

CPSC 131, Data Structures – Fall 2023

Homework 3: Container Adapters



Learning Goals:

- Familiarization with stack and queue concepts
- Reinforce the concept of adapting the stack and queue abstract data type to an underlying implementation data structure
- Familiarization and practice using the STL's adapter container interface
- Increase recursion proficiency
- Reinforce modern C++ object-oriented programming techniques

Description:

Continuing with our grocery item and grocery list themes, you are now at a grocery store shopping for the grocery items on your list. As you walk up and down the aisles you place grocery items into your shopping cart, one grocery item on top of the other. The last grocery item you place into your shopping cart will be on top and will be the first grocery item you remove. In fact, if you want to get to something at the bottom of your cart you'll have to remove everything on top of it first. You're a very smart shopper so you know to start with canned goods first so they won't break, and finish with the eggs last.

As luck would have it, you've almost completed your shopping and have a pretty full cart when the wheel falls off rendering your cart unmovable. Determined to complete your grocery shopping you grab another cart and begin moving items from the broken cart to the new cart when you realize that your breakable grocery items, like eggs, will now be on the bottom. But that's an easy problem to solve, all you have to do is get a third cart and carefully move grocery items between the two new carts so that the breakable items are always on the top.



A recursive algorithm to carefully move grocery items from the broken cart to a working cart is:

```

START
Procedure carefully_move_grocery_items (number_of_items_to_be_moved, broken_cart, working_cart, spare_cart)

  IF number_of_items_to_be_moved == 1, THEN
    move top item from broken_cart to working_cart

  ELSE
    carefully_move_grocery_items (number_of_items_to_be_moved-1, broken_cart, spare_cart, working_cart)
    move top item from broken_cart to working_cart
    carefully_move_grocery_items (number_of_items_to_be_moved-1, spare_cart, working_cart, broken_cart)

  END IF

END Procedure
STOP

```

See [Towers of Hanoi](#) in WikiBooks, or [Data Structure & Algorithms - Tower of Hanoi](#), [Tower of Hanoi video](#) or [Tower of Hanoi recursion game algorithm explained](#) for more about the recursive algorithm.

A sample trace might look like:

After 0 moves:	Broken Cart	Spare Cart	Working Cart
	eggs bread apple pie hotdogs rice krispies milk =====		
After 1 moves:	Broken Cart	Spare Cart	Working Cart
	bread apple pie hotdogs rice krispies milk =====	eggs	
After 2 moves:	Broken Cart	Spare Cart	Working Cart
	apple pie hotdogs rice krispies milk =====	eggs	bread
After 3 moves:	Broken Cart	Spare Cart	Working Cart
	apple pie hotdogs rice krispies milk =====		eggs bread
<i>and so on ...</i>			
After 63 moves:	Broken Cart	Spare Cart	Working Cart
			eggs bread apple pie hotdogs rice krispies milk =====

Once you fill your shopping cart you'll proceed to the checkout line. When it's your turn, you'll take all your grocery items from your shopping cart and place them flat on the counter one after the other where they will be scanned in order and a total calculated. As a grocery item is scanned, the UPC is used to query the store's persistent database for the grocery item's full name, description, and price. Note that the grocery item scanned may not be in the database. You take your receipt and your bags of groceries and leave the store.



The output of your program is an itemized receipt with the total amount due, perhaps something like this:

```
"00688267039317", "Nature's Promise", "Nature's Promise Naturals Fresh Brown Eggs Omega 3 Large", 24.66
"00835841005255", "Fiber One", "Fiber One Bread Country White", 2.78
"09073649000493" (apple pie) not found, your grocery item is free! Bon appetit!
"00038000291210", "Rice Krispies", "Kellogg's Rice Krispies Cereal", 12.85
"00075457129000", "Garelick Farms", "Garelick Farms Dairy Pure Milk 1% Lowfat", 9.64
-----
Total $49.93
```

How to Proceed:

The following sequence of steps are recommended to get started and eventually complete this assignment.

1. Review the solution to the last homework assignment. Use the posted solution to fix your solution and verify it now works. Your `GroceryItem` class needs to be working well before continuing with this assignment. When you're ready, replace the `GroceryItem.cpp` file packaged with this assignment with your (potentially updated) `GroceryItem.cpp` file from last assignment.
2. Implement the database functions first. This worldwide database of grocery items has hundreds of thousands of entries most grocery stores access when looking up a particular UPC's for a matching brand name, product description and recommended retail price. Details are in `GroceryItemDatabase.hpp` and `GroceryItemDatabase.cpp`.
 - a. The constructor opens a text file containing Grocery Items and populates a memory resident data store with the contents of the text file. Implement the memory resident data store with a standard vector. You are given a sample database text file to test your work. The actual database file used to grade your work may be different.
 - b. The `find()` function takes a UPC, searches the memory resident data store, and returns a pointer to the grocery item if found and a null pointer otherwise. Implement this function recursively.
 - c. The `size()` function takes no arguments and returns the number of grocery items in the database.
3. Next, implement the segments in `main.cpp` from top to bottom. Details are embedded in `main.cpp`.
 - a. Implement the `carefully_move_grocery_items` recursive algorithm first, then
 - i. Hint: You may want to stub this out for now so you can make progress elsewhere, but do remember to come back later and actually implement it. In TO-DO (2), simply set `to = from;`
 - b. Snag an empty cart
 - c. Shop for a while placing grocery items into a shopping cart
 - d. A wheel on your cart falls off so carefully move grocery items from the broken cart to a new cart that works
 - e. Checkout and pay for all this stuff by choosing a checkout line and placing grocery items on the counter's conveyor belt. Once all the grocery items have been moved from the cart to the counter the cashier will begin scanning the grocery items in the order you placed them on the counter.

- f. Scan the grocery items in the order you placed them on the counter accumulating the amount due and creating a receipt with full product descriptions and prices obtained from the database.
 - i. Don't assume the grocery item's UPC will be in the worldwide database of grocery items.
 - ii. Do assume the database text file will have formatting errors and that your Grocery Item's extraction operator will handle the errors. Of course, verify your Grocery Item's extraction operator really does handle errors.

Rules and Constraints:

1. You are to modify only designated TO-DO sections. **The grading process will detect and discard any changes made outside the designated TO-DO sections, including spacing and formatting.** Designated TO-DO sections are identified with the following comments:

```

//////////////////// TO-DO (X) //////////////////////
...
//////////////////// END-TO-DO (X) //////////////////////

```

Keep and do not alter these comments. Insert your code between them. In this assignment, there are 12 such sections of code you are being asked to complete. 7 of them are in `main.cpp`, 2 are in `GroceryItemDatabase.hpp`, and 3 are in `GroceryItemDatabase.cpp`.

Reminders:

- The C++ using directive `using namespace std;` is **never allowed** in any header or source file in any deliverable product. Being new to C++, you may have used this in the past. If you haven't done so already, it's now time to shed this crutch and fully decorate your identifiers.
- A clean compile is an entrance criterion. Deliveries that do meet the entrance criteria cannot be graded.
- Use `Build.sh` on Tuffix to compile and link your program. The grading tools use it, so if you want to know if you compile error and warning free (a prerequisite to earn credit) than you too should use it.
- Filenames are case sensitive on Linux operating systems, like Tuffix.
- You may redirect standard input from a text file, and you must redirect standard output to a text file named `output.txt`. Failure to include `output.txt` in your delivery indicates you were not able to execute your program and will be scored accordingly. A screenshot of your terminal window is not acceptable. See [How to build and run your programs](#). Also see [How to use command redirection under Linux](#) if you are unfamiliar with command line redirection.

Deliverable Artifacts:

Provided files	Files to deliver	Comments
GroceryItem.hpp	1. GroceryItem.hpp	You shall not modify this file. The grading process will overwrite whatever you deliver with the one provided with this assignment. It is important your delivery is complete, so don't omit this file.
GroceryItem.cpp	2. GroceryItem.cpp	Replace with your (potentially updated) file from the previous assignment.
main.cpp GroceryItemDatabase.hpp GroceryItemDatabase.cpp	3. main.cpp 4. GroceryItemDatabase.hpp 5. GroceryItemDatabase.cpp	Start with the files provided. Make your changes in the designated TO-DO sections (only). The grading process will detect and discard all other changes.
sample_output.txt	6. output.txt	Capture your program's output to this text file using command line redirection. See command redirection . Failure to deliver this file indicates you could not get your program to execute. Screenshots or terminal window log files are not permitted.
	readme.*	Optional. Use it to communicate your thoughts to the grader. Canvas comments are not sent to the grader and are not seen.
Grocery_UPC_Database-Small.dat		Text file with a worldwide grocery item database. Do not modify this file. It's big and unchanged, so don't include it in your delivery
RegressionTests/ GroceryItemDatabaseTests.cpp GroceryItemTests.cpp CheckResults.hpp		When you're far enough along and ready to have your classes tested, then place these files in your working directory. These tests will be added to your delivery and executed during the grading process. The grading process expects all tests to pass.