

## Data Structure Assignment 3

### Programming homework

#### Queueing in Costco

Using the data structure queue, write a program to simulate the process of queueing in Costco. There are customers who leave the queue after completing their payment, and newcomers who are about to join the queue. When a newcomer recognizes a friend in the queue, they will cut the line inappropriately to meet their friend.

#### Input:

The first row of input consists of an integer  $N$  ( $1 \leq N \leq 26$ ) which indicates the number of groups of friends. Assume that everyone in the same group are friends with each other, and does not know anyone from different groups.

Each of the following  $N$  rows describe each group respectively, beginning with an integer  $M$  ( $1 \leq M \leq 26$ ), which is the number of people in the group, followed by  $M$  capital letters (A~Z) representing  $M$  people respectively. Each capital letter is separated by a space. Every customer is represented by a distinct letter.

Then, there will be several rows of input consisted of the following operations:

**DEQUEUE** indicates the customer at the front of the queue has completed payment and left.

**ENQUEUE P** indicates a newcomer  $P$  will join the queue. If there exists a friend of  $P$  in the queue,  $P$  will cut in front of the friend. If there are multiple friends of  $P$  in the queue,  $P$  will choose the friend nearest to the front of the queue. If there are no friends of  $P$  in the queue,  $P$  will join at the end of the queue.

Input stops when **EOF** (ctrl+z on windows) is read.

#### Output:

In separate lines, show the customer who left after each **DEQUEUE** operation.

#### Note:

**Write your own implementation of queue and its operations.**

**Zero points will be given if you use queue, deque, or similar classes from C++ STL.**

## Input

```
2
3 A B C
4 D E F G
ENQUEUE A
ENQUEUE D
ENQUEUE C
DEQUEUE
ENQUEUE B
ENQUEUE H
ENQUEUE F
DEQUEUE
DEQUEUE
DEQUEUE
DEQUEUE
DEQUEUE
^Z      (EOF)
```

## Output

```
C
B
A
F
D
H
```

### General information:

- Deadline: **2019/11/6 23:55.**
- Submit your programming assignment to Moodle system.
- Submitted file format: student-ID\_Name.zip, e.g. F12345678\_王曉明.zip
- Your submitted file must contain **Source Code** & **Readme file** (Program description)
- Late homework will not be accepted
- There is a “zero tolerance” for plagiarism. You will receive a score of zero if you get caught plagiarizing.

## 資料結構課程規定

1. 程式執行環境: Windows、Linux。
2. 程式語言: C/C++
3. 程式作業只需提供source code和readme的說明文件。**Source code只接受.cpp和.c檔**，其餘檔案類型恕不接受，**說明文件請含括您的程式內容的解說**，例如，程式執行流程，程式架構，如何設計功能等，請不要複製題目或複製程式碼註解貼上。
4. 紙本作業請列出推論過程，僅列出答案而未列出過程者，不給分。繳交紙本作業時，記得寫名字以及學號，**請務必記得用A4紙張作答，若超過一張，請自行裝訂起來再交給助教**，否則將斟酌扣分。
5. 紙本作業與程式作業**請勿抄襲**，如有發現一律0分計算。
6. 程式作業上傳至moodle各章節底下的繳交區。
7. 程式作業與手寫作業皆不接受遲交與補交。程式作業在公布之後的兩個禮拜內將會開放上傳繳交，請同學們盡早完成作業，避免在最後期限內的一、兩個小時上傳moodle導致發生問題。
8. 每個程式的程式分數佔80%，說明文件佔20%，若並未完成作業題目所有要求、所交程式碼無法執行或執行結果錯誤，將會依照題目要求和執行結果的完程度評分，其餘的評分項目由當次作業批改的助教來決定。
9. 每次作業壓縮檔(例如zip, 7z檔)名稱必須以學號命名，若未註明一律扣該次成績20分。

本課程的TA時段如下:

星期二 (Tues.) p.m. 3:00 – 5:00

星期四 (Thu.) p.m. 6:00 – 8:00

若是同學有資料結構相關問題可至高速網路實驗室(資訊系新大樓5F,65503室)詢問，為免同學撲空，如同學無法在助教時間前來，煩請事先與助教預約時間。如有任何問題請寫信給助教。

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## Course Provisions

1. Program execution environment : Windows 、 Linux
2. Programming language : C/C++ **(Languages other than C/C++ are not accepted)**
3. Submitted programming homework must include **source code** in .cpp or .c data type, and **readme document**. You are required to address the **program architecture, program functions and how you design your program** in readme file. Do not just write the pseudo code or even just copy and paste your code!
4. You won't get any point for paper homework if you only write the answers without addressing your process and reasons. **Please do your work on A4 papers. If there is more than one page, please staple them together, and write your student id & name on each page. Points will be deducted otherwise.**
5. There is a "zero tolerance" for plagiarism. You will receive a score of zero if you get caught plagiarizing.
6. Please submit your programming homework to moodle.
7. Late homework is not accepted.
8. Programming homework grade is divided into two parts: 80% for the code and 20% for the readme file. **Partial points will still be awarded if the output results of your program are partly correct.** The remaining grading standards are decided by the TAs.
9. **Please name the filename of your submitted compressed file (e.g. zip, 7z) after your student ID number. 20 points will be deducted otherwise.**

TA time of the course:

Tues. 15:00 - 17:00

Thu. 18:00 – 20:00

If you have any question, please come to our lab at TA time (CSIE Bldg. Room 65503).

If you are not available to come at TA time, please make another appointment with the TAs.

You can also mail us about your questions.

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