functions are available

/\* These are commented out for now.

Shootings incident;

incident.setID(ID);

incident.setTitle(title);

incident.setLocation(location);

incident.setDate(date);

incident.setIncidentArea(incidentArea);

incident.setTarget(target);

incident.setCause(cause);

incident.setName(name);

incident.setFatalities(fatalities);

incident.setInjured(injured);

incident.setAge(age);

incident.setRace(race);

incident.setGender(gender);

\*/

// Call insertnode with the correct templated type, once Shootings class is available

//hashTable.insertNode (incident, ID);

// Below is just for testing, using string instead of Shootings

hashTable.insertNode (title, ID);

// Below couts were just for testing the readFile function

}

// Close the input file

infile.close();

}