

# Sequence Set

1.0

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# Chapter 1

## Class Index

### 1.1 Class List

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# File Index

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## Chapter 3

# Class Documentation

### 3.1 Block Class Reference

```
#include <Block.h>
```

Collaboration diagram for Block:

Block
<div><div>+ Block()</div><div>+ Block()</div><div>+ Block()</div><div>+ Block()</div><div>+ write()</div><div>+ search()</div><div>+ getNextBlock()</div><div>+ getPreviousBlock()</div><div>+ setNextBlock()</div><div>+ setPrevBlock()</div><div>+ getRecordCount()</div><div>+ getLastRecordPKey()</div><div>+ deleteRecord()</div><div>+ addRecord()</div><div>+ getRecords()</div><div>+ blockData()</div><div>+ getRBN()</div><div>+ setRBN()</div></div>

## Public Member Functions

- [Block](#) ()  
*Default constructor.*
- [Block](#) (unsigned long long \_RBN)  
*Relative [Block](#) Number constructor.*
- [Block](#) (string[ ])  
*Constructor with record numbers.*
- [Block](#) (string)  
*Constructor with record numbers.*
- void [write](#) (string)
- int [search](#) (string pKey)  
*Searches for record.*
- [Block](#) \* [getNextBlock](#) ()  
*Gets pointer of next block.*
- [Block](#) \* [getPreviousBlock](#) ()  
*Gets pointer of previous block.*
- void [setNextBlock](#) ([Block](#) \*nextBlockPtr)  
*Sets pointer to next block.*
- void [setPrevBlock](#) ([Block](#) \*previousBlockPtr)  
*Sets pointer to previous block.*
- int [getRecordCount](#) ()  
*Gets the record count.*
- int [getLastRecordPKey](#) ()  
*Gets the last record of the block.*
- bool [deleteRecord](#) (string pKey)
- bool [addRecord](#) (string pKey)
- void [getRecords](#) ([Record](#) block[ ])
- string [blockData](#) ()  
*Returns RBN and records of the block.*
- unsigned long long [getRBN](#) ()  
*Gets the relative block number.*
- void [setRBN](#) (unsigned long long)  
*Set rleative block number.*

### 3.1.1 Detailed Description

Definition at line 30 of file [Block.h](#).

### 3.1.2 Constructor & Destructor Documentation

### 3.1.2.1 Block() [1/4]

```
Block::Block ( )
```

Default constructor.

#### Precondition

None

#### Postcondition

A blank [Block](#) object is created

Definition at line 40 of file [Block.cpp](#).

### 3.1.2.2 Block() [2/4]

```
Block::Block (
    unsigned long long _RBN )
```

Relative [Block](#) Number constructor.

#### Precondition

None

#### Postcondition

A blank [Block](#) object is created

Definition at line 55 of file [Block.cpp](#).

### 3.1.2.3 Block() [3/4]

```
Block::Block (
    string [ ] )
```

Constructor with record numbers.

#### Precondition

The passed array must be of size fill count

#### Postcondition

A block object is made using an array of primary keys

### 3.1.2.4 Block() [4/4]

```
Block::Block (
    string _blockData )
```

Constructor with record numbers.

#### Precondition

A string

#### Postcondition

A [Block](#) object is created using the string

Definition at line 80 of file [Block.cpp](#).

## 3.1.3 Member Function Documentation

### 3.1.3.1 addRecord()

```
bool Block::addRecord (
    string pKey )
```

#### Precondition

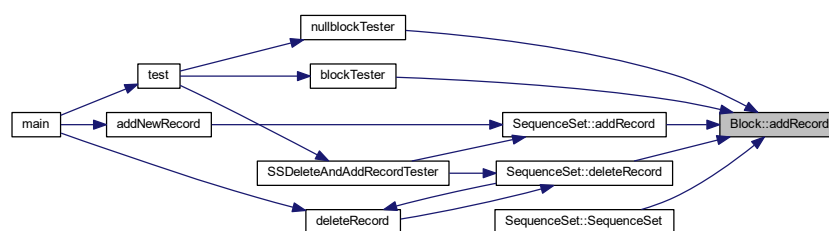
Primary key

#### Postcondition

Adds the record with the given primary key

Definition at line 260 of file [Block.cpp](#).

Here is the caller graph for this function:



### 3.1.3.2 blockData()

```
string Block::blockData ( )
```

Returns RBN and records of the block.

Definition at line 70 of file [Block.cpp](#).

### 3.1.3.3 deleteRecord()

```
bool Block::deleteRecord (
    string pKey )
```

#### Precondition

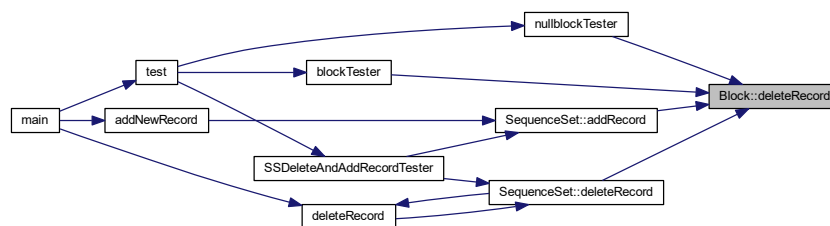
Primary key

#### Postcondition

Deletes the record with the given primary key

Definition at line 231 of file [Block.cpp](#).

Here is the caller graph for this function:



### 3.1.3.4 getLastRecordPKey()

```
int Block::getLastRecordPKey ( )
```

Gets the last record of the block.

Definition at line 225 of file [Block.cpp](#).

Here is the caller graph for this function:



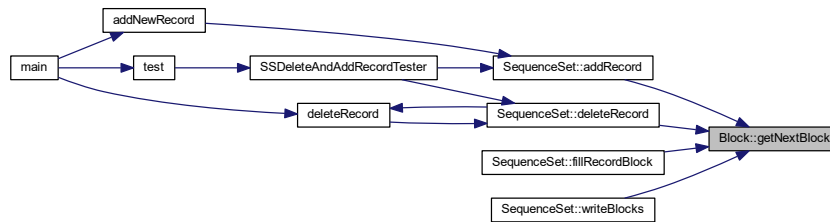
### 3.1.3.5 getNextBlock()

```
Block * Block::getNextBlock ( )
```

Gets pointer of next block.

Definition at line 192 of file [Block.cpp](#).

Here is the caller graph for this function:



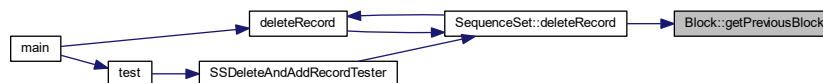
### 3.1.3.6 getPreviousBlock()

```
Block * Block::getPreviousBlock ( )
```

Gets pointer of previous block.

Definition at line 199 of file [Block.cpp](#).

Here is the caller graph for this function:



### 3.1.3.7 getRBN()

```
unsigned long long Block::getRBN ( )
```

Gets the relative block number.

Definition at line 302 of file [Block.cpp](#).



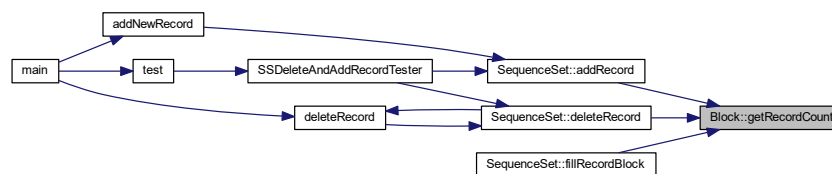
### 3.1.3.8 getRecordCount()

```
int Block::getRecordCount ( )
```

Gets the record count.

Definition at line 220 of file [Block.cpp](#).

Here is the caller graph for this function:



### 3.1.3.9 getRecords()

```
void Block::getRecords (
    Record block[ ] )
```

#### Precondition

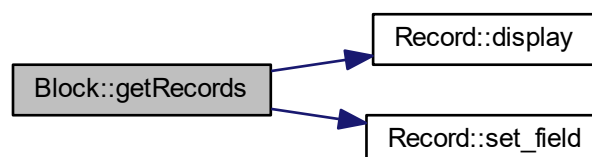
[Record](#) object array

#### Postcondition

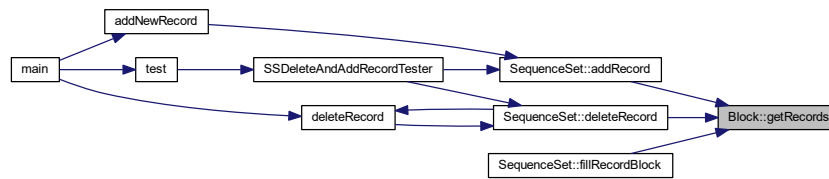
Fills record block

Definition at line 289 of file [Block.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



### 3.1.3.10 search()

```
int Block::search (
    string pKey )
```

Searches for record.

#### Precondition

Primary key

#### Postcondition

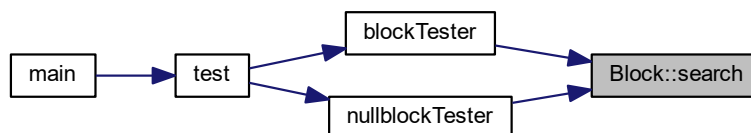
Returns the record or 0 if the record is not found

Definition at line 185 of file [Block.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



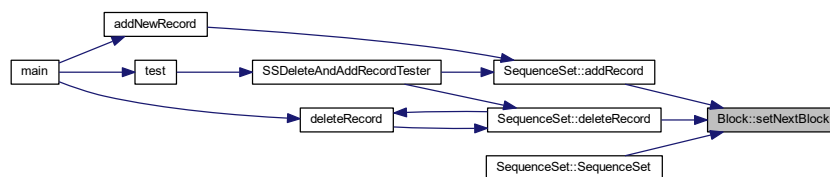
### 3.1.3.11 setNextBlock()

```
void Block::setNextBlock (
    Block * nextBlockPtr )
```

Sets pointer to next block.

Definition at line 206 of file Block.cpp.

Here is the caller graph for this function:



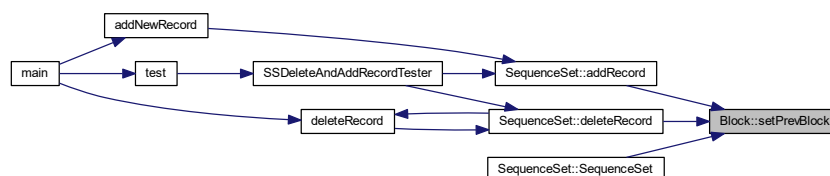
### 3.1.3.12 setPrevBlock()

```
void Block::setPrevBlock (
    Block * previousBlockPtr )
```

Sets pointer to previous block.

Definition at line 213 of file Block.cpp.

Here is the caller graph for this function:



### 3.1.3.13 setRBN()

```
void Block::setRBN (
    unsigned long long RBN )
```

Set relative block number.

#### Precondition

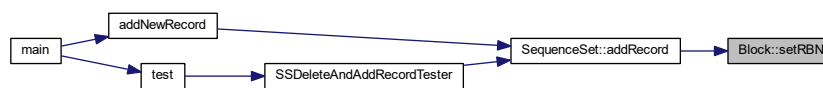
unsigned long long int

#### Postcondition

Sets the relative block number

Definition at line 306 of file [Block.cpp](#).

Here is the caller graph for this function:



### 3.1.3.14 write()

```
void Block::write (
    string _fileName )
```

#### Precondition

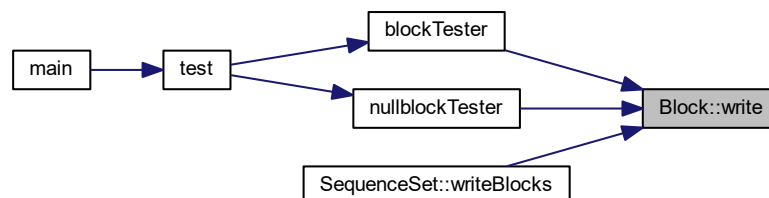
A block

#### Postcondition

Writes the block to a file

Definition at line 146 of file [Block.cpp](#).

Here is the caller graph for this function:

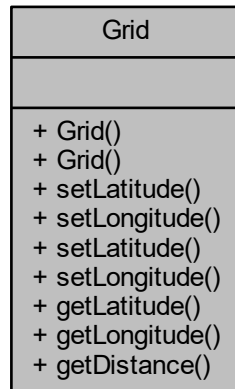


The documentation for this class was generated from the following files:

- [Doxygen/Input/Block.h](#)
- [Doxygen/Input/Block.cpp](#)

## 3.2 Grid Class Reference

Collaboration diagram for Grid:



### Public Member Functions

- [Grid \(\)](#)  
*Default constructor.*
- [Grid \(float, float\)](#)  
*Constructor requiring both latitude and longitude.*
- void [setLatitude](#) (float)  
*Sets Latitude for this grid object.*
- void [setLongitude](#) (float)  
*Sets Longitude for this grid object.*
- void [setLatitude](#) (string)  
*Sets Latitude for this grid object.*
- void [setLongitude](#) (string)  
*Sets Longitude for this grid object.*
- float [getLatitude](#) ()  
*Gets Latitude for this grid object.*
- float [getLongitude](#) ()  
*Gets Longitude for this grid object.*
- float [getDistance](#) ([Grid](#))  
*Gets Distance from this grid object to another grid object.*

### 3.2.1 Detailed Description

Definition at line 21 of file [grid.cpp](#).

## 3.2.2 Constructor & Destructor Documentation

### 3.2.2.1 Grid() [1/2]

```
Grid::Grid ( )
```

Default constructor.

#### Precondition

none

#### Postcondition

sets values for latitude and longitude to 0

Definition at line 42 of file [grid.cpp](#).

### 3.2.2.2 Grid() [2/2]

```
Grid::Grid (
    float _latitude,
    float _longitude )
```

Constructor requiring both latitude and longitude.

#### Precondition

Values for latitude and longitude as float

#### Postcondition

Sets values for latitude and longitude

Definition at line 51 of file [grid.cpp](#).

## 3.2.3 Member Function Documentation

### 3.2.3.1 getDistance()

```
float Grid::getDistance (
    Grid _grid )
```

Gets Distance from this grid object to another grid object.

#### Precondition

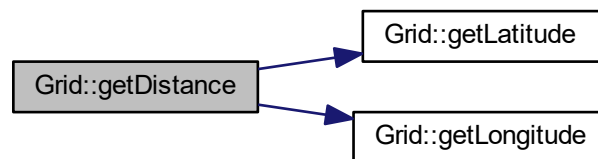
grid object must be provided

#### Postcondition

returns distance from this grid object to another grid object as float

Definition at line 108 of file [grid.cpp](#).

Here is the call graph for this function:



### 3.2.3.2 getLatitude()

```
float Grid::getLatitude ( )
```

Gets Latitude for this grid object.

#### Precondition

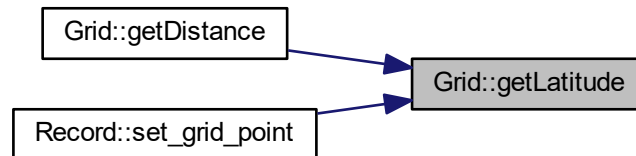
none

**Postcondition**

returns latitude for grid object as float

Definition at line 92 of file [grid.cpp](#).

Here is the caller graph for this function:

**3.2.3.3 getLongitude()**

```
float Grid::getLongitude ( )
```

Gets Longitude for this grid object.

**Precondition**

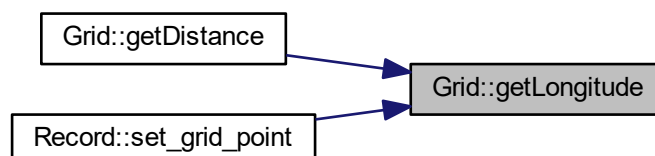
none

**Postcondition**

returns longitude for grid object as float

Definition at line 100 of file [grid.cpp](#).

Here is the caller graph for this function:





#### 3.2.3.4 setLatitude() [1/2]

```
void Grid::setLatitude (
    float _latitude )
```

Sets Latitude for this grid object.

##### Precondition

\_latitude must follow rules regarding floats

##### Postcondition

Sets latitude for grid object

Definition at line 60 of file [grid.cpp](#).

#### 3.2.3.5 setLatitude() [2/2]

```
void Grid::setLatitude (
    string _latitude )
```

Sets Latitude for this grid object.

##### Precondition

\_latitude must follow rules regarding string to float

##### Postcondition

Sets latitude for grid object

Definition at line 68 of file [grid.cpp](#).

#### 3.2.3.6 setLongitude() [1/2]

```
void Grid::setLongitude (
    float _longitude )
```

Sets Longitude for this grid object.

##### Precondition

\_longitude must follow rules regarding floats

##### Postcondition

Sets longitude for grid object

Definition at line 76 of file [grid.cpp](#).

### 3.2.3.7 setLongitude() [2/2]

```
void Grid::setLongitude (
    string _longitude )
```

Sets Longitude for this grid object.

#### Precondition

\_longitude must follow rules regarding string to float

#### Postcondition

Sets longitude for grid object

Definition at line 84 of file [grid.cpp](#).

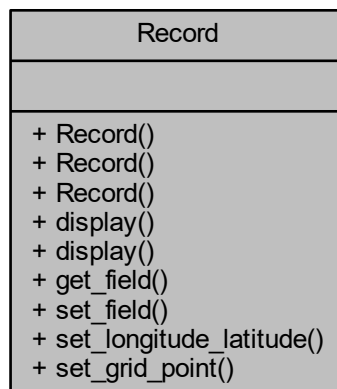
The documentation for this class was generated from the following file:

- [Doxygen/Input/grid.cpp](#)

## 3.3 Record Class Reference

```
#include <Record.h>
```

Collaboration diagram for Record:



## Public Member Functions

- [Record](#) ()  
*Default constructor.*
- [Record](#) (string, string, string, string, [Grid](#))  
*Constructor with a grid object.*
- [Record](#) (string, string, string, string, string, string)  
*Constructor that also takes latitude, and longitude.*
- void [display](#) ()  
*Displays all fields of the record.*
- void [display](#) (string)  
*Displays the specified field.*
- string [get\\_field](#) (string)  
*Get the desired field in the record to display a field from its data.*
- void [set\\_field](#) (string, string)
- void [set\\_longitude\\_latitude](#) (float, float)  
*Sets the latitude and longitude.*
- void [set\\_grid\\_point](#) ([Grid](#))  
*Sets the Latitude and longitude based on a grid point.*

### 3.3.1 Detailed Description

Definition at line 25 of file [Record.h](#).

### 3.3.2 Constructor & Destructor Documentation

#### 3.3.2.1 [Record\(\)](#) [1/3]

```
Record::Record ( )
```

Default constructor.

##### Precondition

None

##### Postcondition

A blank record object is created

Definition at line 22 of file [Record.cpp](#).

### 3.3.2.2 Record() [2/3]

```
Record::Record (
    string _zip_code,
    string _place_name,
    string _state,
    string _county,
    Grid _gridPoint )
```

Constructor with a grid object.

#### Precondition

[Grid](#) object is provided

#### Postcondition

A filled record object is created with a grid object

Definition at line 32 of file [Record.cpp](#).

### 3.3.2.3 Record() [3/3]

```
Record::Record (
    string _zip_code,
    string _place_name,
    string _state,
    string _county,
    string latitude,
    string longitude )
```

Constructor that also takes latitude, and longitude.

#### Precondition

String is provided in order of latitude, longitude

#### Postcondition

A filled record object is created with a latitude and longitude

Definition at line 42 of file [Record.cpp](#).

## 3.3.3 Member Function Documentation

**3.3.3.1 display() [1/2]**

```
void Record::display ( )
```

Displays all fields of the record.

**Precondition**

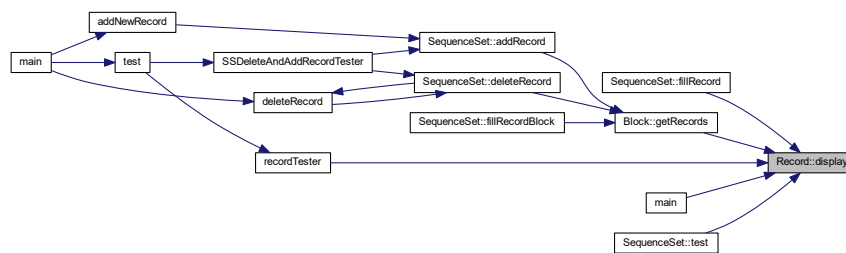
None

**Postcondition**

[Record](#) object will display all of its own data

Definition at line 71 of file [Record.cpp](#).

Here is the caller graph for this function:

**3.3.3.2 display() [2/2]**

```
void Record::display (
    string field )
```

Displays the specified field.

**Precondition**

None

**Postcondition**

[Record](#) object will display specified field

Definition at line 84 of file [Record.cpp](#).

### 3.3.3.3 get\_field()

```
string Record::get_field (
    string field )
```

Get the desired field in the record to display a field from its data.

#### Precondition

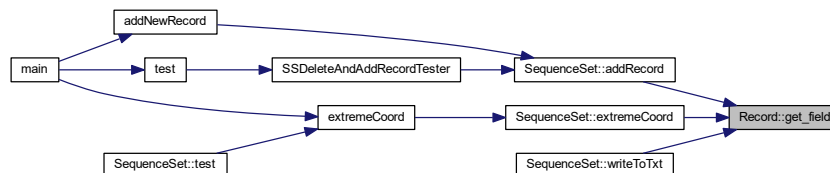
Provided string must match the name of a field in the record

#### Postcondition

[Record](#) object will display the specified field from its own data

Definition at line 109 of file [Record.cpp](#).

Here is the caller graph for this function:



### 3.3.3.4 set\_field()

```
void Record::set_field (
    string field,
    string data )
```

#### Precondition

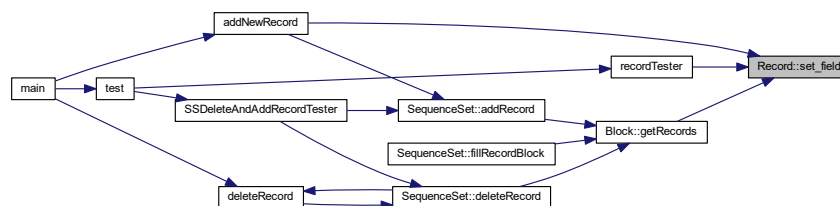
First provided string must match the name of a field in the record Second provided string must be the appropriate length for the field

#### Postcondition

[Record](#) object will display the specified field from its own data

Definition at line 137 of file [Record.cpp](#).

Here is the caller graph for this function:



### 3.3.3.5 set\_grid\_point()

```
void Record::set_grid_point (
    Grid _gridPoint )
```

Sets the Latitude and longitude based on a grid point.

#### Precondition

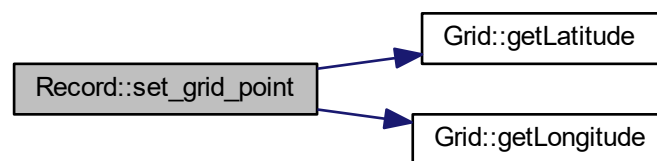
A grid point of type [Grid](#)

#### Postcondition

Sets latitude and longitude based on grid point recieved

Definition at line [172](#) of file [Record.cpp](#).

Here is the call graph for this function:



### 3.3.3.6 set\_longitude\_latitude()

```
void Record::set_longitude_latitude (
    float longitude,
    float latitude )
```

Sets the latitude and longitude.

#### Precondition

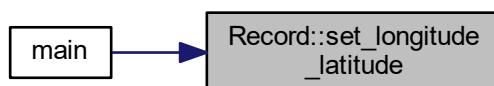
Provide longitude and latitude as floats

**Postcondition**

Set the latitude and longitude of the record

Definition at line 166 of file [Record.cpp](#).

Here is the caller graph for this function:



The documentation for this class was generated from the following files:

- [Doxygen/Input/Record.h](#)
- [Doxygen/Input/Record.cpp](#)

### 3.4 SequenceSet Class Reference

```
#include <SequenceSet.h>
```

Collaboration diagram for SequenceSet:





## Public Member Functions

- [SequenceSet](#) ()  
*Default constructor.*
- void [makeRecordOffsets](#) (string fileName)  
*Make record offsets.*
- void [fillIndex](#) ()  
*Fill Index.*
- void [fillRecordBlock](#) (unsigned long long blockID)  
*Fill record block.*
- void [writeBlocks](#) ()  
*Write blocks.*
- [Record](#) [fillRecord](#) (string RecordString)  
*Fill record.*
- unsigned int [getRecordCount](#) ()  
*Get record count.*
- string [fetch](#) (string pKey)  
*Fetch string.*
- string [fetch](#) (unsigned int pKey)  
*Fetch unsigned int.*
- string [extremeCoord](#) (string, char)  
*Extreme coordinate.*
- bool [deleteRecord](#) (int pKey)  
*Delete record.*
- void [addRecord](#) ([Record](#) record)  
*Add record.*
- void [rewriteSSFile](#) ()
- void [writeToTxt](#) ([Record](#), string, string)  
*WriteToTxt.*
- int [binarySearchSS](#) (string x)  
*Searches block for record by primary key.*
- int [test](#) ()

### 3.4.1 Detailed Description

Definition at line 32 of file [SequenceSet.h](#).

### 3.4.2 Constructor & Destructor Documentation

### 3.4.2.1 SequenceSet()

```
SequenceSet::SequenceSet ( )
```

Default constructor.

#### Precondition

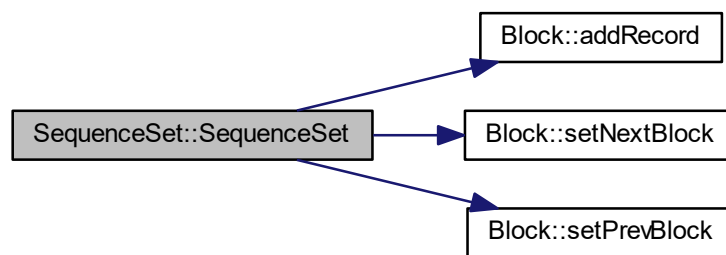
File with a name that matches DATAFILENAME in [Header.cpp](#) must exist and it must contain a line equal to HEADERENDSTRING in [Header.cpp](#)

#### Postcondition

Sequence Set Class is made

Definition at line 35 of file [SequenceSet.cpp](#).

Here is the call graph for this function:



## 3.4.3 Member Function Documentation

### 3.4.3.1 addRecord()

```
void SequenceSet::addRecord (
    Record record )
```

Add record.

#### Precondition

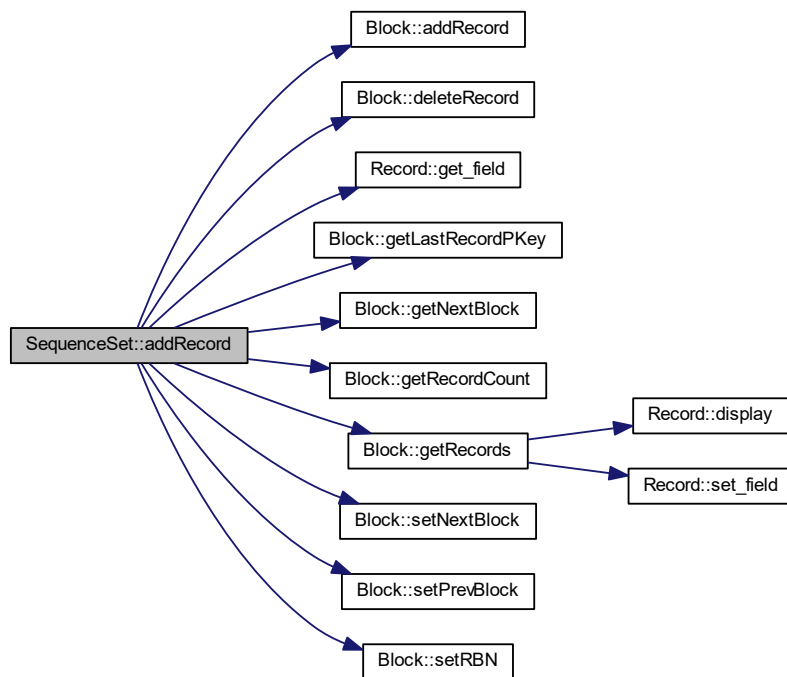
A record object

**Postcondition**

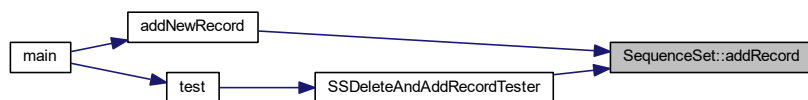
Adds the record

Definition at line 672 of file [SequenceSet.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

**3.4.3.2 binarySearchSS()**

```
int SequenceSet::binarySearchSS (
    string x )
```

Searches block for record by primary key.

**Precondition**

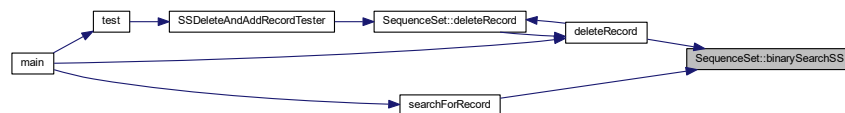
Primary key

**Postcondition**

Returns true if found otherwise returns false

Definition at line 215 of file [SequenceSet.cpp](#).

Here is the caller graph for this function:

**3.4.3.3 deleteRecord()**

```
bool SequenceSet::deleteRecord (
    int pKey )
```

Delete record.

**Precondition**

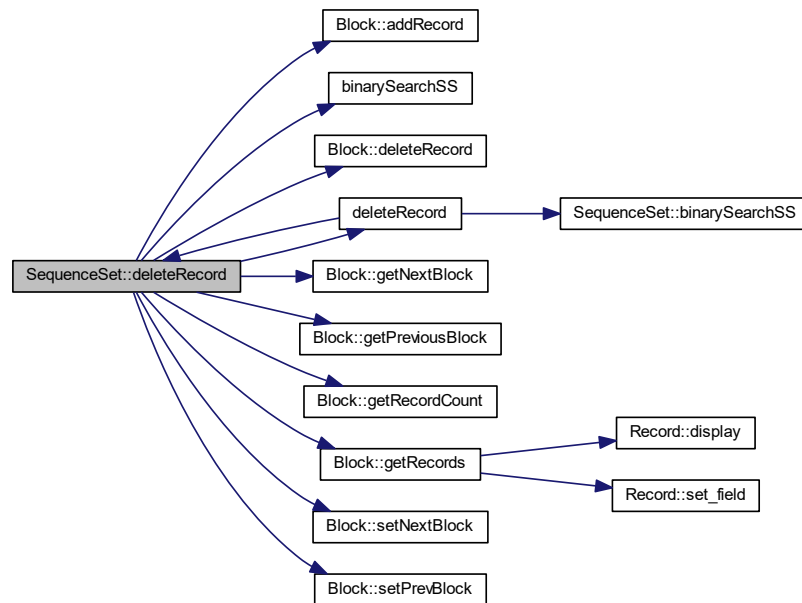
A primary key (zipcode)

**Postcondition**

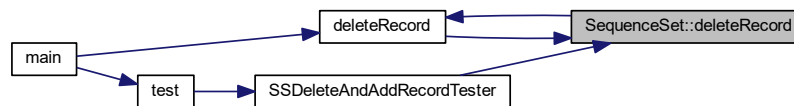
Deletes record with given zipcode

Definition at line 417 of file [SequenceSet.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 3.4.3.4 extremeCoord()

```

string SequenceSet::extremeCoord (
    string state,
    char direction )

```

Extreme coordinate.

##### Precondition

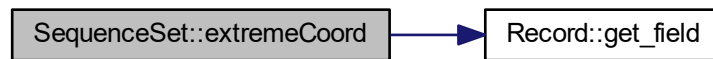
State of type string and Direction of type Char (N, E, S, W) State code must be in the list of states or the last state in list is used

**Postcondition**

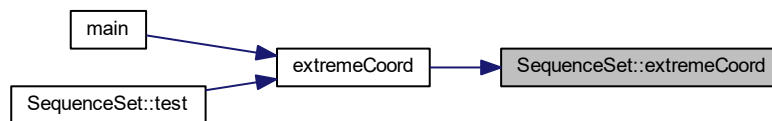
Returns the zipcode containing the most extreme point of said direction

Definition at line 516 of file [SequenceSet.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

**3.4.3.5 fetch() [1/2]**

```
string SequenceSet::fetch (  
    string pKey )
```

Fetch string.

**Precondition**

None

**Postcondition**

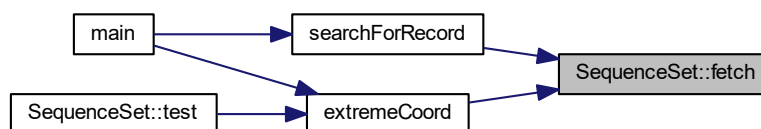
returns the whole record as a string

Definition at line 156 of file [SequenceSet.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

**3.4.3.6 fetch() [2/2]**

```
string SequenceSet::fetch (  
    unsigned int pKey )
```

Fetch unsigned int.

**Precondition**

None

**Postcondition**

returns the whole record as a string

Definition at line 181 of file [SequenceSet.cpp](#).

### 3.4.3.7 fillIndex()

```
void SequenceSet::fillIndex ( )
```

Fill Index.

#### Precondition

"RecordOffsets.txt" file must exist makeRecordOffsets can be ran to be sure of this

#### Postcondition

The index is made and stored here, in the Sequence Set

Definition at line 124 of file [SequenceSet.cpp](#).

### 3.4.3.8 fillRecord()

```
Record SequenceSet::fillRecord (
    string RecordString )
```

Fill record.

#### Precondition

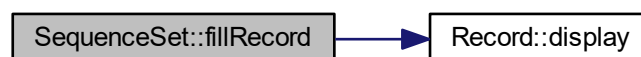
[Record](#) string must follow parameter conventions [Record](#) string must be complete, call fetch if needed

#### Postcondition

A record string is loaded into a record object

Definition at line 264 of file [SequenceSet.cpp](#).

Here is the call graph for this function:





### 3.4.3.9 fillRecordBlock()

```
void SequenceSet::fillRecordBlock (
    unsigned long long blockID )
```

Fill record block.

#### Precondition

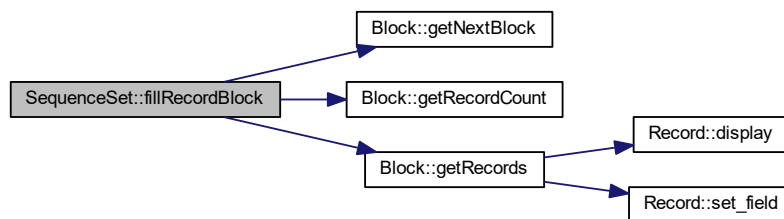
blockID must be less than the block count

#### Postcondition

[Block](#) is loaded into a record block

Definition at line 337 of file [SequenceSet.cpp](#).

Here is the call graph for this function:



### 3.4.3.10 getRecordCount()

```
unsigned int SequenceSet::getRecordCount ( )
```

Get record count.

#### Precondition

Files must be available and the header in data file must contain "Records:"

#### Postcondition

RecordCount is returned

Definition at line 90 of file [SequenceSet.cpp](#).

### 3.4.3.11 makeRecordOffsets()

```
void SequenceSet::makeRecordOffsets (
    string fileName )
```

Make record offsets.

#### Precondition

File must have fixed length primary keys equal to the "ziplength" in globals.cpp

#### Postcondition

An index file is made for the provided file name

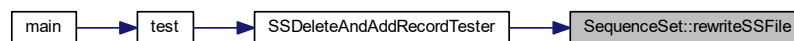
Definition at line 185 of file [SequenceSet.cpp](#).

### 3.4.3.12 rewriteSSFile()

```
void SequenceSet::rewriteSSFile ( )
```

Definition at line 794 of file [SequenceSet.cpp](#).

Here is the caller graph for this function:



### 3.4.3.13 test()

```
int SequenceSet::test ( )
```

#### Precondition

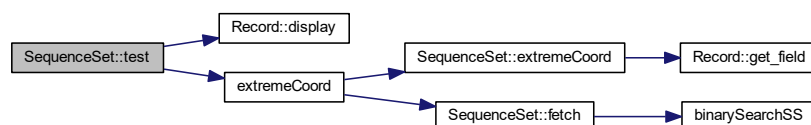
None

#### Postcondition

Returns the various tester results

Definition at line 611 of file [SequenceSet.cpp](#).

Here is the call graph for this function:



#### 3.4.3.14 writeBlocks()

```
void SequenceSet::writeBlocks ( )
```

Write blocks.

##### Precondition

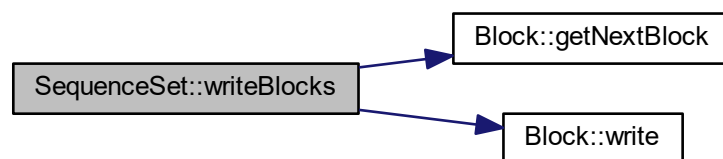
None

##### Postcondition

All blocks are called to run their write function

Definition at line [328](#) of file [SequenceSet.cpp](#).

Here is the call graph for this function:



#### 3.4.3.15 writeToTxt()

```
void SequenceSet::writeToTxt (
    Record record,
    string offset,
    string _fileName )
```

WriteToTxt.

##### Precondition

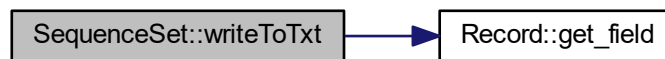
Inputs should match source length requirements

**Postcondition**

Writes the record to the data file (us\_postal\_codes.txt)

Definition at line 806 of file [SequenceSet.cpp](#).

Here is the call graph for this function:



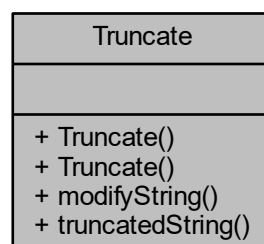
The documentation for this class was generated from the following files:

- [Doxygen/Input/SequenceSet.h](#)
- [Doxygen/Input/SequenceSet.cpp](#)

## 3.5 Truncate Class Reference

```
#include <Truncate.h>
```

Collaboration diagram for Truncate:



## Public Member Functions

- [Truncate](#) ()  
*Default constructor Preconditions: None Postconditions: A truncate object will be created with a size of default for max length.*
- [Truncate](#) (int)  
*Default constructor Preconditions: Input must be an int Postconditions: A truncate object will be created with a size of the input for max length.*
- string [modifyString](#) (string &)  
*String modifier Preconditions: Input must be a string Postconditions: The truncate object will truncate the input string and return it.*
- string [truncatedString](#) (string)  
*Temporary string modifier Preconditions: Input must be a string Postconditions: The truncate object will copy the input string and return the truncated string without modifying the original.*

### 3.5.1 Detailed Description

Definition at line 7 of file [Truncate.h](#).

### 3.5.2 Constructor & Destructor Documentation

#### 3.5.2.1 Truncate() [1/2]

```
Truncate::Truncate ( )
```

Default constructor Preconditions: None Postconditions: A truncate object will be created with a size of default for max length.

Definition at line 10 of file [Truncate.cpp](#).

#### 3.5.2.2 Truncate() [2/2]

```
Truncate::Truncate (
    int _size )
```

Default constructor Preconditions: Input must be an int Postconditions: A truncate object will be created with a size of the input for max length.

Definition at line 16 of file [Truncate.cpp](#).

### 3.5.3 Member Function Documentation

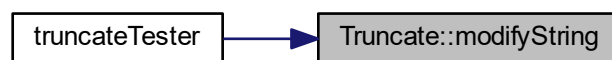
### 3.5.3.1 modifyString()

```
string Truncate::modifyString (
    string & _originalStr )
```

String modifier Preconditions: Input must be a string Postconditions: The truncate object will truncate the input string and return it.

Definition at line 27 of file [Truncate.cpp](#).

Here is the caller graph for this function:



### 3.5.3.2 truncatedString()

```
string Truncate::truncatedString (
    string _string )
```

Temporary string modifier Preconditions: Input must be a string Postconditions: The truncate object will copy the input string and return the truncated string without modifying the original.

Definition at line 20 of file [Truncate.cpp](#).

Here is the caller graph for this function:



The documentation for this class was generated from the following files:

- [Doxygen/Input/Truncate.h](#)
- [Doxygen/Input/Truncate.cpp](#)

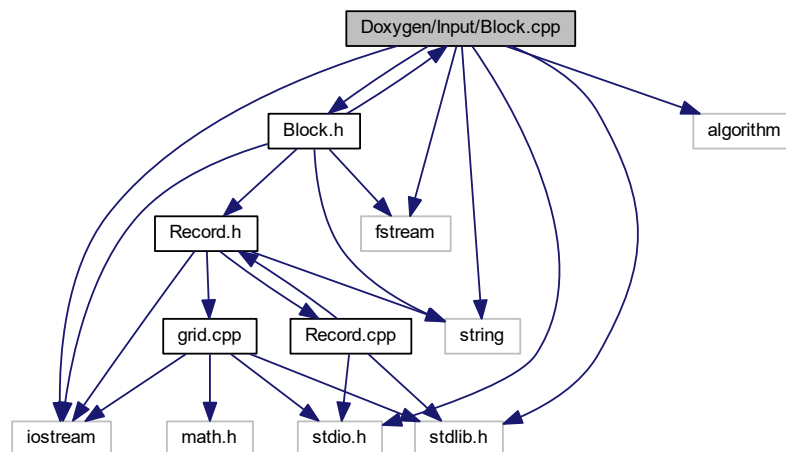
## Chapter 4

# File Documentation

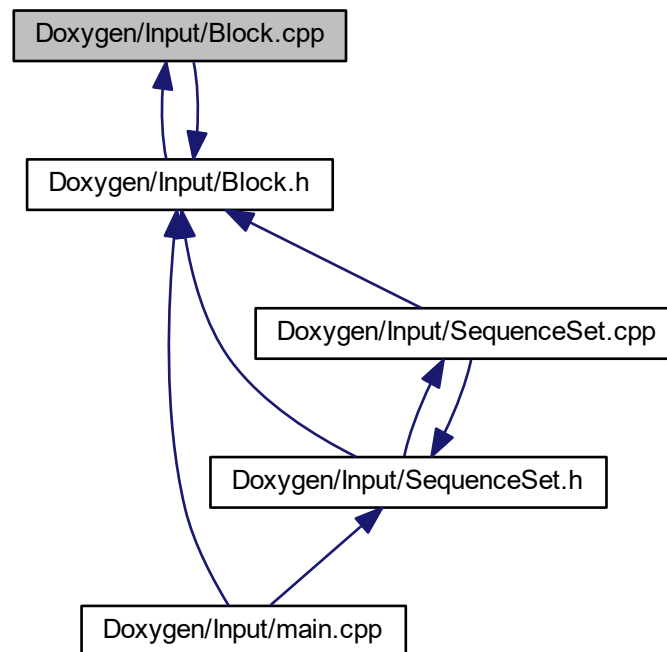
### 4.1 Doxygen/Input/Block.cpp File Reference

```
#include "Block.h"  
#include <iostream>  
#include <fstream>  
#include <string>  
#include <stdio.h>  
#include <stdlib.h>  
#include <algorithm>
```

Include dependency graph for Block.cpp:



This graph shows which files directly or indirectly include this file:



## Functions

- int [binarySearch](#) (const string arr[], string x, int n)  
*Searches block for record by primary key.*
- void [convertStrArrToIntArr](#) (const string strArr[], int intArr[], int ArrLength)  
*String to integer.*
- void [convertIntArrToStrArr](#) (string strArr[], int intArr[], int ArrLength)  
*Integer to string.*

## Variables

- const string [null\\_str](#) = ""
- const int [NULL\\_INT](#) = 1000000

### 4.1.1 Function Documentation



#### 4.1.1.1 `binarySearch()`

```
int binarySearch (
    const string arr[],
    string x,
    int n )
```

Searches block for record by primary key.

##### Precondition

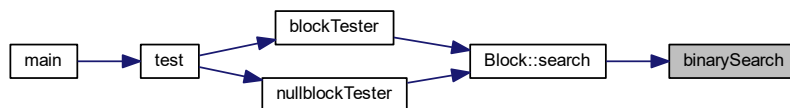
Primary key

##### Postcondition

Returns true if found otherwise returns false

Definition at line 328 of file [Block.cpp](#).

Here is the caller graph for this function:



#### 4.1.1.2 `convertIntArrToStrArr()`

```
void convertIntArrToStrArr (
    string strArr[],
    int intArr[],
    int ArrLength )
```

Integer to string.

##### Precondition

An array of integers

##### Postcondition

An array of strings

Definition at line 393 of file [Block.cpp](#).

#### 4.1.1.3 convertStrArrToIntArr()

```
void convertStrArrToIntArr (
    const string strArr[],
    int intArr[],
    int ArrLength )
```

String to integer.

##### Precondition

An array of strings

##### Postcondition

An array of integers

Definition at line [377](#) of file [Block.cpp](#).

### 4.1.2 Variable Documentation

#### 4.1.2.1 NULL\_INT

```
const int NULL_INT = 1000000
```

Definition at line [38](#) of file [Block.cpp](#).

#### 4.1.2.2 null\_str

```
const string null_str = ""
```

Definition at line [37](#) of file [Block.cpp](#).

## 4.2 Block.cpp

```

00001
00022 #include "Block.h"
00023 #include <iostream>
00024 #include <fstream>
00025 #include <string>
00026 #include <stdio.h>
00027 #include <stdlib.h>
00028 #include <algorithm>
00029
00030 using namespace std;
00031
00032 //prototype for binary search
00033 int binarySearch(const string[], string,int);
00034 void convertStrArrToIntArr(const string[], int[], int);
00035 void convertIntArrToStrArr(string [], int [], int );
00036
00037 const string null_str = "";
00038 const int NULL_INT = 1000000;
00039
00040 Block::Block()
00041 {
00042     isEmpty = true;
00043     relativeBlockNumber = 0;
00044     recordCount = 0;
00045     for(int i = 0; i < RECORDSPERBLOCK; i++){
00046         records[i] = "";
00047     }
00048
00049     nextBlock = nullptr;
00050     previousBlock = nullptr;
00051
00052     if(DEBUG) {cout << "Made an empty block.\n";}
00053 }
00054
00055 Block::Block(unsigned long long _RBN)
00056 {
00057     isEmpty = true;
00058     relativeBlockNumber = _RBN;
00059     recordCount = 0;
00060     for(int i = 0; i < RECORDSPERBLOCK; i++){
00061         records[i] = "";
00062     }
00063
00064     nextBlock = nullptr;
00065     previousBlock = nullptr;
00066
00067     if(DEBUG) {cout << "Made an empty block.\n";}
00068 }
00069
00070 string Block::blockData(){
00071     string returnString = "";
00072     returnString += relativeBlockNumber;
00073     for(int i = 0; i < recordCount; i++){
00074         returnString += " ";
00075         returnString += records[i];
00076     }
00077     return returnString;
00078 }
00079
00080 Block::Block(string _blockData)
00081 {
00082     if(DEBUG) {cout << "Making a block with \"" << _blockData << "\".\n";}
00083
00084     isEmpty = false;
00085     relativeBlockNumber = 0;
00086     recordCount = 0;
00087
00088     //set the primary keys of each record
00089     string tempStr = "";
00090     int recordNumber = 0;
00091     int j = 0; //pointer to track the position in the string
00092     while( j < _blockData.length() && j < BLOCKFILLCOUNT*ZIPLNGTH)
00093     {
00094         for(int i = 0; i < ZIPLNGTH; i++) //for each element of the pKey
00095         {
00096             if( _blockData[j] >= '0' && _blockData[j] <= '9' )
00097             {
00098                 tempStr += _blockData[j]; //if the element is numeric, store the value
00099             }
00100             j++; //increment the pointer
00101         }
00102         records[recordNumber] = tempStr; //store the pKey in the class
00103         tempStr = ""; //clear the temp string
00104         if(records[recordNumber] != ""){
00105             recordCount++; //update the number of records in the block

```

```

00106         recordNumber++; //increment the record number
00107     }
00108 }
00109
00110 if(DEBUG) {cout << "Elements of Constructed block " << relativeBlockNumber << ": \n" ;
00111             for(int i = 0; i < RECORDSPERBLOCK; i++){cout << records[i] << " ";}
00112             cout << "\n.\n";}
00113
00114 nextBlock = nullptr;
00115 previousBlock = nullptr;
00116 }
00117
00118 Block::Block(string _blockData[RECORDSPERBLOCK])
00119 {
00120     if(DEBUG) {cout << "Making a block with \n" ;
00121                 for(int i = 0; i < BLOCKFILLCOUNT; i++){cout << _blockData[i];}
00122                 cout << "\n.\n";}
00123
00124     isEmpty = false;
00125     relativeBlockNumber = 0;
00126     recordCount = 0;
00127
00128     //set the primary keys of each record
00129     for(int i = 0; i < BLOCKFILLCOUNT; i++)
00130     {
00131         records[i] = _blockData[i];
00132         if(records[i] != ""){
00133             recordCount++;
00134         }
00135     }
00136
00137     if(DEBUG) {cout << "Elements of Constructed block " << relativeBlockNumber << ": \n" ;
00138                 for(int i = 0; i < BLOCKFILLCOUNT; i++){cout << records[i] << " ";}
00139                 cout << "\n.\n";}
00140
00141     nextBlock = nullptr;
00142     previousBlock = nullptr;
00143 }
00144
00145
00146 void Block::write(string _fileName)
00147 {
00148     ofstream file;
00149     file.open(_fileName, ios_base::app); if(DEBUG) {cout << "Writing block number " <<
relativeBlockNumber << " to a " << _fileName << ".\n";}
00150
00151     file.seekp(relativeBlockNumber * BLOCKLENGTH);
00152
00153     if(DEBUG){
00154         cout << relativeBlockNumber << ": ";
00155         for(int i = 0; i < recordCount; i++){
00156             cout << records[i] << " ";
00157         }
00158         cout << endl;
00159     }
00160
00161     file << "RBN " << relativeBlockNumber << ": ";
00162     if(DEBUG){cout << "The file should read: \n";}
00163     if(DEBUG){cout << "RBN " << relativeBlockNumber << ": ";}
00164     for(int i = 0; i < recordCount; i++){
00165         string record = records[i];
00166         for(int j = ZIPLength - record.length(); j > 0; j--){
00167             file << " ";
00168             if(DEBUG){cout << " ";}
00169         }
00170
00171         file << record;
00172         if(DEBUG){cout << record;}
00173     }
00174     for(int i = RECORDSPERBLOCK - recordCount; i > 0; i--){
00175         for(int j = 0; j < ZIPLength; j++){
00176             file << " ";
00177             if(DEBUG){cout << " ";}
00178         }
00179     }
00180     file << "\n";
00181     if(DEBUG){cout << "\n.\n";}
00182     file.close();
00183 }
00184
00185 int Block::search(string pKey)
00186 {
00187     if(DEBUG) {cout << "Searching for " << pKey << " in this block\n";}
00188
00189     return binarySearch(records, pKey, RECORDSPERBLOCK );
00190 }
00191

```

```

00192 Block * Block::getNextBlock()
00193 {
00194     return nextBlock;
00195 }
00196     if(DEBUG) {cout << "Pointer to the next block has been returned.\n";}
00197 }
00198
00199 Block * Block::getPreviousBlock()
00200 {
00201     return previousBlock;
00202 }
00203     if(DEBUG) {cout << "Pointer to the previous block has been returned.\n";}
00204 }
00205
00206 void Block::setNextBlock( Block * nextBlockPtr )
00207 {
00208     nextBlock = nextBlockPtr;
00209 }
00210     if(DEBUG) {cout << "Pointer to the next block has been set.\n";}
00211 }
00212
00213 void Block::setPrevBlock( Block * previousBlockPtr )
00214 {
00215     previousBlock = previousBlockPtr;
00216 }
00217     if(DEBUG) {cout << "Pointer to the previous block has been set.\n";}
00218 }
00219
00220 int Block::getRecordCount()
00221 {
00222     return recordCount;
00223 }
00224
00225 int Block::getLastRecordPKey()
00226 {
00227     if(DEBUG) {cout << "Getting last record of the block\n";}
00228     return stoi( records[ recordCount - 1 ] );
00229 }
00230
00231 bool Block::deleteRecord(string pKey)
00232 {
00233     if(DEBUG) {cout << "Deleting record " << pKey << " in block " << relativeBlockNumber << "\n";}
00234     if(DEBUG) {cout << "Elements of Constructed block before deleting record: \"\" ;
00235         for(int i = 0; i < RECORDSPERBLOCK; i++){cout << records[i];}
00236         cout << "\".\n";}
00237
00238     int position = this -> search(pKey); //get the position of the record to be deleted
00239
00240     if ( position != -1 )
00241     {
00242         records[position] = ""; //delete the record
00243         recordCount--; //decrement record count
00244         if(DEBUG) {cout << "Elements of Constructed block after deleting record: \"\" ;
00245             for(int i = 0; i < RECORDSPERBLOCK; i++){if(records[i] == null_str){cout << "null";}else{cout <<
00246                 records[i];}}
00247             cout << "\".\n";}
00248             sortRecord(); //sort the record
00249             if(DEBUG) {cout << "Elements of Constructed block after sorting record: \"\" ;
00250                 for(int i = 0; i < RECORDSPERBLOCK; i++){if(records[i] == null_str){cout << "null";}else{cout <<
00251                     records[i];}}
00252                 cout << "\".\n";}
00253             return true;
00254         }
00255         else
00256         {
00257             if(DEBUG) {cout << "Record not found in block. Could not delete" << "\".\n";}
00258             return false;
00259         }
00260     }
00261
00262 bool Block::addRecord(string pKey)
00263 {
00264     if(DEBUG) {cout << "Adding a record to " << relativeBlockNumber << "\n";}
00265     if(DEBUG) {cout << "Elements of Constructed block before adding record: \"\" ;
00266         for(int i = 0; i < RECORDSPERBLOCK; i++){cout << records[i];}
00267         cout << "\".\n";}
00268
00269     for(int i = 0; i < RECORDSPERBLOCK; i++) //go through the block to see if there is empty record
00270     {
00271         if( records[i] == null_str) //if there is an empty record
00272         {
00273             records[i] = pKey; //fill the record with the pKey
00274             recordCount++; //increment record count
00275             if(DEBUG) {cout << "Elements of Constructed block after adding record: \"\" ;
00276                 for(int i = 0; i < RECORDSPERBLOCK; i++){cout << records[i];}
00277                 cout << "\".\n";}
00278             sortRecord(); //sort the record

```

```

00277         if(DEBUG) {cout << "Elements of Constructed block after sorting record: \"\" ;
00278                     for(int i = 0; i < RECORDSPERBLOCK; i++){cout << records[i];}
00279                     cout << "\".\n\";}}
00280         return true;
00281     }
00282 }
00283
00284 if(DEBUG) {cout << "Block Full. Could not add record." << "\".\n\";}}
00285
00286 return false;
00287 }
00288
00289 void Block::getRecords(Record block[])
00290 {
00291     if(DEBUG) {cout << "Setting record zips\n\";}}
00292
00293     for(auto i = 0; i < RECORDSPERBLOCK; i++){
00294         block[i].set_field("ZIP", records[i]);
00295         if(DEBUG){
00296             cout<< "Block["<i>i</i>"]: " << endl;
00297             block[i].display();
00298         }
00299     }
00300 }
00301
00302 unsigned long long Block::getRBN(){
00303     return relativeBlockNumber;
00304 }
00305
00306 void Block::setRBN(unsigned long long RBN){
00307     relativeBlockNumber = RBN;
00308 }
00309
00310 void Block::sortRecord()
00311 {
00312     if(DEBUG) {cout << "Sorting the records in the block.\n\";}}
00313
00314     int int_records_array[RECORDSPERBLOCK]; //to convert the string of records to integers
00315     convertStrArrToIntArr(records, int_records_array, RECORDSPERBLOCK);
00316
00317     int n = sizeof(int_records_array)/sizeof(int_records_array[0]);
00318     sort(int_records_array, int_records_array+n);
00319
00320     //convert back to strings and store in records array of string
00321     convertIntArrToStrArr(records, int_records_array, RECORDSPERBLOCK);
00322 }
00323
00324 int binarySearch(const string arr[], string x, int n)
00325 {
00326     int int_arr[n];
00327     int int_string;
00328
00329     //convert the records (array of strings) to array of int
00330     for (int i = 0; i < n; i++)
00331     {
00332         if(arr[i] != null_str)
00333             int_arr[i] = stoi(arr[i]);
00334     }
00335
00336     //convert string to find to int
00337     int_string = stoi(x);
00338
00339     int l = 0 ;
00340     int r = n - 1;
00341     while (l <= r)
00342     {
00343         int m = l + (r - l) / 2;
00344         if(DEBUG) {cout << "mid: " << m << endl;}}
00345
00346         if(DEBUG) {cout << "comparing " << int_string << " and " << int_arr[m] << endl;}}
00347
00348         if ( int_arr[m] == int_string ){
00349             if(DEBUG) {cout << "record found" << endl;}}
00350             return m;
00351         }
00352
00353         // If x is greater, ignore left half
00354         if ( int_arr[m] < int_string ){
00355             l = m + 1;
00356             if(DEBUG) {cout << "new l: " << l << endl;}}
00357         }
00358
00359         // If x is smaller, ignore right half
00360         else{
00361             r = m - 1;
00362             if(DEBUG) {cout << "new r: " << l << endl;}}
00363         }
00364     }

```

```

00368     }
00369
00370     return -1;
00371 }
00372
00377 void convertStrArrToIntArr(const string strArr[], int intArr[], int ArrLength)
00378 {
00379     //convert the records (array of strings) to array of int
00380     for (int i = 0; i < ArrLength; i++)
00381     {
00382         if(strArr[i] == null_str) //if the record is null
00383             intArr[i] = NULL_INT;
00384         else
00385             intArr[i] = stoi(strArr[i]);
00386     }
00387 }
00388
00393 void convertIntArrToStrArr(string strArr[], int intArr[], int ArrLength)
00394 {
00395     //convert the records (array of strings) to array of int
00396     for (int i = 0; i < ArrLength; i++)
00397     {
00398         if(intArr[i] == NULL_INT)//if the record is null
00399             strArr[i] = null_str;
00400         else
00401             strArr[i] = to_string(intArr[i]);
00402     }
00403 }

```

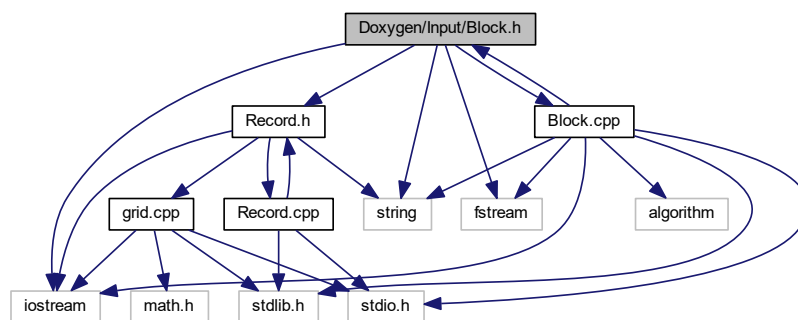
### 4.3 Doxygen/Input/Block.h File Reference

```

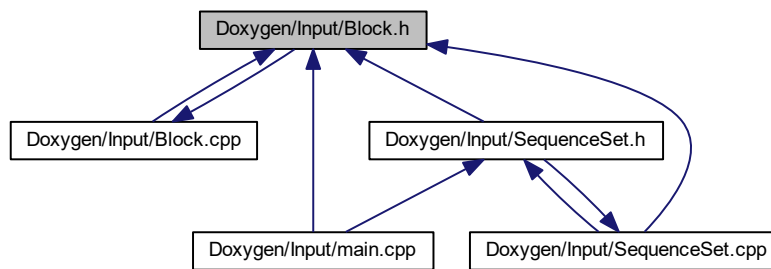
#include <iostream>
#include <string>
#include <fstream>
#include "Record.h"
#include "Block.cpp"

```

Include dependency graph for Block.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Block](#)

## 4.4 Block.h

```

00001
00021 #ifndef BLOCK_H
00022 #define BLOCK_H
00023
00024 #include <iostream>
00025 #include <string>
00026 #include <fstream>
00027 #include "Record.h"
00028 using namespace std;
00029
00030 class Block
00031 {
00032 public:
00037     Block();
00038
00043     Block(unsigned long long _RBN);
00044
00049     Block(string[]);
00050
00055     Block(string);
00056
00061     void write(string);
00062
00067     int search(string pKey);
00068
00069     Block * getNextBlock();
00070     Block * getPreviousBlock();
00071     void setNextBlock( Block * nextBlockPtr );
00072     void setPrevBlock( Block * previousBlockPtr );
00073     int getRecordCount();
00074     int getLastRecordPKey();
00080     bool deleteRecord(string pKey);
00081
00086     bool addRecord(string pKey);
00087
00092     void getRecords(Record block[]);
00093
00094     string blockData();
00095     unsigned long long getRBN();
00101     void setRBN(unsigned long long);
00102 private:
00103     void sortRecord();
00104     bool isEmpty;
00105     unsigned long long relativeBlockNumber;
00106     int recordCount;
00107     string records[RECORDSPERBLOCK];
00108     Block * nextBlock;
00109     Block * previousBlock;

```



```

00110 };
00111
00112 #include "Block.cpp"
00113
00114 #endif

```

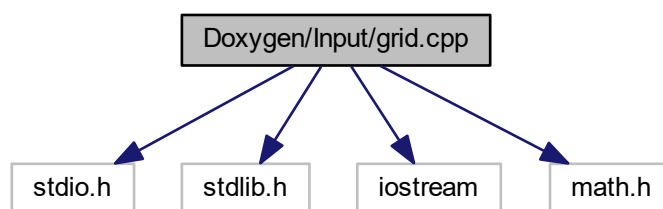
## 4.5 Doxygen/Input/grid.cpp File Reference

```

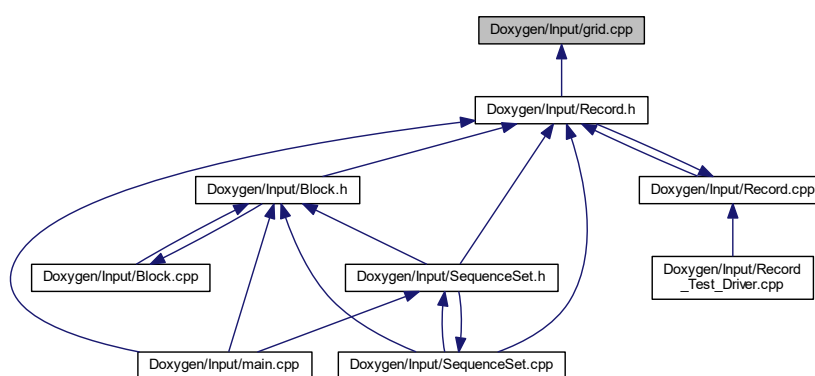
#include <stdio.h>
#include <stdlib.h>
#include <iostream>
#include <math.h>

```

Include dependency graph for grid.cpp:



This graph shows which files directly or indirectly include this file:



## Classes

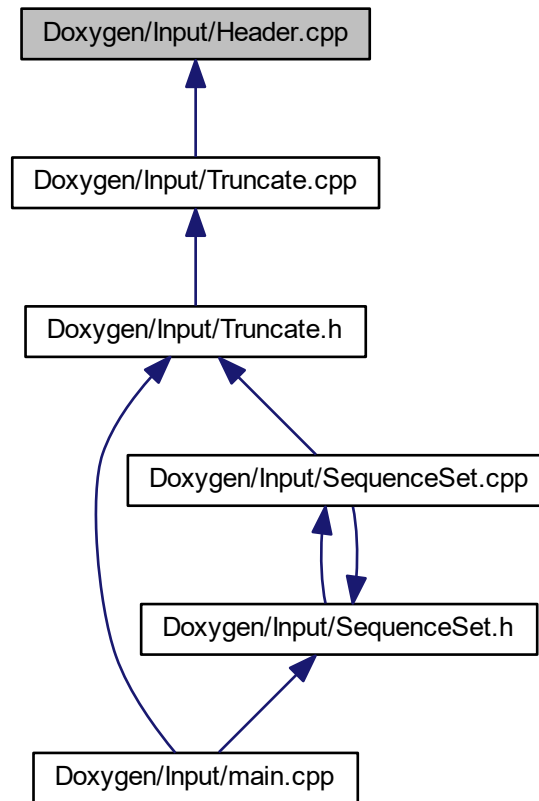
- class [Grid](#)

## 4.6 grid.cpp

```
00001
00015 #include <stdio.h>
00016 #include <stdlib.h>
00017 #include <iostream>
00018 #include <math.h>
00019 using namespace std;
00020
00021 class Grid {
00022     private:
00023         float latitude;
00024         float longitude;
00026     public:
00027         Grid();
00028         Grid(float, float);
00029         void setLatitude(float);
00030         void setLongitude(float);
00031         void setLatitude(string);
00032         void setLongitude(string);
00033         float getLatitude();
00034         float getLongitude();
00035         float getDistance(Grid);
00036 };
00037
00042 Grid::Grid(){
00043     latitude = 0;
00044     longitude = 0;
00045 }
00046
00051 Grid::Grid(float _latitude, float _longitude){
00052     latitude = _latitude;
00053     longitude = _longitude;
00054 }
00055
00060 void Grid::setLatitude(float _latitude){
00061     latitude = _latitude;
00062 }
00063
00068 void Grid::setLatitude(string _latitude){
00069     setLatitude(stof(_latitude));
00070 }
00071
00076 void Grid::setLongitude(float _longitude){
00077     longitude = _longitude;
00078 }
00079
00084 void Grid::setLongitude(string _longitude){
00085     setLongitude(stof(_longitude));
00086 }
00087
00092 float Grid::getLatitude(){
00093     return latitude;
00094 }
00095
00100 float Grid::getLongitude(){
00101     return longitude;
00102 }
00103
00108 float Grid::getDistance(Grid _grid){
00109     float distance = pow(latitude - _grid.getLatitude(),2) + pow(longitude - _grid.getLongitude(),2);
00110     distance = sqrt(distance);
00111     return distance;
00112 }
```

## 4.7 Doxygen/Input/Header.cpp File Reference

This graph shows which files directly or indirectly include this file:



### Variables

- const bool **DEBUG** = false  
*Set true for debugging output*
- const int **RECORDSPERBLOCK** = 4  
*Maximum records for the block*
- const int **ZIPLength** = 6  
*Max length of the zip code in digits.*
- const int **RBNLENGTH** = 8  
*Max length of the RBN code in digits.*
- const int **BLOCKLENGTH** = **RBNLENGTH** + **RECORDSPERBLOCK** \* **ZIPLength**  
*Maximum length for the block*
- const double **FILLPERCENT** = 75  
*Max length of the RBN code in digits.*



#### 4.7.1.5 FILLPERCENT

```
const double FILLPERCENT = 75
```

Max length of the RBN code in digits.

#### 4.7.1.6 HEADERENDSTRING

[illegible]

String at the end of the header.

#### 4.7.1.7 RBNLENGTH

```
const int RBNLENGTH = 8
```

Max length of the RBN code in digits.

#### 4.7.1.8 RECORDSPERBLOCK

```
const int RECORDSPERBLOCK = 4
```

Maximum records for the block

#### 4.7.1.9 ZIPLength

```
const int ZIPLength = 6
```

Max length of the zip code in digits.

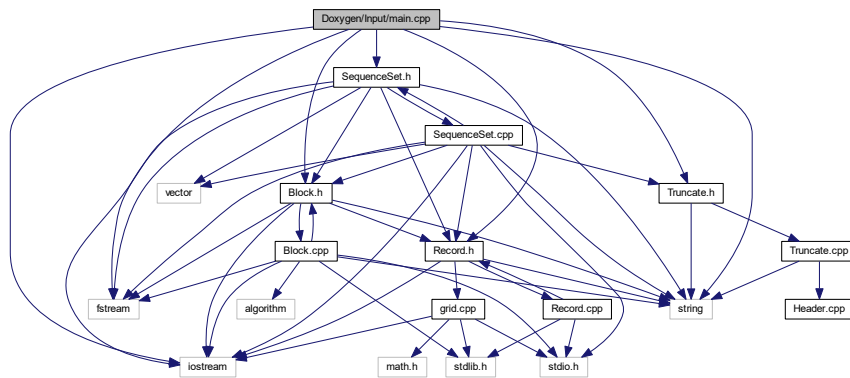
## 4.8 Header.cpp

```
00001 extern const bool DEBUG = false;
00002 extern const int RECORDSPERBLOCK = 4;
00003 extern const int ZIPLength = 6;
00004 extern const int RBNLength = 8;
00005 extern const int BLOCKLength = RBNLength + RECORDSPERBLOCK * ZIPLength;
00006 extern const double FILLPERCENT = 75;
00007 extern const int BLOCKFILLCOUNT = RECORDSPERBLOCK * (FILLPERCENT/100);
00008 extern const string HEADERENDSTRING =
    "1234567890123456789012345678901234567890123456789012345678901234567890";
00009 extern const string DATAFILENAME = "us_postal_codes.txt";
```

## 4.9 Doxygen/Input/main.cpp File Reference

```
#include <iostream>
#include "Truncate.h"
#include "Record.h"
#include "Block.h"
#include "SequenceSet.h"
#include <string>
#include <fstream>
```

Include dependency graph for main.cpp:



### Functions

- void [truncateTester](#) ()  
*Tests the [Truncate](#) Class.*
- void [recordTester](#) ()
- void [blockTester](#) ()
- void [nullblockTester](#) ()
- void [SSDeleteAndAddRecordTester](#) ()
- int [main\\_menu](#) ()
- void [addNewRecord](#) ()
- void [searchForRecord](#) ()
- void [deleteRecord](#) ()
- void [quitProgram](#) ()
- void [extremeCoord](#) ()
- void [test](#) ()
- int [main](#) ()

### Variables

- [SequenceSet](#) [SSClass](#)
- bool [quit](#) = false

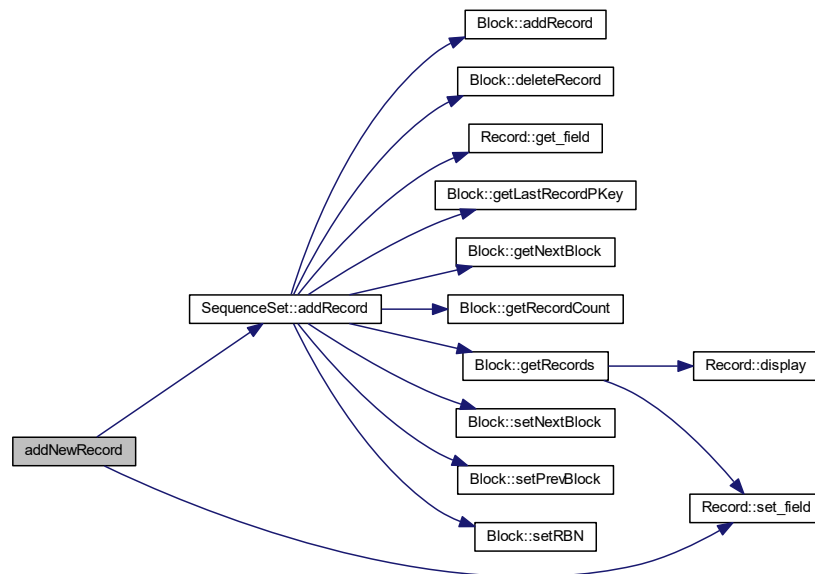
#### 4.9.1 Function Documentation

#### 4.9.1.1 addNewRecord()

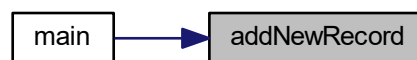
```
void addNewRecord ( )
```

Definition at line 173 of file [main.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

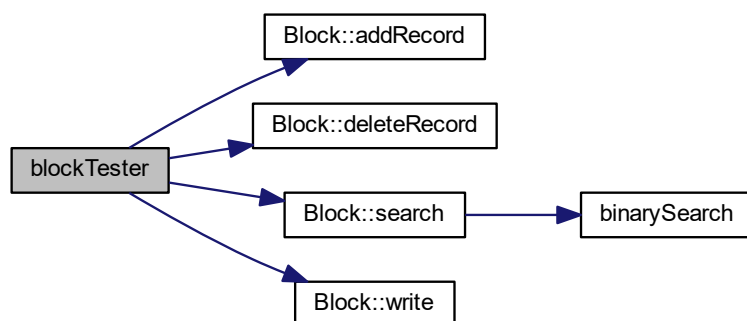


#### 4.9.1.2 blockTester()

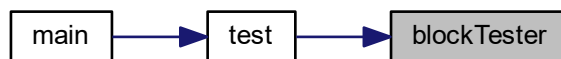
```
void blockTester ( )
```

Definition at line 378 of file [main.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



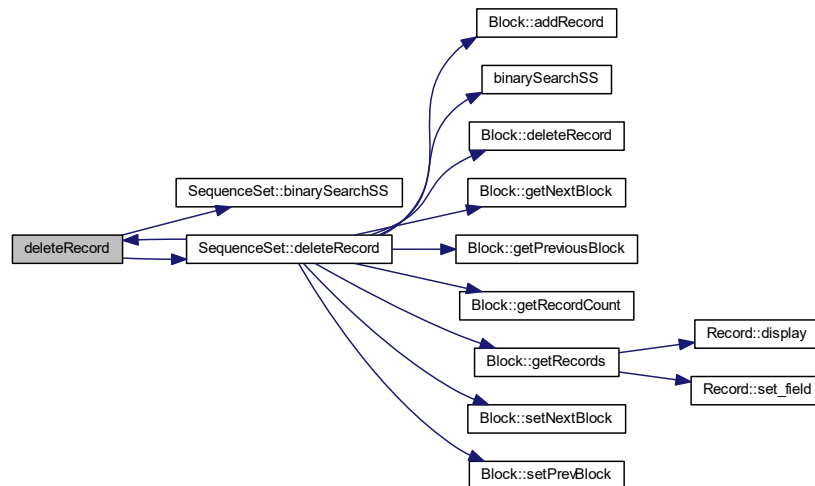
#### 4.9.1.3 deleteRecord()

```
void deleteRecord ( )
```

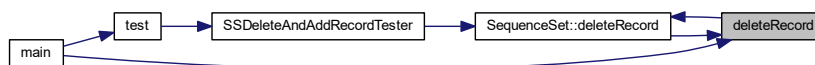
Definition at line 100 of file [main.cpp](#).



Here is the call graph for this function:



Here is the caller graph for this function:

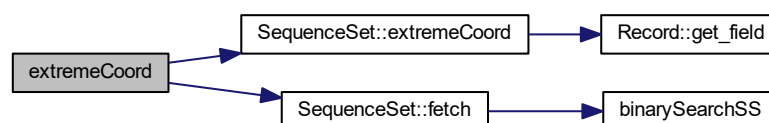


#### 4.9.1.4 extremeCoord()

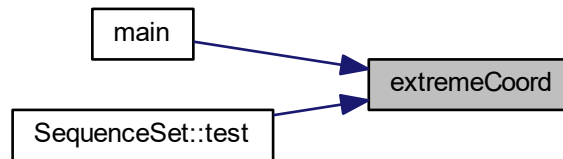
```
void extremeCoord ( )
```

Definition at line 66 of file [main.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

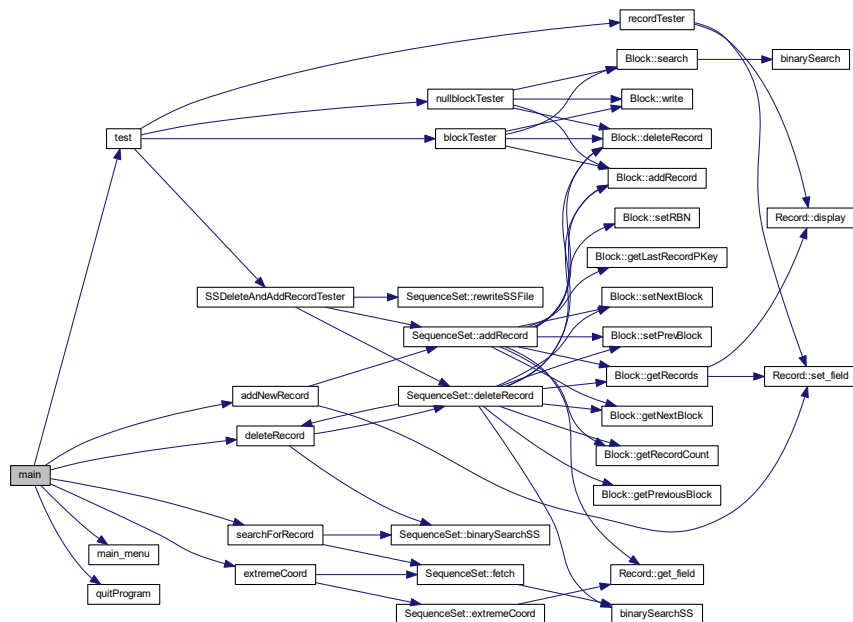


#### 4.9.1.5 main()

```
int main ( )
```

Definition at line 27 of file [main.cpp](#).

Here is the call graph for this function:

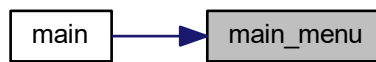


#### 4.9.1.6 main\_menu()

```
int main_menu ( )
```

Definition at line 284 of file [main.cpp](#).

Here is the caller graph for this function:

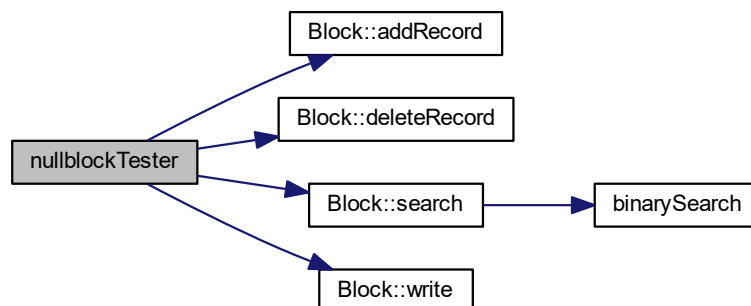


#### 4.9.1.7 nullblockTester()

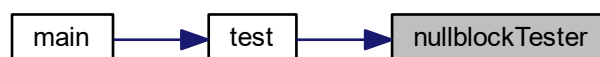
```
void nullblockTester ( )
```

Definition at line 345 of file [main.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

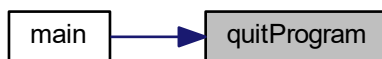


#### 4.9.1.8 quitProgram()

```
void quitProgram ( )
```

Definition at line 95 of file [main.cpp](#).

Here is the caller graph for this function:

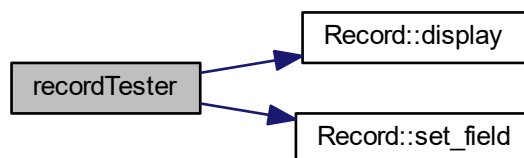


#### 4.9.1.9 recordTester()

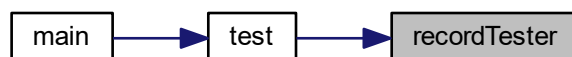
```
void recordTester ( )
```

Definition at line 421 of file [main.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

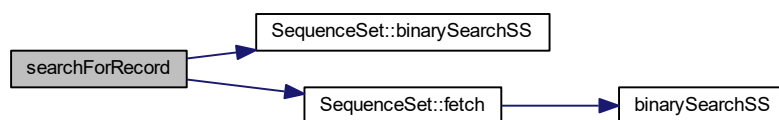


#### 4.9.1.10 searchForRecord()

```
void searchForRecord ( )
```

Definition at line 139 of file [main.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

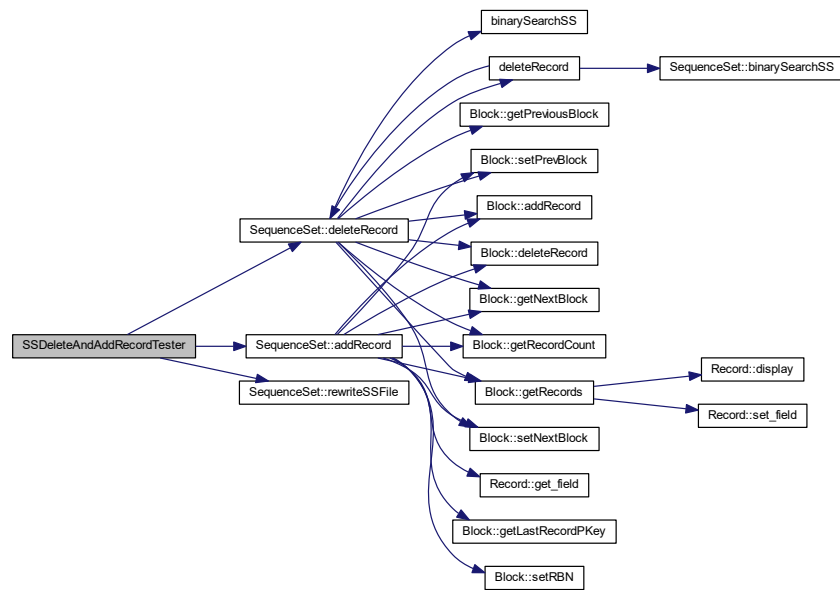


#### 4.9.1.11 SSDeleteAndAddRecordTester()

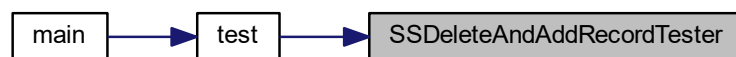
```
void SSDeleteAndAddRecordTester ( )
```

Definition at line 305 of file [main.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:

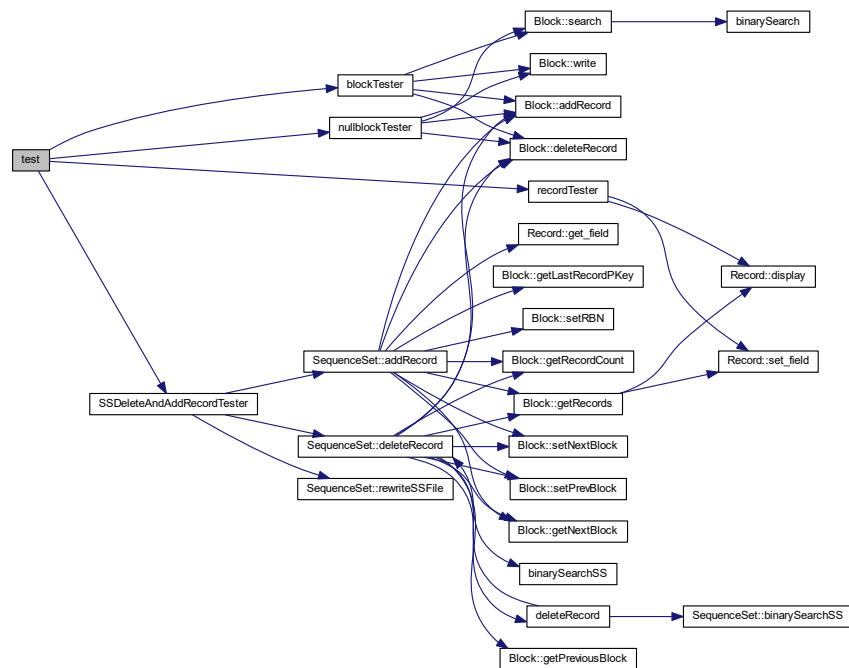


#### 4.9.1.12 test()

```
void test ( )
```

Definition at line 59 of file [main.cpp](#).

Here is the call graph for this function:



Here is the caller graph for this function:



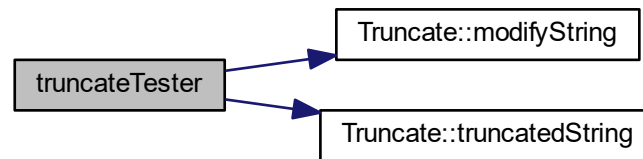
#### 4.9.1.13 truncateTester()

```
void truncateTester ( )
```

Tests the [Truncate](#) Class.

Definition at line 410 of file [main.cpp](#).

Here is the call graph for this function:



## 4.9.2 Variable Documentation

### 4.9.2.1 quit

```
bool quit = false
```

Definition at line 25 of file [main.cpp](#).

### 4.9.2.2 SSClass

```
SequenceSet SSClass
```

Definition at line 24 of file [main.cpp](#).

## 4.10 main.cpp

```

00001 #include <iostream>
00002 #include "Truncate.h"
00003 #include "Record.h"
00004 #include "Block.h"
00005 #include "SequenceSet.h"
00006 #include <string>
00007 #include <fstream>
00008
00009 using namespace std;
00010
00011 void truncateTester();
00012 void recordTester();
00013 void blockTester();
00014 void nullblockTester();
00015 void SSDeleteAndAddRecordTester();
00016 int main_menu();
00017 void addNewRecord();
00018 void searchForRecord();
00019 void deleteRecord();
00020 void quitProgram();
00021 void extremeCoord();
00022 void test();
00023
00024 SequenceSet SSClass;
```



```

00025 bool quit = false;
00026
00027 int main(){
00028     int choice;
00029     cout << "Sequence Set Created." << endl;
00030
00031     while( !quit )
00032     {
00033         cout << endl << endl;
00034
00035         choice = main_menu();
00036
00037         switch( choice )
00038         {
00039             case 1: addNewRecord();
00040                 break;
00041             case 2: searchForRecord();
00042                 break;
00043             case 3: deleteRecord();
00044                 break;
00045             case 4: quitProgram();
00046                 break;
00047             case 5: extremeCoord();
00048                 break;
00049             case 6: test();
00050                 break;
00051             default: cout << "Selecting menu option canceled." << endl;
00052         }
00053     }
00054 }
00055
00056 return 0;
00057 }
00058
00059 void test(){
00060     recordTester();
00061     blockTester();
00062     nullblockTester();
00063     SSDeleteAndAddRecordTester();
00064 }
00065
00066 void extremeCoord()
00067 {
00068     string state, dir;
00069     char direction;
00070     cout << "Please enter the state you wish to search in its two letter code with CAPS.\n\t";
00071     cin >> state;
00072     cout << "Please enter the direction you wish to find the extreme with a "
00073           << "character by choosing n, s, e, or w.\n\t";
00074     cin >> direction;
00075     switch(direction){
00076     case 'n':
00077         dir = "nothern";
00078         break;
00079     case 'e':
00080         dir = "eastern";
00081         break;
00082     case 's':
00083         dir = "southern";
00084         break;
00085     case 'w':
00086         dir = "western";
00087         break;
00088     default:
00089         dir = "ERROR";
00090     }
00091     cout << "The details of the "<< dir << " most zipcode\n\t"
00092           << SSClass.fetch(SSClass.extremeCoord(state, direction));
00093 }
00094
00095 void quitProgram()
00096 {
00097     quit = true;
00098 }
00099
00100 void deleteRecord()
00101 {
00102     string field;
00103
00104     //ask user for pKey
00105     while(true)
00106     {
00107         cout << "Please enter the Zip Code of the Record to delete:" << endl;
00108         cin >> field;
00109         if(field.length() > 6 || field.length() < 1)
00110         {
00111             cout << "Invalid Zip Code entered. Please try again." << endl;

```

```

00112     }
00113     else
00114     {
00115         break;
00116     }
00117 }
00118
00119 cout << endl << "Searching for Record" << endl;
00120 int position = SSClass.binarySearchSS(field);
00121 if(position != -1)
00122 {
00123     cout << "Deleting Record from Sequence Set." << endl;
00124     if ( SSClass.deleteRecord( stoi( field ) ) )
00125     {
00126         cout << "Record deleted Successfully." << endl;
00127     }
00128     else
00129     {
00130         cout << "Error Deleting Record." << endl;
00131     }
00132 }
00133 else
00134 {
00135     cout << "Record not found in Sequence Set" << endl;
00136 }
00137 }
00138
00139 void searchForRecord()
00140 {
00141     string field;
00142
00143     //ask user for pKey
00144     while(true)
00145     {
00146         cout << "Please enter the Zip Code of the Record to find:" << endl;
00147         cin >> field;
00148         if(field.length() > 6 || field.length() < 1)
00149         {
00150             cout << "Invalid Zip Code entered. Please try again." << endl;
00151         }
00152         else
00153         {
00154             break;
00155         }
00156     }
00157
00158     cout << endl << "Searching for Record" << endl;
00159     int position = SSClass.binarySearchSS(field);
00160     if(position != -1)
00161     {
00162         cout << "Record found in Sequence Set." << endl;
00163         cout << "Displaying Record:" << endl << endl;
00164         cout << SSClass.fetch(field) << endl;
00165     }
00166     else
00167     {
00168         cout << "Record not found in Sequence Set" << endl;
00169     }
00170 }
00171 }
00172
00173 void addNewRecord()
00174 {
00175     string field;
00176     Record record;
00177
00178     //ask user for zip code
00179     while(true)
00180     {
00181         cout << "Please enter the Zip Code of the Record:" << endl;
00182         cin >> field;
00183         if(field.length() > 6 || field.length() < 1)
00184         {
00185             cout << "Invalid Zip Code entered. Please try again." << endl;
00186         }
00187         else
00188         {
00189             record.set_field("zip", field);
00190             break;
00191         }
00192     }
00193
00194     //ask user for city
00195     while(true)
00196     {
00197         cout << "Please enter the City of the Record: (use underscore _ as space)" << endl;
00198         cin >> field;

```

```

00199         if(field.length() > 31 || field.length() < 1)
00200         {
00201             cout << "Invalid City entered. Please try again." << endl;
00202         }
00203         else
00204         {
00205             for(int i = 0; i < field.length(); i++)
00206             {
00207                 if(field[i] == '_')
00208                     field[i] = ' ';
00209             }
00210             record.set_field("city", field);
00211             break;
00212         }
00213     }
00214
00215     //ask user for state
00216     while(true)
00217     {
00218         cout << "Please enter the State of the Record (two character format: MN):" << endl;
00219         cin >> field;
00220         if( field.length() != 2 )
00221         {
00222             cout << "Invalid State entered. Please try again." << endl;
00223         }
00224         else
00225         {
00226             record.set_field("state", field);
00227             break;
00228         }
00229     }
00230
00231     //ask user for county
00232     while(true)
00233     {
00234         cout << "Please enter the County of the Record:" << endl;
00235         cin >> field;
00236         if(field.length() > 38 || field.length() < 1)
00237         {
00238             cout << "Invalid County entered. Please try again." << endl;
00239         }
00240         else
00241         {
00242             record.set_field("county", field);
00243             break;
00244         }
00245     }
00246
00247     //ask user for longitude
00248     while(true)
00249     {
00250         cout << "Please enter the Longitude of the Record:" << endl;
00251         cin >> field;
00252         if(field.length() > 8 || field.length() < 1)
00253         {
00254             cout << "Invalid Longitude entered. Please try again." << endl;
00255         }
00256         else
00257         {
00258             record.set_field("long", field);
00259             break;
00260         }
00261     }
00262
00263     //ask user for latitude
00264     while(true)
00265     {
00266         cout << "Please enter the Latitude of the Record:" << endl;
00267         cin >> field;
00268         if(field.length() > 9 || field.length() < 1)
00269         {
00270             cout << "Invalid Latitude entered. Please try again." << endl;
00271         }
00272         else
00273         {
00274             record.set_field("lat", field);
00275             break;
00276         }
00277     }
00278
00279     cout << endl << "New Record Created." << endl;
00280     SSClass.addRecord( record );
00281     cout << "New Record added to Sequence Set." << endl;
00282 }
00283
00284 int main_menu()
00285 {

```

```

00286     int userResponse;
00287     while(true)
00288     {
00289         cout << "Please select an option:" << endl;
00290         cout << "1. Add a new Record" << endl;
00291         cout << "2. Search for and Display a Record" << endl;
00292         cout << "3. Delete a Record" << endl;
00293         cout << "4. Quit Program" << endl;
00294         cout << "5. Find the X-treme coordinate of a state" << endl;
00295         cout << "6. Testing" << endl;
00296         cin >> userResponse;
00297
00298         if(userResponse < 1 || userResponse > 6)
00299             cout << "Please enter a valid option" << endl;
00300         else
00301             return userResponse;
00302     }
00303 }
00304
00305 void SSDeleteAndAddRecordTester()
00306 {
00307     SequenceSet SSClass;
00308
00309     SSClass.deleteRecord(1008);
00310     SSClass.deleteRecord(1003);
00311     SSClass.deleteRecord(1004);
00312
00313     string zip = "563";
00314     string place = "Little Falls";
00315     string state = "MN";
00316     string county = "Morrison";
00317     string longitude = "-74.25";
00318     string latitude = "79.72";
00319     Record testRecord(zip, place, state, county, longitude, latitude);
00320     SSClass.addRecord(testRecord);
00321
00322     zip = "1024";
00323     Record testRecord2(zip, place, state, county, longitude, latitude);
00324     SSClass.addRecord(testRecord2);
00325
00326     zip = "1025";
00327     Record testRecord3(zip, place, state, county, longitude, latitude);
00328     SSClass.addRecord(testRecord3);
00329
00330     zip = "1051";
00331     Record testRecord4(zip, place, state, county, longitude, latitude);
00332     SSClass.addRecord(testRecord4);
00333
00334     zip = "1052";
00335     Record testRecord5(zip, place, state, county, longitude, latitude);
00336     SSClass.addRecord(testRecord5);
00337
00338     zip = "300";
00339     Record testRecord6(zip, place, state, county, longitude, latitude);
00340     SSClass.addRecord(testRecord6);
00341
00342     SSClass.rewriteSSFile();
00343 }
00344
00345 void nullblockTester(){
00346     Block * aBlock;
00347     ofstream sequenceSetFile;
00348     string fileName = "Sequence_Set.txt";
00349     sequenceSetFile.open(fileName);
00350     sequenceSetFile << "Hello File\n";
00351     sequenceSetFile.close();
00352
00353     string records[4] = {"501", "544", "1001", ""};
00354     string blockInfo = "    501    544    1001    1002";
00355
00356     //test block constructor
00357     Block anotherBlock(blockInfo);
00358     anotherBlock.write(fileName);
00359
00360     //test block search method
00361     string recordTest = "1002";
00362     aBlock = new Block(1);
00363     cout << "Return 1 if the record was found: " << aBlock->search( recordTest ) << endl;
00364
00365     recordTest = "103";
00366     aBlock->addRecord(recordTest);
00367
00368     recordTest = "103";
00369     aBlock->addRecord(recordTest);
00370
00371     recordTest = "544";
00372     aBlock->deleteRecord(recordTest);

```

```

00373
00374     recordTest = "514";
00375     aBlock->deleteRecord(recordTest);
00376 }
00377
00378 void blockTester(){
00379     Block aBlock;
00380     ofstream sequenceSetFile;
00381     string fileName = "Sequence_Set.txt";
00382     sequenceSetFile.open(fileName);
00383     sequenceSetFile << "Hello File\n";
00384     sequenceSetFile.close();
00385
00386     string records[4] = {"501", "544", "1001", ""};
00387     string blockInfo = "    501    544    1001    1002";
00388
00389     //test block constructor
00390     Block anotherBlock(blockInfo);
00391     anotherBlock.write(fileName);
00392
00393     //test block search method
00394     string recordTest = "1002";
00395     cout << "Return 1 if the record was found: " << anotherBlock.search( recordTest ) << endl;
00396
00397     recordTest = "103";
00398     anotherBlock.addRecord(recordTest);
00399
00400     recordTest = "103";
00401     anotherBlock.addRecord(recordTest);
00402
00403     recordTest = "544";
00404     anotherBlock.deleteRecord(recordTest);
00405
00406     recordTest = "514";
00407     anotherBlock.deleteRecord(recordTest);
00408 }
00409
00410 void truncateTester(){
00411     Truncate t;
00412     Truncate t2(5);
00413     string str = "123456789AB";
00414
00415     cout << endl << "The String is " << str;
00416     cout << endl << "The String AS it is modified is " << t.modifyString(str);
00417     cout << endl << "The String IF it was modified is " << t2.truncatedString(str);
00418     cout << endl << "The String is " << str << endl;
00419 }
00420
00421 void recordTester(){
00422     //test default constructor
00423     Record testRecord;
00424     cout << "Default constructor record (should be empty):";
00425     testRecord.display();
00426     cout << endl;
00427
00428     //test fill record
00429     string zip = "56345";
00430     string place = "Little Falls";
00431     string state = "Minnesota";
00432     string county = "Morrison";
00433     string longitude = "-74.25";
00434     string latitude = "79.72";
00435
00436     cout << "Fill Record with : " << zip << " " << place << " " << state << " " << county << " " << longitude << " " << latitude;
00437
00438     testRecord.set_field( "z", zip );
00439     testRecord.set_field( "place", place );
00440     testRecord.set_field( "STATE", state );
00441     testRecord.set_field( "c", county );
00442     testRecord.set_field( "long", longitude );
00443     testRecord.set_field( "lat", latitude );
00444
00445     testRecord.display();
00446     cout << endl;
00447
00448     //test constructor 2
00449     float longitude_float = 74.25;
00450     float latitude_float = 79.72;
00451
00452     Record testRecord2(zip, place, state, county, longitude, latitude);
00453
00454     cout << "Constructor2 record (record should be full):";
00455     testRecord2.display();
00456
00457     //test constructor 3
00458     Grid grid_test(longitude_float, latitude_float);

```

```

00459
00460 Record testRecord3(zip, place, state, county, grid_test);
00461
00462 cout << "Constructor3 record (record should be full):";
00463 testRecord3.display();
00464
00465 //test display field
00466 cout << endl << "Test Display Field, display city:";
00467 testRecord3.display("CITY");
00468 cout << " expected: Little Falls" << endl;
00469
00470 cout << "Test Display Field, display state:";
00471 testRecord3.display("STATE");
00472 cout << " expected: Minnesota" << endl;
00473 }

```

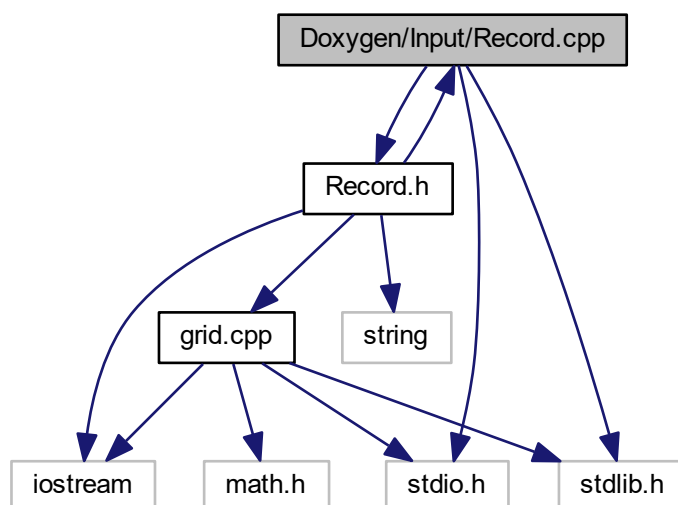
## 4.11 Doxygen/Input/Record.cpp File Reference

```

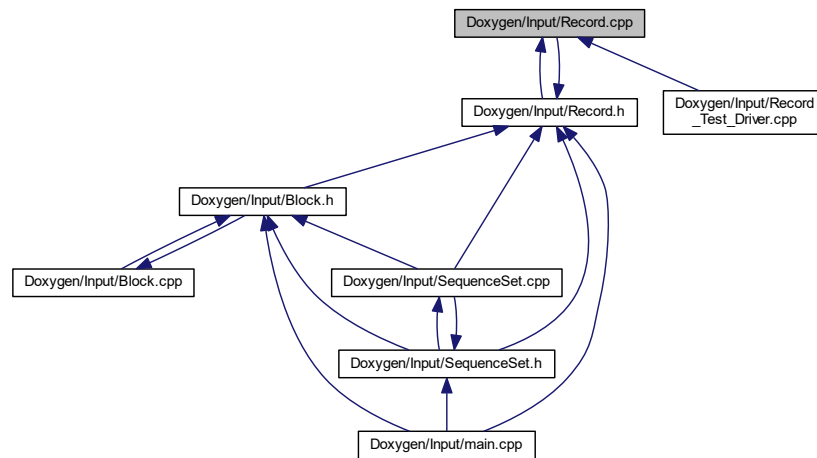
#include "Record.h"
#include <stdio.h>
#include <stdlib.h>

```

Include dependency graph for Record.cpp:



This graph shows which files directly or indirectly include this file:



## 4.12 Record.cpp

```

00001
00017 #include "Record.h"
00018 #include <stdio.h>
00019 #include <stdlib.h>
00020 using namespace std;
00021
00022 Record::Record()
00023 {
00024     zip_code = "";
00025     place_name = "";
00026     state = "";
00027     county = "";
00028     this -> set_longitude_latitude( 0.0, 0.0 );
00029     if(DEBUG) {cout << "Made an empty record.\n";}
00030 }
00031
00032 Record::Record(string _zip_code, string _place_name, string _state, string _county, Grid _gridPoint)
00033 {
00034     zip_code = _zip_code;
00035     place_name = _place_name;
00036     state = _state;
00037     county = _county;
00038     this -> set_grid_point( _gridPoint );
00039     if(DEBUG) {cout << "Made a filled record using a gridPoint.\n";}
00040 }
00041
00042 Record::Record(string _zip_code, string _place_name, string _state, string _county, string latitude,
00043               string longitude)
00044 {
00045     float lon;
00046     float lat;
00047     try{
00048         lon = string_to_float( longitude );
00049     }
00050     catch(...){
00051         cout << "ERROR SETTING LONGITUDE, SETTING IT TO 0\n";
00052         lon = 0;
00053     }
00054     try{
00055         lat = string_to_float( latitude );
00056     }
00057     catch(...){
00058         cout << "ERROR SETTING LATITUDE IN " << zip_code << ", SETTING IT TO 0\n";
00059         lat = 0;
00060     }
00061 }
00062
00063 zip_code = _zip_code;

```

```

00064     place_name = _place_name;
00065     state = _state;
00066     county = _county;
00067     this -> set_longitude_latitude( lon, lat );
00068     if(DEBUG) {cout << "Made a filled record using string lat/longs.\n";}
00069 }
00070
00071 void Record::display()
00072 {
00073     if(DEBUG) {cout << "Displaying the whole record from the record.\n";}
00074     cout << endl
00075         << "Zipcode:\t" << get_field("Zip")
00076         << "\nPlace:\t\t" << get_field("City")
00077         << "\nState:\t\t" << get_field("State")
00078         << "\nCounty:\t\t" << get_field("County")
00079         << "\nLongitude:\t" << get_field("Longitude")
00080         << "\nLatitude:\t" << get_field("Latitude")
00081         << endl;
00082 }
00083
00084 void Record::display(string field)
00085 {
00086     if(DEBUG) {cout << "Displaying the "<< field << " portion of the record.\t";}
00087     for(int i = 0; field[i] != NULL; i++){
00088         field[i] = toupper(field[i]);
00089     }
00090
00091     if(field=="Z" || field=="ZIP")
00092         cout << zip_code << endl;
00093     else if(field=="CITY" || field=="P" || field=="PLACE_NAME")
00094         cout << place_name << endl;
00095     else if(field=="STATE")
00096         cout << state << endl;
00097     else if(field=="COUNTY")
00098         cout << county << endl;
00099     else if(field=="G" || field=="GRID")
00100         cout << gridPoint.getLatitude() << " " << gridPoint.getLongitude() << endl;
00101     else if(field == "LAT" || field == "LATITUDE")
00102         cout << gridPoint.getLatitude() << endl;
00103     else if(field == "LONG" || field == "LONGITUDE")
00104         cout << gridPoint.getLongitude() << endl;
00105     else
00106         cout << "Invalid field has been entered." << endl;
00107 }
00108
00109 string Record::get_field(string field)
00110 {
00111     if(DEBUG) {cout << "Retrieving the "<< field << " portion of the record.\t";}
00112     string returnString;
00113     for(int i = 0; field[i] != NULL; i++){
00114         field[i] = toupper(field[i]);
00115     }
00116
00117     if(field=="Z" || field=="ZIP")
00118         returnString = zip_code;
00119     else if(field=="CITY" || field=="P" || field=="PLACE_NAME")
00120         returnString = place_name;
00121     else if(field=="STATE")
00122         returnString = state;
00123     else if(field=="COUNTY")
00124         returnString = county;
00125     else if(field=="G" || field=="GRID")
00126         returnString = to_string(gridPoint.getLatitude()) + " " + to_string(gridPoint.getLongitude());
00127     else if(field == "LAT" || field == "LATITUDE")
00128         returnString = to_string(gridPoint.getLatitude());
00129     else if(field == "LONG" || field == "LONGITUDE")
00130         returnString = to_string(gridPoint.getLongitude());
00131     else
00132         returnString = "ERROR";
00133
00134     return returnString;
00135 }
00136
00137 void Record::set_field(string field, string data)
00138 {
00139     if(DEBUG) {cout << "Setting the "<< field << " portion of the record from "<< get_field(field) << " to"<<
data << ".\n";}
00140     for(int i = 0; field[i] != NULL; i++){
00141         field[i] = toupper(field[i]);
00142     }
00143
00144     for(int i = 0; data[i] != NULL; i++){
00145         data[i] = toupper(data[i]);
00146     }
00147
00148     if(field=="Z" || field=="ZIP")
00149         zip_code = data;

```



```

00150     else if(field=="CITY" || field=="P" || field=="PLACE_NAME")
00151         place_name = data;
00152     else if(field=="STATE")
00153         state = data;
00154     else if(field=="COUNTY")
00155         county = data;
00156     else if(field=="G" || field=="GRID")
00157         cout << "grid setter needs to implemented";
00158     else if(field == "LAT" || field == "LATITUDE")
00159         gridPoint.setLatitude(data);
00160     else if(field == "LONG" || field == "LONGITUDE")
00161         gridPoint.setLongitude(data);
00162     else
00163         cout << "ERROR" << endl;
00164 }
00165
00166 void Record::set_longitude_latitude(float longitude, float latitude)
00167 {
00168     gridPoint.setLatitude( latitude );
00169     gridPoint.setLongitude( longitude );
00170 }
00171
00172 void Record::set_grid_point(Grid _gridPoint)
00173 {
00174     gridPoint.setLatitude( _gridPoint.getLatitude() );
00175     gridPoint.setLongitude ( _gridPoint.getLongitude() );
00176 }
00177
00178 //helper functions
00179
00180 float Record::string_to_float(string str)
00181 {
00182     size_t size;
00183     float float_value = stof(str, &size);
00184
00185     return float_value;
00186 }

```

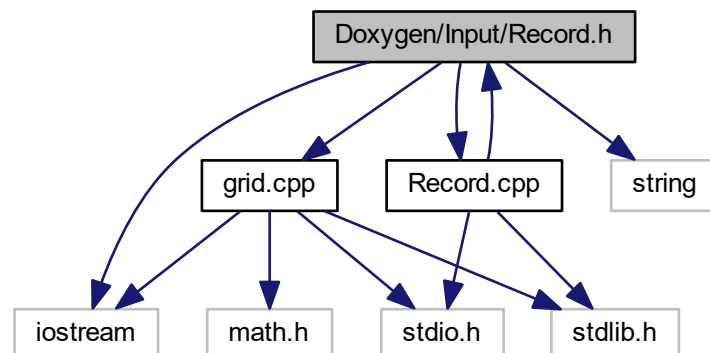
## 4.13 Doxygen/Input/Record.h File Reference

```

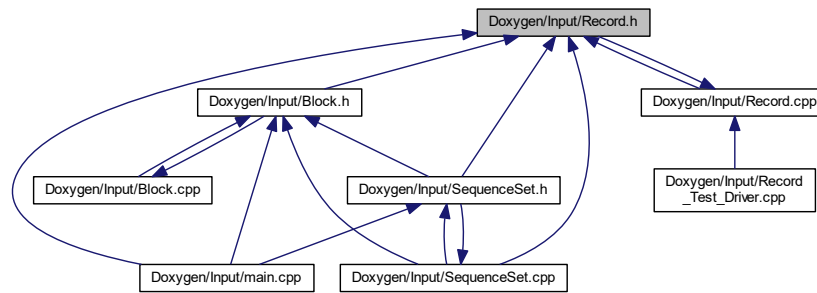
#include <iostream>
#include <string>
#include "grid.cpp"
#include "Record.cpp"

```

Include dependency graph for Record.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Record](#)

### 4.14 Record.h

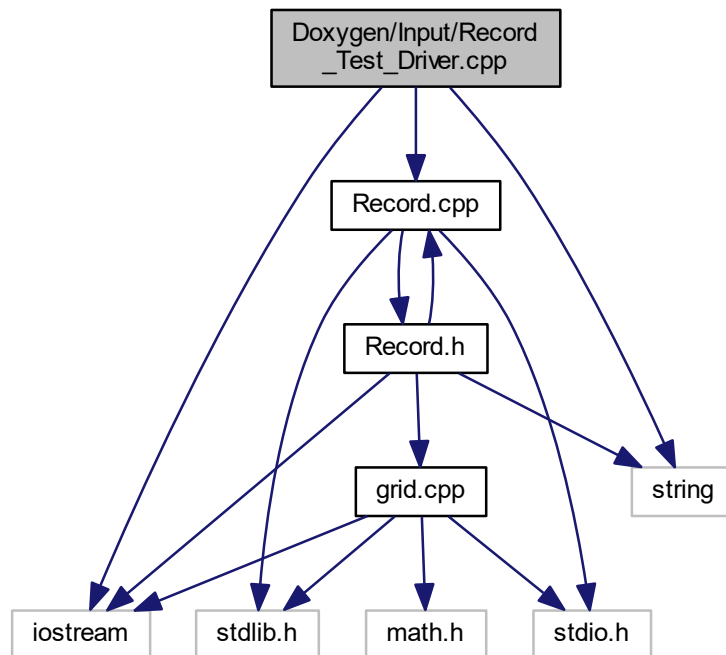
```

00001
00017 #ifndef RECORD_H
00018 #define RECORD_H
00019
00020 #include <iostream>
00021 #include <string>
00022 #include "grid.cpp"
00023 using namespace std;
00024
00025 class Record
00026 {
00027 public:
00032     Record();
00033
00038     Record(string, string, string, string, Grid);
00039
00044     Record(string, string, string, string, string, string);
00045
00050     void display();
00051
00056     void display(string); //This might benefit from calling get_field
00057
00062     string get_field(string); //This should have a switch statement
00063
00069     void set_field(string, string);
00070
00075     void set_longitude_latitude(float, float);
00076
00081     void set_grid_point(Grid);
00082
00083 private:
00084     bool isEmpty;
00085     string zip_code;
00086     string place_name;
00087     string state;
00088     string county;
00089     Grid gridPoint;
00095     float string_to_float(string);
00096 };
00097
00098 #include "Record.cpp"
00099
00100 #endif
  
```

## 4.15 Doxygen/Input/Record\_Test\_Driver.cpp File Reference

```
#include "Record.cpp"  
#include <iostream>  
#include <string>
```

Include dependency graph for Record\_Test\_Driver.cpp:



### Enumerations

- enum `Field` {  
    `Z`, `ZIP`, `CITY`, `P`,  
    `PLACE_NAME`, `STATE`, `COUNTY`, `G`,  
    `GRID` }

### Functions

- int `main` ()

#### 4.15.1 Enumeration Type Documentation

##### 4.15.1.1 Field

```
enum Field
```

### Enumerator

Z	
ZIP	
CITY	
P	
PLACE_NAME	
STATE	
COUNTY	
G	
GRID	

Definition at line 9 of file [Record\\_Test\\_Driver.cpp](#).

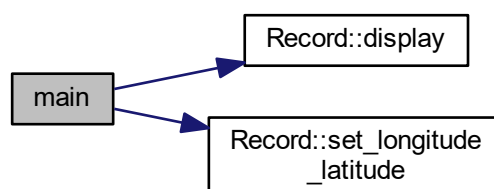
## 4.15.2 Function Documentation

### 4.15.2.1 main()

```
int main ( )
```

Definition at line 22 of file [Record\\_Test\\_Driver.cpp](#).

Here is the call graph for this function:



## 4.16 Record\_Test\_Driver.cpp

```

00001 //g++ -std=c++11 -o record_test Record_Test_Driver
00002
00003 #include "Record.cpp"
00004 #include<iostream>
00005 #include<string>
00006
00007 using namespace std;
00008
00009 enum Field
00010 {
00011     Z,
00012     ZIP,
00013     CITY,

```

```

00014     P,
00015     PLACE_NAME,
00016     STATE,
00017     COUNTY,
00018     G,
00019     GRID
00020 };
00021
00022 int main()
00023 {
00024     //test default constructor
00025     Record testRecord;
00026     cout << "Default constructor record:";
00027     testRecord.display();
00028
00029     //test fill record
00030     string zip = "56345";
00031     string place = "Little Falls";
00032     string state = "Minnesota";
00033     string county = "Morrison";
00034     float longitude = 74.25;
00035     float latitude = 79.72;
00036
00037     testRecord.set_zip_code( zip );
00038     testRecord.set_place_name( place );
00039     testRecord.set_state( state );
00040     testRecord.set_county( county );
00041     testRecord.set_longitude_latitude( longitude, latitude );
00042
00043     cout << "Filled Record:";
00044     testRecord.display();
00045
00046     //test constructor 2
00047     string longitude_string = "74.25";
00048     string latitude_string = "79.72";
00049
00050     Record testRecord2(zip, place, state, county, longitude_string, latitude_string);
00051
00052     cout << "Constructor2 record (long/lat are strings):";
00053     testRecord2.display();
00054
00055     //test constructor 3
00056     Grid grid_test(longitude, latitude);
00057
00058     Record testRecord3(zip, place, state, county, grid_test);
00059
00060     cout << "Constructor3 record (long/lat are gridPoint):";
00061     testRecord3.display();
00062
00063     cout << endl << "check enum:";
00064     testRecord3.display(CITY);
00065     cout << " expected: Little Falls" << endl;
00066
00067     testRecord3.display(STATE);
00068     cout << " expected: Minnesota" << endl;
00069
00070     return 0;
00071 }

```

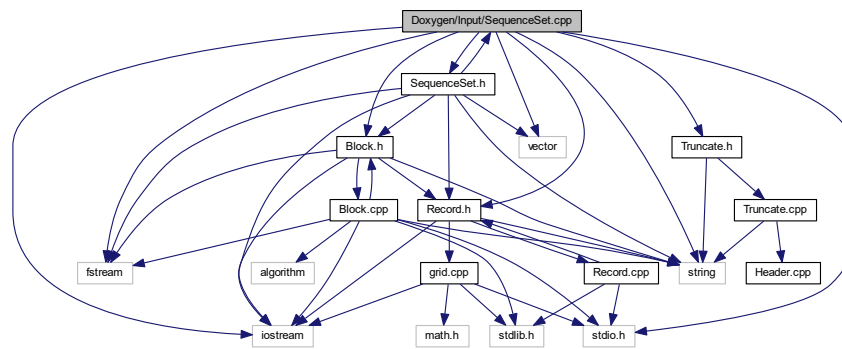
## 4.17 Doxygen/Input/SequenceSet.cpp File Reference

```

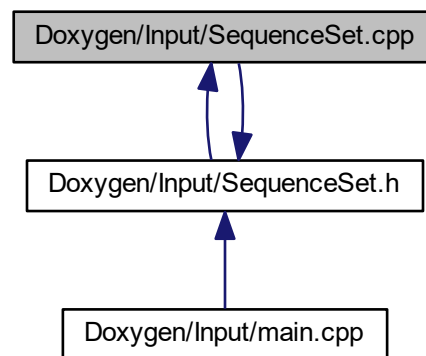
#include "SequenceSet.h"
#include <iostream>
#include "Truncate.h"
#include "Record.h"
#include "Block.h"
#include <string>
#include <fstream>
#include <vector>
#include <stdio.h>

```

Include dependency graph for SequenceSet.cpp:



This graph shows which files directly or indirectly include this file:



## Functions

- int [binarySearchSS](#) (const string arr[], string x, int n)

### 4.17.1 Function Documentation

#### 4.17.1.1 binarySearchSS()

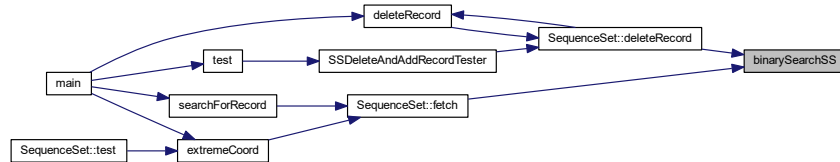
```
int binarySearchSS (
    const string arr[],
```

```

    string x,
    int n )

```

Here is the caller graph for this function:



## 4.18 SequenceSet.cpp

```

00001
00019 #include "SequenceSet.h"
00020 #include <iostream>
00021 #include "Truncate.h"
00022 #include "Record.h"
00023 #include "Block.h"
00024 #include "SequenceSet.h"
00025 #include <string>
00026 #include <fstream>
00027 #include <vector>
00028 #include <stdio.h>
00029
00030 using namespace std;
00031
00032 //binarySearch recycled from block
00033 int binarySearchSS(const string arr[], string x, int n);
00034
00035 SequenceSet::SequenceSet(){
00036     ofstream SSFile;
00037     SSFile.open(SSFileName);
00038     SSFile << "Sequence Set File\n";
00039     SSFile.close();
00040     recordCount = getRecordCount();
00041     fillIndex();
00042     Block * currentBlock = headBlock;
00043     blockCount = 0;
00044     for(unsigned long long i = 0; i < recordCount; i++){
00045         if(i%BLOCKFILLCOUNT == 0 && i != 0){
00046             if(DEBUG){cout << "Making a new block for the chain." << endl;}
00047             blockCount++;
00048             Block * newBlock = new Block(blockCount);
00049             currentBlock->setNextBlock(newBlock);
00050             newBlock->setPrevBlock(currentBlock);
00051             currentBlock = newBlock;
00052         }
00053         if(DEBUG){cout<<"Passing " <<to_string(pKeyIndex.at(i))<<" into the add function."<<endl;}
00054         currentBlock->addRecord(to_string(pKeyIndex.at(i)));
00055     }
00056     writeBlocks();
00057
00058     //reset the record avail list
00059     ofstream recordAvailList;
00060     recordAvailList.open(recordAvailListFileName);
00061     recordAvailList << "";
00062     recordAvailList.close();
00063     sKeyStateBuilder();
00064 }// End default constructor
00065
00066 unsigned long long SequenceSet::headerLength(string _fileName){
00067     fstream data;
00068     unsigned long long length = 0;
00069     unsigned long long L = 0;
00070     data.open(_fileName);
00071     string str;
00072
00073     if(DEBUG){cout << "String outside while loop, in headerLength: " << str << endl;}
00074     while(data.peek() != EOF){
00075         if(DEBUG && false){cout << "String in headerLength: " << str << endl;}
00076         getline(data, str);
00077         length += str.length();

```

```

00078     length++;
00079     if(str == HEADERENDSTRING){
00080         L = length;
00081         if(DEBUG){cout<<"L defined: " << L << "\n";}
00082     }
00083 }
00084
00085 data.close();
00086
00087 return L;
00088 }// End headerLength
00089
00090 unsigned int SequenceSet::getRecordCount(){
00091     string fileName = DATAFILENAME;
00092     string field;
00093     string str = "";
00094     char c;
00095     fstream data;
00096     unsigned int recordCount = 0;
00097     data.open(fileName);
00098     getline(data, field); //Skip title
00099     while(data.peek() != ':'){
00100         data.get(c);
00101         field += c;
00102         if(DEBUG && true){cout << "Char c: " << c << endl;}
00103     }
00104
00105     //This while is to skip non number values before approaching what to do with the values
00106     while(data.peek() < '0' || data.peek() > '9'){
00107         data.get(c);
00108     }
00109     getline(data, str);
00110
00111     recordCount = stoi(str);
00112
00113     if(DEBUG){cout << "String: " << str << "\nrecords: " << recordCount << endl;}
00114     if(field == "Records"){
00115         getline(data, str);
00116         recordCount = stoi(str);
00117         if(DEBUG){cout << "Record Count: " << recordCount << endl;}
00118     }
00119     data.close();
00120
00121     return recordCount;
00122 }// End getRecordCount
00123
00124 void SequenceSet::fillIndex(){
00125     string field;
00126     string str = "";
00127     char c;
00128     fstream data;
00129
00130     data.open("RecordOffsets.txt");
00131
00132     for(unsigned int i = 0; i < recordCount; i++){
00133         string recordData = "";
00134         getline(data, recordData);
00135         if(DEBUG){cout << "recordData: " << recordData << endl;}
00136         str = "";
00137         for(int j = 0; j < ZIPLNGTH; j++){
00138             str += recordData[j];
00139         }
00140         //index[i][0] = stoi(str); //five chars of string
00141         pKeyIndex.push_back(stoi(str));
00142         if(DEBUG){cout << "String: " << str << endl;}
00143         if(DEBUG){cout << "pKeyIndex.at(i): " << pKeyIndex.at(i) << endl;}
00144         str = "";
00145         for(int j = ZIPLNGTH; j < recordData.length(); j++){
00146             str += recordData[j];
00147         }
00148         //index[i][1] = stoi(str); //the rest of the string
00149         offsetIndex.push_back(stoi(str));
00150         if(DEBUG){cout << "String: " << str << endl;}
00151         if(DEBUG){cout << "offsetIndex.at(" << i << "): " << offsetIndex.at(i) << endl;}
00152     }
00153     data.close();
00154 }// End fillIndex
00155
00156 string SequenceSet::fetch(string pKey){
00157     fstream data;
00158     data.open(DATAFILENAME);
00159     string returnString = "";
00160     for(int i = ZIPLNGTH - pKey.length(); i > 0; i--){
00161         if(DEBUG){cout << "For loop in fetch. i = " << i << endl;}
00162         returnString += " ";
00163     }
00164     returnString = pKey;

```



```

00165     returnString += " not found.\n";
00166
00167     int position;
00168     if(pKey != ""){
00169         position = binarySearchSS(pKey);
00170     }
00171     if(DEBUG) {cout << "Searching "< pKey << " returned: " << position << endl;}
00172     if(position>=0 && pKey != ""){
00173         data.seekg(offsetIndex.at(binarySearchSS(pKey)));
00174         getline(data, returnString);
00175     }
00176     data.close();
00177
00178     return returnString;
00179 }// End fetch with string
00180
00181 string SequenceSet::fetch(unsigned int pKey){
00182     return fetch(to_string(pKey));
00183 }// End fetch with int
00184
00185 void SequenceSet::makeRecordOffsets(string fileName){
00186     string zip = " ";
00187     ifstream data;
00188     ofstream index;
00189     string str;
00190     index.open("RecordOffsets.txt");
00191     unsigned long long offset = headerLength(fileName);
00192     data.open(fileName);
00193     data.seekg(offset);
00194
00195     if(DEBUG && false){cout << "String in makeRecordOffsets is: " << str << endl;}
00196     getline(data, str);
00197
00198     while(data.peek() != EOF){
00199         if (DEBUG && false){cout << str << endl;}
00200         for(int i = 0; i < ZIPLength; i++){
00201             zip[i] = str[i];
00202         }
00203         if(DEBUG && false){cout<<zip<< " is at " << offset << endl;}
00204         index << zip << offset << endl;
00205         getline(data, str);
00206         offset += str.length();
00207         offset++;
00208     }
00209
00210     data.close();
00211     index.close();
00212 }//End makeRecordOffsets
00213
00214
00215 int SequenceSet::binarySearchSS(string x)
00216 {
00217     //int int_arr[n];
00218     unsigned int n = recordCount;
00219     int int_string;
00220     /*
00221     //convert the records (array of strings) to array of int
00222     for (unsigned int i = 0; i < n; i++)
00223     {
00224         if(arr[i] != null_str)
00225             int_arr[i] = stoi(arr[i]);
00226     }
00227     */
00228     //convert string to find to int
00229     if(DEBUG){cout << "(stoi)ing this string: \"" << x << "\"\n";}
00230     try{
00231         int_string = stoi(x);     unsigned int l = 0 ;
00232         unsigned int r = n - 1;
00233         while (l <= r)
00234         {
00235             int m = l + (r - l) / 2;
00236             if(DEBUG) {cout << "mid: " << m << endl;}
00237
00238             //if(DEBUG) {cout << "comparing " << int_string << " and " << int_arr[m] << endl;}
00239             if(DEBUG) {cout << "comparing " << int_string << " and " << pKeyIndex.at(m) << endl;}
00240
00241             if ( pKeyIndex.at(m) == int_string ){
00242                 if(DEBUG) {cout << "record found" << endl;}
00243                 return m;
00244             }
00245
00246             // If x is greater, ignore left half
00247             if ( pKeyIndex.at(m) < int_string ){
00248                 l = m + 1;
00249                 if(DEBUG) {cout << "new l: " << l << endl;}
00250             }
00251         }

```

```

00252         // If x is smaller, ignore right half
00253     else{
00254         r = m - 1;
00255         if(DEBUG) {cout << "new r: " << l << endl;}
00256     }
00257 }
00258 }
00259     catch(...){cout << "ERROR (stoi)ING THIS STRING: \"\" << x << "\"\n";}
00260
00261     return -1;
00262 }// End binarySearchSS
00263
00264 Record SequenceSet::fillRecord(string RecordString){
00265     string zip_code, place_name, state, county, latitude, longitude;
00266     int position = 0;
00267     if(DEBUG){cout << "In fillRecord for Sequence Set Class\n\tRecordString: "
00268                 << RecordString << endl;}
00269     zip_code = "";
00270     for(auto i = 0; i < ZIPLLENGTH ; i++){
00271         if(RecordString[position] != ' '){
00272             zip_code += RecordString[position];
00273         }
00274         position++;
00275     }
00276
00277     place_name = "";
00278     for(int i = 0; i < 31/*Length of place name*/; i++){
00279         if(RecordString[position] != ' '){
00280             place_name += RecordString[position];
00281         }
00282         position++;
00283     }
00284
00285     state = "";
00286     for(int i = 0; i < 2/*Length of state*/; i++){
00287         if(RecordString[position] != ' '){
00288             state += RecordString[position];
00289         }
00290         position++;
00291     }
00292
00293     county = "";
00294     for(int i = 0; i < 38/*Length of county*/; i++){
00295         if(RecordString[position] != ' '){
00296             county += RecordString[position];
00297         }
00298         position++;
00299     }
00300
00301     latitude = "";
00302     for(int i = 0; i < 9/*Length of latitude*/; i++){
00303         if(RecordString[position] != ' '){
00304             latitude += RecordString[position];
00305         }
00306         position++;
00307     }
00308
00309     longitude = "";
00310     for(int i = 0; i < 8/*Length of longitude*/; i++){
00311         if(RecordString[position] != ' '){
00312             longitude += RecordString[position];
00313         }
00314         position++;
00315     }
00316     if(DEBUG){cout << "\tRecordElements: " << "\n\t\t"
00317                 << zip_code << "\n\t\t" << place_name << "\n\t\t"
00318                 << state << "\n\t\t" << county << "\n\t\t"
00319                 << latitude << "\n\t\t" << longitude << endl;}
00320
00321     Record returnRecord(zip_code, place_name, state, county, latitude, longitude);
00322
00323     if(DEBUG){returnRecord.display();}
00324
00325     return returnRecord;
00326 }// End fillRecord
00327
00328 void SequenceSet::writeBlocks(){
00329     Block * currentBlock = headBlock;
00330     for(auto i = 0; i < blockCount; i++){
00331         if(DEBUG){cout << "Writing block " << i << " from the chain." << endl;}
00332         currentBlock->write(SSFileName);
00333         currentBlock = currentBlock->getNextBlock();
00334     }
00335 }// End writeBlocks
00336
00337 void SequenceSet::fillRecordBlock(unsigned long long blockID){
00338     string str, zip, passed;

```

```

00339     Block * currentBlock = headBlock;
00340     for(auto i = 0; i < blockID; i++){
00341         currentBlock = currentBlock->getNextBlock();
00342     }
00343
00344     currentBlock->getRecords(recordBlock);
00345     for(auto i = 0; i < currentBlock->getRecordCount(); i++){
00346         passed = fetch(recordBlock[i].get_field("ZIP"));
00347         if(DEBUG){
00348             cout << "\n*****"
00349                  << "\nString passed to fill record: " << passed << endl;
00350         }
00351         if(passed != " not found.\n" && passed != " not found."){
00352             recordBlock[i] = fillRecord(passed);
00353             if(DEBUG){recordBlock[i].display();}
00354         }
00355     }
00356 }// End fillRecordBlock
00357
00358 void SequenceSet::addBlockStateKey(unsigned long long blockID){
00359     fillRecordBlock(blockID);
00360     Block * currentBlock = headBlock;
00361
00362     for(auto i = 0; i < blockID; i++){
00363         currentBlock = currentBlock->getNextBlock();
00364     }
00365
00366     for(auto i = 0; i < currentBlock->getRecordCount(); i++){
00367         string state = recordBlock[i].get_field("state");
00368
00369         for(auto i = 0; i < RECORDSPERBLOCK; i++){
00370             string state = recordBlock[i].get_field("state");
00371
00372             if(state != ""){
00373                 bool stateFound = false;
00374                 unsigned int index = 0;
00375
00376                 if(stateZips.size() == 0){
00377                     vector <string> newRow;
00378                     newRow.push_back(state);
00379                     stateZips.push_back(newRow);
00380                 }
00381
00382                 while(index < stateZips.size() && !stateFound){
00383                     if(stateZips[index].at(0) == state){
00384                         if(DEBUG){cout << "Found " << state << " at index = " << index << endl;}
00385                         stateFound = true;
00386                     }
00387                     else{index++;}
00388                 }
00389
00390                 if(!stateFound){
00391                     if(DEBUG){cout << state<<" not found.\n";}
00392                     vector <string> newRow;
00393                     newRow.push_back(state);
00394                     stateZips.push_back(newRow);
00395                     if(DEBUG){cout << stateZips[index].at(0)<<" pushed successfully.\n";}
00396                     if(DEBUG){
00397                         stateZips[index].push_back(":");
00398                         cout << "Pushing a smily :) \n";
00399                         cout << stateZips[index].at(1) << endl;
00400                         stateZips[index].pop_back();
00401                     }
00402                 }
00403
00404                 if(DEBUG){cout << "Pushing " << recordBlock[i].get_field("zip") << " to " << index << " column.\n";}
00405                 stateZips[index].push_back(recordBlock[i].get_field("zip"));
00406                 //if(DEBUG){cout << stateZips[index].at(stateZips[index].size())<<" pushed successfully.\n";}
00407
00408
00409                 if(DEBUG){cout << stateZips[index].at(0) << ": "
00410                          << stateZips[index].at(stateZips[index].size()-1) << endl;}
00411             }
00412         }
00413     }
00414 }// End addBlockStateKey
00415
00416
00417 bool SequenceSet::deleteRecord(int pKey)
00418 {
00419     //search if the record is in the sequence set
00420     int position = binarySearchSS( to_string(pKey) );
00421     if(DEBUG){cout << "Searching for " << pKey << " returned: " << position << endl;}
00422     if(position == -1){
00423         cout << "Record does not exist in Sequence Set." << endl;
00424         return false;
00425     }

```

```

00426 else{
00427     //add deleted record offset to avail list
00428     string strTemp = "";
00429     string newString = "";
00430     fstream recordAvailListIn;
00431     recordAvailListIn.open(recordAvailListFileName);
00432     while(recordAvailListIn.peek() != EOF){
00433         strTemp += recordAvailListIn.get();
00434         if(DEBUG){cout << strTemp << endl;}
00435     }
00436     newString = to_string( offsetIndex.at(position) ) + "/" + to_string( position ) + "\n" + strTemp;
00437     if(DEBUG){cout << newString << " result" << endl;}
00438     recordAvailListIn.close();
00439
00440     ofstream recordAvailList;
00441     recordAvailList.open(recordAvailListFileName);
00442     recordAvailList << newString;
00443     recordAvailList.close();
00444
00445     //delete record from us_postal_codes.txt
00446     fstream usPostalCodes;
00447     usPostalCodes.open("us_postal_codes.txt");
00448     usPostalCodes.seekg(offsetIndex.at(position));
00449     for(int i = 0; i < 94; i++){ //94 is the length of record
00450         usPostalCodes << " ";
00451     }
00452     usPostalCodes.close();
00453
00454     //delete record in index vector
00455     pKeyIndex.erase(pKeyIndex.begin() + position);
00456     offsetIndex.erase(offsetIndex.begin() + position);
00457     if(DEBUG) {position = binarySearchSS( to_string(pKey) );}
00458     if(DEBUG) {cout << "Deleted record in index vector. Researching for " << pKey << " returned: " <<
position << endl;}
00459     recordCount--; //decrement the total record count
00460
00461     //delete record in linked list of blocks
00462     Block * currentBlock = headBlock;
00463     for(auto i = 0; i < blockCount; i++){
00464         if(DEBUG){cout << "Searching block " << i << " from the chain." << endl;}
00465         if( pKey <= currentBlock->getLastRecordPKey() ){
00466             currentBlock->deleteRecord( to_string(pKey) );
00467             break;
00468         }
00469         else{
00470             currentBlock = currentBlock->getNextBlock();
00471         }
00472     }
00473
00474     //merge blocks if needed
00475     if( currentBlock->getRecordCount() < RECORDSPERBLOCK / 2 ){
00476         //check next block to see if it can merge
00477         if( (currentBlock->getNextBlock())->getRecordCount() == RECORDSPERBLOCK / 2 ){
00478             currentBlock->getRecords( recordBlock ); //get the pkeys
00479             for(int i = 0; i < currentBlock->getRecordCount(); i++){
00480                 (currentBlock->getNextBlock())->addRecord(recordBlock[i].get_field("zip"));
00481                 currentBlock->deleteRecord( recordBlock[i].get_field("zip") );
00482             }
00483             //add the pointer to the current block to the avail vector
00484             blockAvailList.push_back( currentBlock );
00485             //change the pointers to avoid the empty block
00486             currentBlock->getPreviousBlock()->setNextBlock( currentBlock->getNextBlock() );
00487             currentBlock->getNextBlock()->setPrevBlock( currentBlock->getPreviousBlock() );
00488             blockCount--;
00489         }
00490         //check if previous block can merge
00491         else if( (currentBlock->getPreviousBlock())->getRecordCount() == RECORDSPERBLOCK / 2 ){
00492             currentBlock->getRecords( recordBlock ); //get the pkeys
00493             for(int i = 0; i < currentBlock->getRecordCount(); i++){
00494                 (currentBlock->getPreviousBlock())->addRecord(recordBlock[i].get_field("zip"));
00495                 currentBlock->deleteRecord( recordBlock[i].get_field("zip") );
00496             }
00497             //add the pointer to the current block to the avail vector
00498             blockAvailList.push_back( currentBlock );
00499             //change the pointers to avoid the empty block
00500             currentBlock->getPreviousBlock()->setNextBlock( currentBlock->getNextBlock() );
00501             currentBlock->getNextBlock()->setPrevBlock( currentBlock->getPreviousBlock() );
00502             blockCount--;
00503         }
00504         //check if next block can redistribute
00505         else if( (currentBlock->getNextBlock())->getRecordCount() > RECORDSPERBLOCK / 2 ){
00506             (currentBlock->getNextBlock())->getRecords( recordBlock ); //get the pkeys
00507             currentBlock->addRecord( recordBlock[0].get_field("zip") );
00508             (currentBlock->getNextBlock())->deleteRecord( recordBlock[0].get_field("zip") );
00509         }
00510     }
00511     rewriteSSFile();

```

```

00512     return true;
00513 }
00514 }// End deleteRecord
00515
00516 string SequenceSet::extremeCoord(string state, char direction)
00517 {
00518     direction = toupper(direction);
00519     float extremePoint = 0;
00520     string zip = "";
00521     for(int i = 0; i < 2; i++){
00522         zip+=toupper(state[i]);
00523     }
00524     state = zip;
00525     zip = "";
00526     Record currentRecord;
00527     string str = state;
00528
00529     bool found = false;
00530     unsigned int index = 0;
00531     while(index < stateZips.size() - 1 && !found){
00532         if(stateZips[index][0] == str){found = true;}
00533         else{index++;}
00534     }
00535     currentRecord = fillRecord(fetch(stateZips[index][1]));
00536
00537     switch(direction)
00538     {
00539         case 'N':
00540         {
00541             extremePoint = stof(currentRecord.get_field("Lat"));
00542             zip = currentRecord.get_field("zip");
00543             for(int i = 1; i < stateZips[index].size(); i++)
00544             {
00545                 currentRecord = fillRecord(fetch(stateZips[index][i]));
00546                 if(extremePoint < stof(currentRecord.get_field("Lat"))){
00547                     {
00548                         zip = currentRecord.get_field("zip");
00549                         extremePoint = stof(currentRecord.get_field("Lat"));
00550                     }
00551                 }
00552             }
00553             break;
00554
00555         case 'E':
00556         {
00557             extremePoint = stof(currentRecord.get_field("Long"));
00558             zip = currentRecord.get_field("zip");
00559             for(int i = 1; i < stateZips[index].size(); i++)
00560             {
00561                 currentRecord = fillRecord(fetch(stateZips[index][i]));
00562                 if(extremePoint < stof(currentRecord.get_field("Long"))){
00563                     {
00564                         zip = currentRecord.get_field("zip");
00565                         extremePoint = stof(currentRecord.get_field("Long"));
00566                     }
00567                 }
00568             }
00569             break;
00570
00571         case 'S':
00572         {
00573             extremePoint = stof(currentRecord.get_field("Lat"));
00574             zip = currentRecord.get_field("zip");
00575             for(int i = 1; i < stateZips[index].size(); i++)
00576             {
00577                 currentRecord = fillRecord(fetch(stateZips[index][i]));
00578                 if(extremePoint > stof(currentRecord.get_field("Lat"))){
00579                     {
00580                         zip = currentRecord.get_field("zip");
00581                         extremePoint = stof(currentRecord.get_field("Lat"));
00582                     }
00583                 }
00584             }
00585             break;
00586
00587         case 'W':
00588         {
00589             extremePoint = stof(currentRecord.get_field("Long"));
00590             zip = currentRecord.get_field("zip");
00591             for(int i = 1; i < stateZips[index].size(); i++)
00592             {
00593                 currentRecord = fillRecord(fetch(stateZips[index][i]));
00594                 if(extremePoint > stof(currentRecord.get_field("Long"))){
00595                     {
00596                         zip = currentRecord.get_field("zip");
00597                         extremePoint = stof(currentRecord.get_field("Long"));
00598                     }
00599                 }
00600             }
00601             break;
00602         }
00603     }

```

```

00599         }
00600     }
00601     break;
00602
00603     default:
00604     {
00605         cout << "UNDEFINED OPTION\n";
00606     }
00607 }
00608 return zip;
00609 }// End extremeCoord
00610
00611 int SequenceSet::test() {
00612     string field;
00613     string str = "";
00614     char c;
00615     fstream data;
00616
00617     int randomRecord = rand() % recordCount;
00618     //cout << "Retrieving record: " << index[randomRecord][0] << endl;
00619     cout << "Retrieving record: " << pKeyIndex.at(randomRecord) << endl;
00620     data.open(DATAFILENAME);
00621     //data.seekg(index[randomRecord][1]);
00622     data.seekg(offsetIndex.at(randomRecord));
00623     getline(data, str);
00624     cout << str << endl;
00625
00626     cout << fetch(1721) << endl;
00627     fillRecordBlock(88);
00628
00629     for(auto i = 0; i < RECORDSPERBLOCK; i++) {
00630         if(DEBUG) {cout << "\n*****\n";}
00631         recordBlock[i].display();
00632     }
00633
00634     sKeyStateBuilder();
00635
00636     unsigned int index = 0;
00637     unsigned int record = 1;
00638     Record currentRecord;
00639
00640     str = "MN";
00641     bool found = false;
00642     while(index < stateZips.size() && !found) {
00643         if(stateZips[index][0] == str) {found = true;}
00644         else {index++;}
00645     }
00646
00647     while(record < stateZips[index].size()) {
00648         str = fetch(stateZips[index][record]);
00649         cout << str << endl;
00650         currentRecord = fillRecord(str);
00651         currentRecord.display();
00652         record++;
00653     }
00654
00655     cout << extremeCoord(str, 'n') << endl;
00656
00657     return 0;
00658 }// End test
00659
00660 void SequenceSet::sKeyStateBuilder() {
00661     if(DEBUG) {cout << "Building sKeys for states.\n";}
00662     Block * currentBlock = headBlock;
00663     unsigned int index = 0;
00664     while(currentBlock != NULL) {
00665         addBlockStateKey(index);
00666         currentBlock = currentBlock->getNextBlock();
00667         index++;
00668     }
00669 }
00670 }//End sKeyStateBuilder
00671
00672 void SequenceSet::addRecord(Record record)
00673 {
00674     //search record in linked list of blocks
00675     Block * currentBlock = headBlock;
00676     for(auto i = 0; i < blockCount; i++) {
00677         if(DEBUG) {cout << "Searching block " << i << " from the chain." << endl;}
00678         if( stoi( record.get_field("zip") ) <= currentBlock->getLastRecordPKey() ) { //find the right
block
00679             if(currentBlock->getRecordCount() == RECORDSPERBLOCK) { //if the block is full, do block
splitting
00680                 if( !blockAvailList.empty() ) { //if there exists a current empty block
00681                     Block* tempBlockPtr = blockAvailList.back(); //get the pointer to the empty block
00682                     blockAvailList.pop_back(); //delete the pointer from the avail list
00683                     //add the relative block to the linked list

```

```

00684         tempBlockPtr->setNextBlock( currentBlock->getNextBlock() );
00685         tempBlockPtr->setPrevBlock( (currentBlock->getNextBlock())->getPreviousBlock() );
00686         (currentBlock->getNextBlock())->setPrevBlock(tempBlockPtr);
00687         currentBlock->setNextBlock(tempBlockPtr);
00688         //split the data into the new block number
00689         currentBlock->getRecords( recordBlock ); //get the pkeys
00690         for(int i = RECORDSPERBLOCK / 2; i < RECORDSPERBLOCK; i++){
00691             (currentBlock->getNextBlock())->addRecord(recordBlock[i].get_field("zip"));
00692             currentBlock->deleteRecord( recordBlock[i].get_field("zip") );
00693         }
00694         //add the new record to the block
00695         currentBlock->addRecord( record.get_field("zip") );
00696         blockCount++;
00697         break; //stop searching through linked list of blocks
00698     }
00699     else{ //if a current empty block doesn't exist, create a new block.....
00700         Block* newBlockPtr = new Block;
00701         newBlockPtr->setRBN(blockCount);
00702         newBlockPtr->setNextBlock( currentBlock->getNextBlock() );
00703         newBlockPtr->setPrevBlock( (currentBlock->getNextBlock())->getPreviousBlock() );
00704         (currentBlock->getNextBlock())->setPrevBlock(newBlockPtr);
00705         currentBlock->setNextBlock(newBlockPtr);
00706         //split the data into the new block number
00707         currentBlock->getRecords( recordBlock ); //get the pkeys
00708         for(int i = RECORDSPERBLOCK / 2; i < RECORDSPERBLOCK; i++){
00709             (currentBlock->getNextBlock())->addRecord(recordBlock[i].get_field("zip"));
00710             currentBlock->deleteRecord( recordBlock[i].get_field("zip") );
00711         }
00712         //add the new record to the block
00713         currentBlock->addRecord( record.get_field("zip") );
00714         blockCount++;
00715         break; //stop searching through linked list of blocks
00716     }
00717 }
00718 else{
00719     currentBlock->addRecord( record.get_field("zip") );
00720 }
00721     break; //stop searching through linked list of blocks
00722 }
00723 else{
00724     currentBlock = currentBlock->getNextBlock();
00725 }
00726 }
00727
00728 //add record to us_postal_codes.txt
00729 fstream recordAvailList;
00730 string str = "";
00731 string strTemp = "";
00732 string offset = "";
00733 string position = "";
00734 recordAvailList.open(recordAvailListFileName);
00735 if( recordAvailList.peek() != EOF ){ //if recordAvailList is not empty
00736     fstream usPostalCodes;
00737     usPostalCodes.open("us_postal_codes.txt");
00738     getline(recordAvailList, str); //get the offset and vector position from avail list
00739     int i = 0;
00740     while( str[i] != '/' ){ //parse the offset from the string
00741         offset += str[i];
00742         if(DEBUG){cout << offset << endl;}
00743         i++;
00744     }
00745     i++;
00746     while( i < str.length() ){ //parse the position from the string
00747         position += str[i];
00748         if(DEBUG){cout << position << endl;}
00749         i++;
00750     }
00751     writeToTxt(record, offset, "us_postal_codes.txt");
00752     usPostalCodes.close();
00753     recordAvailList.close();
00754     //update the recordAvailList
00755     recordAvailList.open(recordAvailListFileName);
00756     str += "\n";
00757     if(DEBUG){cout << str << " str to delete" << endl;}
00758     while(recordAvailList.peek() != EOF){
00759         strTemp += recordAvailList.get();
00760         if(DEBUG){cout << strTemp << endl;}
00761         if(strTemp == str){
00762             strTemp = "";
00763         }
00764     }
00765     recordAvailList.close();
00766     remove("availRecordList.txt");
00767     ofstream recordAvailListOut;
00768     recordAvailListOut.open(recordAvailListFileName, ios::app);
00769     if(DEBUG){cout << strTemp << " result" << endl;}
00770     recordAvailListOut << strTemp;

```

```

00771     recordAvailListOut.close();
00772     //add record to index vector
00773     if(DEBUG){for(int i=0; i<20; ++i)std::cout << pKeyIndex[i] << ' ';}
00774     pKeyIndex.insert(pKeyIndex.begin() + stoi( position ), stoi( record.get_field("zip") ) );
00775     offsetIndex.insert(offsetIndex.begin() + stoi( position ), stoi( offset ) );
00776     cout << endl;
00777     if(DEBUG){for(int i=0; i<20; ++i)std::cout << pKeyIndex[i] << ' ';}
00778 }
00779 else{ //if recordAvailList is empty
00780     unsigned int nextOffset = offsetIndex.back() + 95; //95 is record length+1
00781     if(DEBUG){cout << nextOffset << " nextoffset" << endl;}
00782     pKeyIndex.push_back( stoi( record.get_field("zip") ) );
00783     offsetIndex.push_back( nextOffset );
00784     writeToTxt(record, to_string( nextOffset ), "us_postal_codes.txt");
00785     ofstream usPostalCodes;
00786     usPostalCodes.open("us_postal_codes.txt", ios::app);
00787     usPostalCodes << endl;
00788     usPostalCodes.close();
00789 }
00790
00791     rewriteSSFile();
00792 } // End addRecord
00793
00794 void SequenceSet::rewriteSSFile()
00795 {
00796     //rewrite the squence set file with missing record
00797     remove("Sequence_Set.txt");
00798     ofstream SSFile;
00799     SSFile.open(SSFileName);
00800     SSFile << "Sequence Set File\n";
00801     SSFile.close();
00802     writeBlocks();
00803 } //End rewriteSSFile
00804
00805 //write the record to the postal codes file
00806 void SequenceSet::writeToTxt(Record record, string offset, string _fileName)
00807 {
00808     fstream data;
00809     data.open(_fileName);
00810     data.seekg( stoi( offset ) );
00811
00812     string dataString = "";
00813     string totalString = "";
00814
00815     dataString = record.get_field("Zip");
00816     int fieldLength = 6;
00817     for(int i = 0; i < fieldLength - dataString.length(); i++){
00818         totalString += " ";
00819     }
00820     totalString += dataString;
00821
00822     dataString = record.get_field("city");
00823     fieldLength = 31;
00824     totalString += dataString;
00825     for(int i = 0; i < fieldLength - dataString.length(); i++){
00826         totalString += " ";
00827     }
00828
00829     dataString = record.get_field("state");
00830     totalString += dataString;
00831
00832     dataString = record.get_field("county");
00833     fieldLength = 38;
00834     totalString += dataString;
00835     for(int i = 0; i < fieldLength - dataString.length(); i++){
00836         totalString += " ";
00837     }
00838
00839     dataString = record.get_field("long");
00840     while(dataString.length() > 7){
00841         dataString.pop_back();
00842     }
00843     fieldLength = 8;
00844     for(int i = 0; i < fieldLength - dataString.length(); i++){
00845         totalString += " ";
00846     }
00847     totalString += dataString;
00848
00849     dataString = record.get_field("lat");
00850     fieldLength = 9;
00851     while(dataString.length() > 8){
00852         dataString.pop_back();
00853     }
00854     for(int i = 0; i < fieldLength - dataString.length(); i++){
00855         totalString += " ";
00856     }
00857     totalString += dataString;

```



```

00858
00859     data « totalString;
00860
00861     data.close();
00862 } // End writeToTxt

```

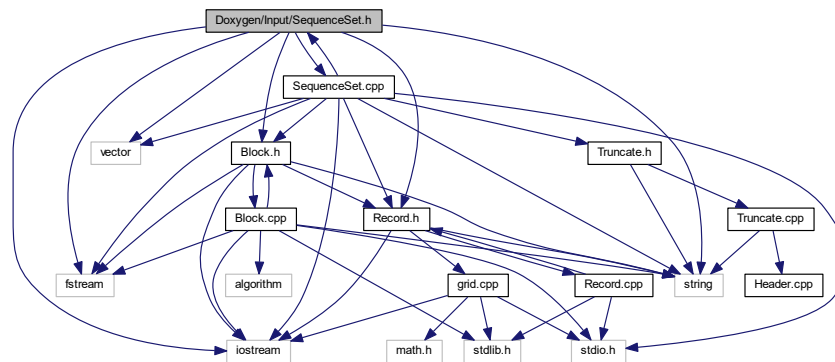
## 4.19 Doxygen/Input/SequenceSet.h File Reference

```

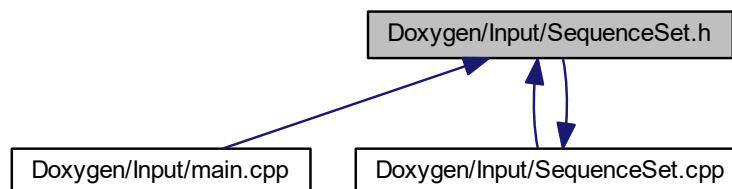
#include <iostream>
#include <string>
#include <fstream>
#include <vector>
#include "Block.h"
#include "Record.h"
#include "SequenceSet.cpp"

```

Include dependency graph for SequenceSet.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [SequenceSet](#)

## 4.20 SequenceSet.h

```

00001
00019 #ifndef SEQUENCESET_H
00020 #define SEQUENCESET_H
00021
00022 #include <iostream>
00023 #include <string>
00024 #include <fstream>
00025 #include <vector>
00026
00027 #include "Block.h"
00028 #include "Record.h"
00029
00030 using namespace std;
00031
00032 class SequenceSet
00033 {
00034 private:
00035     string SSFileName = "Sequence_Set.txt";
00036     string recordAvailListFileName = "availRecordList.txt";
00037     unsigned long long headerLength(string);
00038     unsigned long long blockCount;
00039     unsigned int recordCount;
00040     //unsigned int indexArray[getRecordCount()][2];
00041     vector<unsigned int>pKeyIndex;
00042     vector<unsigned int>offsetIndex;
00043     vector<vector<string>>stateZips;
00044     vector<vector<string>>sKeyCounty;
00045     vector<vector<string>>sKeyPlace;
00046     vector<Block*>blockAvailList;
00047     Record recordBlock[RECORDSPERBLOCK];
00048     Block * headBlock = new Block;
00049     void addBlockStateKey(unsigned long long blockID);
00050
00051     void sKeyStateBuilder();
00052
00053 public:
00054     SequenceSet();
00055
00056     void makeRecordOffsets(string fileName);
00057
00058     void fillIndex();
00059
00060     void fillRecordBlock(unsigned long long blockID);
00061
00062     void writeBlocks();
00063
00064     Record fillRecord(string RecordString);
00065
00066     unsigned int getRecordCount();
00067
00068     string fetch(string pKey);
00069
00070     string fetch(unsigned int pKey);
00071
00072     string extremeCoord(string, char);
00073
00074     bool deleteRecord(int pKey);
00075
00076     void addRecord(Record record);
00077     void rewriteSSFile();
00078     void writeToTxt(Record, string, string);
00079
00080     int binarySearchSS(string x);
00081
00082     int test();
00083 };
00084
00085 #include "SequenceSet.cpp"
00086
00087 #endif
00088

```

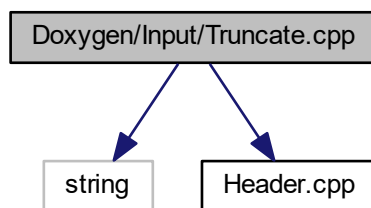
## 4.21 Doxygen/Input/Truncate.cpp File Reference

```

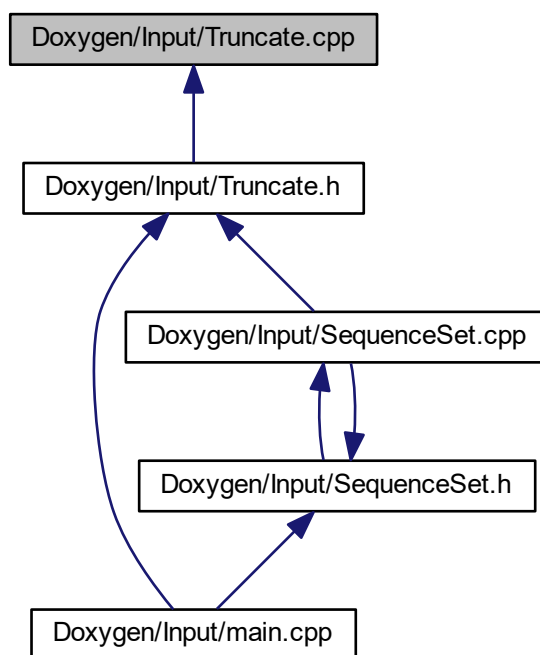
#include <string>
#include "Header.cpp"

```

Include dependency graph for Truncate.cpp:



This graph shows which files directly or indirectly include this file:



### 4.21.1 Detailed Description

Author

Christenson, Mark

Definition in file [Truncate.cpp](#).

## 4.22 Truncate.cpp

```

00001
00006 //include "Truncate.h"
00007 #include <string>
00008 #include "Header.cpp"
00009
00010 Truncate::Truncate(){
00011     if (DEBUG)
00012     {
00013         cout << "Truncate object made";
00014     }
00015 }
00016 Truncate::Truncate(int _size){
00017     maxLength = _size;
00018 }
00019
00020 string Truncate::truncatedString(string _string) {
00021     string newStr = _string;
00022     newStr.resize(maxLength);
00023
00024     return newStr;
00025 }
00026
00027 string Truncate::modifyString(string & _originalStr) {
00028     _originalStr.resize(maxLength);
00029
00030     return _originalStr;
00031 }

```

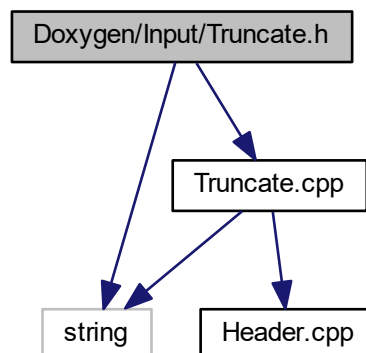
## 4.23 Doxygen/Input/Truncate.h File Reference

```

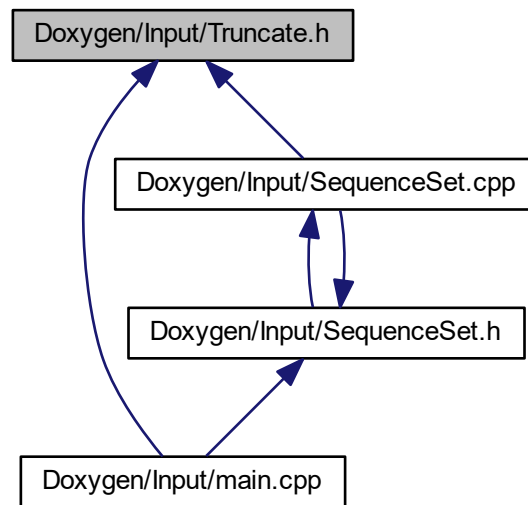
#include <string>
#include "Truncate.cpp"

```

Include dependency graph for Truncate.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [Truncate](#)

## 4.24 Truncate.h

```

00001 #ifndef TRUNCATE_H
00002 #define TRUNCATE_H
00003 #include <string>
00004
00005 using namespace std;
00006
00007 class Truncate {
00008 public:
00012     Truncate();
00016     Truncate(int);
00020     string modifyString(string&);
00025     string truncatedString(string);
00026 private:
00027     int maxLength = 10;
00028 };
00029
00030 #include "Truncate.cpp"
00031
00032 #endif
  
```



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