

Asgn 5 Demo Specs (& Related Notes)

PSEUDOCODE FOR MAIN ("test driver") PROGRAM

- Delete Log file
- (No object declarations here, no files opened here)
- For loop with fileNameSuffix going from 1 to 3
calling userAppMain (fileNameSuffix)

THE DEMO

- run the program
- print out Log file
(eliminate wrap-around by using landscape and/or a smaller font as needed)
- print out the code files
- circle what's specified below

PACKET TO HAND IN - IN THIS ORDER

- cover page
- Log
- the code files - in this order:
 - main program
 - UserApp class
 - CodeIndex class
 - ActualData class
 - Any other code files you added

FAQ

- *Is PrettyPrint needed?* NO. YOU didn't create the BINARY CodeIndex files, so. . . However, if YOU want to see what the binary CodeIndex files looks like, you can, of course, write/call a prettyPrint method which reads//displays the file to the CONSOLE or to some other file (just do NOT write it to the Log file to clutter things up).
- *How many nodes do I need room for in CodeIndex?* ONLY ONE. Any more than that and you'd lose a lot of points, since it's not needed
- *Does A5 use CodeIndex TEXT files?* NO. You MUST use the BINARY versions of those files.
- *Did the specs mean NO if/else's in searchOneNode?* NO. You can use if/else's for any "other things", just NOT for the keyValue comparison's CONTROLLER. You need a while LOOP for that so the program's robust

enough to handle any size node (within the MAX_M constraint). But feel free to put if/else's inside the while loop and after the while loop (which I'm thinking you'll need to)

- *Can I have different (overloaded) methods to handle the 3 different files since they have different size M's and different heights?* NO
- *Can I define bTreeNode as a separate class outside of CodeIndex?* YES, if you want to (and it's probably a nice idea). But if you do, don't declare a bunch of objects (one per node read in) – just re-use the same object (memory allocation) over and over since we never need more than one node in memory at once
- *Can we read in part of a Node?* NO. If you want to see anything inside a node, you MUST call readOneNode which only knows how to read in an ENTIRE NODE. (However, the code body probably reads in individual fields during the process of reading in the entire node).

CIRCLE THE FOLLOWING

- the internal BTree node storage for a SINGLE NODE in CodeIndex class (i.e., the 3 parallel arrays for tp's, code's, drp's – OR...) – the grader just wants to see that you only have memory allocated for ONE NODE, not the whole tree/file
- the 2 offset calculations and 2 seek's
 - in CodeIndex class
 - in ActualData class
- searchOneNode method header, readOneNode method header
- anything that you were NOT supposed to do, so the grader can more easily take off lots of points – see notes to grader on CoverPage