

```

1 // Connor Petri CIS 22C, 11/28/23
2
3 siDset * siDset::orderedUnion(const siDset *ptr)
4 {
5     siDset *returnSet = new siDset();
6
7     for (int i = 0, j = 0; i < this->getSize() && j < ptr->getSize(); )
8     {
9         // if the i-th element of [this] is equal to the j-th element of ptr,
10        // then append it to the return set and increment both iterator variables.
11        if (this->get(i).id == ptr->get(j).id)
12        {
13            returnSet->append(this->get(i));
14            i++;
15            j++;
16        }
17        // else add the smallest value to the return set
18        else if (this->get(i).id < ptr->get(j).id)
19        {
20            returnSet->append(this->get(i));
21            i++;
22        }
23        else
24        {
25            returnSet->append(ptr->get(j));
26            j++;
27        }
28
29        // If i or j are out of range, dump the remaining elements from the
30        // remaining array and break from loop
31        if (i == this->getSize())
32        {
33            for (; j < ptr->getSize(); j++)
34            {
35                returnSet->append(ptr->get(j));
36            }
37            break;
38        }
39
40        if (j == ptr->getSize())
41        {
42            for (; i < this->getSize(); i++)
43            {
44                returnSet->append(this->get(i));
45            }
46            break;
47        }
48    }
49
50    return returnSet;
51 }
52
53 siDset * siDset::unorderedUnion(const siDset *ptr)
54 {
55     // copy constructor called to copy all contents from current object to the return
56     // set
57     siDset *returnSet = new siDset(this);
58
59     // Copy all elements that are not duplicates from ptr to returnSet
60     for (int i = 0; i < ptr->getSize(); i++)
61     {
62         // Search through each element to confirm ptr->get(i) does not exist within [
63         // this]
64         bool isCopy = false;
65         for (int j = 0; j < this->getSize(); j++)
66         {
67             if (ptr->get(i).id == this->get(j).id)

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66         {
67             isCopy = true;
68             break;
69         }
70     }
71
72     if (!isCopy) // append if not a copy
73     {
74         returnSet->append(ptr->get(i));
75     }
76 }
77
78 return returnSet;
79 }
```