### Misc. Questions

#### Reminder

- Speaking of exams
  - The date for the Final has been decided:
  - Saturday, November 16th
  - -8am-10am
  - -01-2000

#### Announcement

- If you would like a paper copy of Volume 2 of the text, please let me know via e-mail by Wednesday.
  - Cost will be \$25.

# Before we begin

- Project Notes
  - Quota problems:
    - Use rm-junk to clean up your accounts
  - Update design
  - try now fixed
  - Clock problem due Oct 16.

# Before we begin

- Project Notes
  - About the Parking Lot Problem
    - Cars can only go forward or reverse
    - Cars cannot turn
    - · Cars cannot go diagonal
    - · Cars cannot move sideways
    - No square cars!

# Before we begin

- · Misc. Questions
  - Initializing pointers
  - Bad input
  - Virtual operators

### **Initializing Pointers**

- This is okay int a (7);
- Evidently, this is not (on Windows)

```
int * a (new int [20]);
```

• However, in initializer list, it's okay

```
Foo::Foo (int size) : intArray (new int[size])
{}
```

# Bad input

• What to do when getting input from cin?

```
float f
cin >> f;
```

- What happens if "Foo" is inputted
  - istream overloads the ! operator
  - istream::operator! will return true if
    - · EOF is reached
    - · Problem with stream
    - · Data formatting error

# Bad input

• What to do when getting input from cin?

```
float f
cin >> f;
if (!cin) {
  cerr << "Bad input";
   ...
}</pre>
```

### Bad input

• Note that istream also defines a method that will convert a stream to a pointer iff it is okay and 0 otherwise.

```
while (cin) { ... }
```

# Virtual operators

- Q: Can operators be declared as virtual?
  - What if your solver wants to compare 2 abstract Configurations?
  - Make a call to:
    - Configuration::operator< (const Configuration &C)
  - This will be overridden by derived classes of Configuration

# Virtual operators

- · In this case
  - Configuration's operator< must be declared as virtual.

#### Virtual operators

- Then..
  - Derived class's signature must be exactly the same:

```
class ClockConfig : public Configuration {
public:
    bool operator< (const Configuration &C)
    ...
}</pre>
```

#### Virtual operators

• Problems with this:

```
FarmerConfig F(...);
ClockConfig C(...);
if (C < F) // what does THIS
  mean?</pre>
```

### Virtual operators

```
/**

* See if this configuration should be ordered

* before another. What that means is up to each

* derived class.

* @pre other is the same type as this.

* @return true iff this should be ordered before

* other

*/
bool operator<( const Configuration &other );
```

### Virtual operators

```
bool ClockConfig::operator<( const Configuration &other
)
{
    // must cast other to a ClockConfig
    // we know we can if precondition is met
    // should probably check using runtime type checking const ClockConfig &CC = (const ClockConfig &)other;

    // compare members with CC, not other
    if (myData < CC.myData) return true;
    ...
}</pre>
```

# Virtual operators

· Questions

# Virtual operators

• Note: operator= cannot be declared virtual

### Virtual operators

 ClockConfig's assignment should explicitly call Configuration's assignment

# Questions?

### A little bit more on testing

- · White Box Testing
  - Assure that all code is executed and tested
  - statement coverage:
    - · suite of tests executes each statement at least once
  - decision coverage:
    - suite of tests ensures each if/loop/case decision goes every way it possibly can
  - condition coverage:
    - suite of tests ensures that each combination of Boolean outcomes from a single decision is tested

### A little bit more on testing

- · Software tools
  - Rational Rose includes
    - Purify detects memory management problems
    - Pure Coverage statement coverage

# A little bit more on testing

- One solution to testing List class
  - Posted on Web site
- Questions?