

UPE Tutoring:

CS 32 Midterm 1 Review

Sign-in <https://tinyurl.com/cs32mt1signin>

Slides link available after sign-in



Table of Contents

- [Classes](#)
- [Constructors](#)
- [Destructors](#)
- [Copy Constructors](#)
- [Assignment Operators](#)
- [Linked Lists](#)

- [Practice Question: Construction](#)
- [Practice Question: Destruction](#)
- [Practice Question: Sorted LL Insertion](#)
- [Practice Question: The Ricks Must Be Crazy](#)



Abstract Data Types (ADTs)

- “A coordinated group of **data structures**, **algorithms** and **interface functions** that is used to solve a particular problem.” —Carey Nachenberg
- **Data structures** and **algorithms**
 - Kept hidden from the user
- **Interface Functions**
 - Allow the user to interact with the data structures, use the algorithms



C++ Classes

In C++, the tool used to create an ADT is called a class:

```
class Car
{
    public:
        // Interface functions go here
        void printMake(...);
        double getMPG(...);
    private:
        // Algorithms and Data Structures go here
        double m_numGallons;
        void innerWorkingsOfCar(...);
};
```



C++ Classes

In C++, the tool used to create an ADT is called a class

```
class Car
{
    public:
        // Interface functions go here
        void printMake(...);
        double getMPG(...);
    private:
        // Algorithms and Data Structures go here
        double m_numGallons;
        void innerWorkingsOfCar(...);
};
```

These are in the public section, so they can be accessed by anyone

These are in the private section, so only functions in the Car class can access them



Constructors

- Special function used to initialize the variables in a class
- Has the same name as the class
- Has no return type
- Default constructor provided if and only if no user defined constructor exists



Constructors

```
class Car
{
    public:
        Car(double gallons, string make, string model)
        {
            m_numGallons = gallons;
            m_make = make;
            m_model = model;
        }
    private:
        double m_numGallons;
        string m_make;
        string m_model;
};
```



Constructors -_INITIALIZER Lists

Another way to initialize member variables in the constructor

```
class Car
{
    public:
        Car(double gallons, string make, string model)
            : m_numGallons(gallons), m_make(make), m_model(model)
        {}
    private:
        double m_numGallons;
        string m_make;
        string m_model;
};
```



Practice Question: Construction

What is the output of the following code snippet?

```
class Cat {
public:
    Cat(string name) {
        cout << "I am a cat: " << name << endl;
        m_name = name;
    }
private:
    string m_name;
};
```

```
class Person {
public:
    Person(int age) {
        cout << "I am " << age << " years old. ";
    }
};
```

```
        m_cat = Cat("Alfred");
        m_age = age;
    }
private:
    int m_age;
    Cat m_cat;
};

int main() {
    Person p(21);
}
```



Solution: Construction

This code won't compile! The Cat class does not have a default constructor, meaning that its arguments need to be passed in as part of the initializer list.

```
class Person {  
public:  
    Person(int age) {  
        cout << "I am " << age << " years old. ";  
        m_cat = Cat("Alfred");  
    }  
};
```

To fix this issue, we need to pull out the initialization of `m_cat` like so:

```
Person(int age) : m_cat("Alfred") { ... }
```

If we apply this fix, we would find that the output is as follows:

```
I am a cat: Alfred  
I am 21 years old.
```

This ordering is a consequence of the order of construction, where member variables are constructed before the constructor is called.



Destructors

- Special functions called whenever the object is destroyed
- Has the name `~className`
- Has no return type and takes no parameters
- If not defined by user, a default one will be used that simply calls the destructors of all ADT data members
- Often used to free dynamically allocated variables



Run-through

```
class Engine
{
    public:
        Engine(int numCylinders) : m_numCylinders(numCylinders)
        {
            cout << "I am an engine with ";
            cout << m_numCylinders + " cylinders" << endl;
        }

        ~Engine() { cout << "Kaboom!" << endl; }
    private:
        int m_numCylinders;
};
```



Run-through

```
class Car
{
    public:
        Car(double gallons, string make, string model, int cylinders)
            : m_engine(cylinders), m_numGallons(gallons), m_make(make), m_model(model)
        {
            cout << "A car has been created" << endl;
        }
        ~Car() { cout << "The car has been destroyed" << endl; }
    private:
        Engine m_engine;
        double m_numGallons;
        string m_make;
        string m_model;
};
```



Error or no error?

Remember our constructor definitions:

```
Engine(int cylinders);  
Car(double gallons, string make, string model, int cylinders);
```

```
int main()  
{  
    Engine e;  
    Engine e2("GMC", 8);  
    Engine e3(4);  
  
    Car c(10, 4, "Chevy", "Equinox");  
    Car c2(25, "Hummer", "H2", 10);  
}
```



Error or no error?

Remember our constructor definitions:

```
Engine(int cylinders);  
Car(double gallons, string make, string model, int cylinders);
```

```
int main()  
{  
    Engine e;  
    Engine e2("GMC", 8);  
    Engine e3(4);  
  
    Car c(10, 4, "Chevy", "Equinox");  
    Car c2(25, "Hummer", "H2", 10);  
}
```

// Parameters required, but there are none
// Wrong parameters

// Wrong order of parameters



Run-through

```
int main()
{
    Car c(25, "Hummer", "H2", 10);
    // What will be printed out?
}
```



Run-through

```
int main()
{
    Car c(25, "Hummer", "H2", 10);
    // What will be printed out?
}
```

Back to our Car constructor:

```
Car(double gallons, string make, string model, int cylinders)
    : m_engine(cylinders), m_numGallons(gallons), m_make(make), m_model(model)
{
    cout << "A car has been created" << endl;
}
```



Run-through

```
int main()
{
    Car c(25, "Hummer", "H2", 10);
    // What will be printed out?
}
```

Back to our Car constructor:

```
Car(double gallons, string make, string model, int cylinders)
    : m_engine(cylinders), m_numGallons(gallons), m_make(make), m_model(model)
{
    cout << "A car has been created" << endl;
}
```



Run-through

The Car constructor creates an Engine!
Remember, we passed in 10 for cylinders.



Run-through

The Car constructor creates an Engine!

Remember, we passed in 10 for cylinders when we used the Car constructor.

Back to our Engine constructor:

```
Engine(int numCylinders) :  
    m_numCylinders(numCylinders)  
{  
    cout << "I am an engine with ";  
    cout << m_numCylinders + " cylinders";  
    cout << endl;  
}
```

```
> I am an engine with 10 cylinders
```



Run-through

Now that the Engine in the Car's initializer list has been constructed, we go back to the Car constructor.

```
Car(double gallons, string make,  
    string model, int cylinders)  
: m_engine(cylinders), m_numGallons(gallons),  
  m_make(make), m_model(model)  
{  
    cout << "A car has been created" << endl;  
}
```

```
> I am an engine with 10 cylinders  
> A car has been created
```



Run-through

Now that the Car is created, we go back to the main function.

```
int main()
{
    Car c(25, "Hummer", "H2", 10);
}
```

We created the Car c.

Now we're at the end of the main function, when destructors are called!

First, the container class: Car

Then the contained class: Engine



Destructors

```
class Car
{
    public:
        Car(...) {...}

        ~Car()
        {
            cout << "The car has been destroyed" << endl;
        }
    private:
        double m_numGallons;
        string m_make;
        string m_model;
};
```



Run-through

To the Car destructor.

```
~Car()  
{  
    cout << "The car has been destroyed" << endl;  
}
```

```
> I am an engine with 10 cylinders  
> A car has been created  
> The car has been destroyed
```



Run-through

To the Car destructor.

```
~Car()  
{  
    cout << "The car has been destroyed" << endl;  
}
```

The Car object's destructor is finished. Now, the destructors for all of Car's ADT data members are called.

```
~Engine()  
{  
    cout << "Kaboom!" << endl;  
}
```

```
> I am an engine with 10 cylinders  
> A car has been created  
> The car has been destroyed  
> Kaboom!
```



Practice Question: Destruction

What is the output of the following code snippet?

```
class Cat {
public:
    Cat(string name) {
        cout << "I am a cat: " << name << endl;
        m_name = name;
    }
    ~Cat() { cout << "Farewell, meow." << endl; }
private:
    string m_name;
};
```

```
class Person {
public:
    Person(int age) {
        cout << "I am " << age << " years old. ";
        m_cat = new Cat("Alfred");
        m_age = age;
    }
    ~Person() { cout << "Goodbye!" << endl; }
private:
    int m_age;
    Cat *m_cat;
};

int main() {
    Person p(21);
}
```



Solution: Destruction

We would expect the following output:

```
I am 21 years old. I am a cat: Alfred  
Goodbye!
```

Notice that the destructor for `m_cat` is never called: this is a memory leak, which should be addressed by adding `delete` in the `Person` destructor.



Copy Constructors

- Functions used when the following style of code is executed

```
Engine e(8);
```

```
Engine f = e;    // Copy constructor used (not assignment operator!)
```

```
Engine g(e);     // Copy constructor used
```

- Default version just copies the member variables from the existing object to the new object
- We can write our own copy constructor
 - Why would it be necessary?



Copy Constructors - When are they Needed?

```
class Dictionary
{
    public:
        Dictionary(int words) : m_numWords(words)
        {
            contents = new string[m_numWords];
        }
        void addWord(string w); // Adds a word to the dictionary
        ~Dictionary()
        {
            delete [] contents;
        }
    private:
        int m_numWords;
        string* contents;
};
```



Copy Constructors - When are they Needed?

```
class Dictionary
{
    public:
        Dictionary(int words) : m_numWords(words)
        {
            contents = new string[m_numWords];
        }
        void addWord(string w); // Adds a word to the dictionary
        ~Dictionary()
        {
            delete [] contents;
        }
    private:
        int m_numWords;
        string* contents;
};
```

This class needs a non-default copy constructor because it has dynamically allocated data.



Copy Constructors Example

```
Dictionary(const Dictionary &other) // Takes a constant reference to  
                                   // another object of the same type
```



Copy Constructors Example

```
Dictionary(const Dictionary &other)
{
    // Next, determine how much memory is needed for the new object
    // and allocate it
    contents = new string[other.m_numWords];
```



Copy Constructors Example

```
Dictionary(const Dictionary &other)
{
    contents = new string[other.m_numWords];

    m_numWords = other.m_numWords;           // Finally, copy over all the
    for (int i = 0; i < m_numWords; ++i)      // contents of the other
    {                                           // Dictionary to our new
        contents[i] = other.contents[i];      // Dictionary object
    }
}
```



Assignment Operators

- Functions used when the following type of code is executed

```
Dictionary d(8);  
Dictionary e(4);  
d = e; // Assignment operator called
```
- Default version just copies the member variables from the existing object to the new object
- We need to write our own assignment operator when a class has dynamically allocated data, just like a Copy Constructor



Assignment Operators - Syntax

- Assignment operators have the name **operator=** and return a **reference** to an object of the class for which they are defined
 - This allows us to chain assignments:

```
Dictionary d(4), e(2), f(3);  
e = f = d;
```

- The parameter should be a **reference** to another object of the class
 - It should also be **const** to make sure the source object isn't changed

```
Dictionary& operator=(const Dictionary& src);
```



Assignment Operators Example

```
Dictionary& operator=(const Dictionary& src) {  
    delete[] contents; //First, free the dynamically allocated data
```



Assignment Operators Example

```
Dictionary& operator=(const Dictionary& src) {  
    delete[] contents;  
    contents = new string[src.m_numWords];    //Allocate new contents to store the dictionary
```



Assignment Operators Example

```
Dictionary& operator=(const Dictionary& src) {  
    delete[] contents;  
    contents = new string[src.m_numWords];  
    m_numWords = src.m_numWords;  
    for (int i = 0; i < m_numWords; i++) {           //Copy over the contents of src's dictionary  
        contents[i] = src.contents[i];  
    }  
}
```



Assignment Operators Example

```
Dictionary& operator=(const Dictionary& src) {  
    delete[] contents;  
    contents = new string[src.m_numWords];  
    m_numWords = src.m_numWords;  
    for (int i = 0; i < m_numWords; i++) {  
        contents[i] = src.contents[i];  
    }  
    return (*this);    //Return a reference to the changed Dictionary object  
}
```



Assignment Operators Example

- Our assignment operator fails to deal with one important case: **aliasing**

```
Dictionary d(4);  
d = d;           //Uh-oh...
```

- In our case, passing `d` as the argument to its own assignment operator results in the complete destruction of its dictionary!!

```
Dictionary& operator=(const Dictionary& src) {  
    delete[] contents;  
    ...  
}
```



Assignment Operators Example - Fixed

```
Dictionary& operator=(const Dictionary& src) {  
    if (&src == this) //Do nothing if we are src  
        return (*this);  
    delete[] contents;  
    contents = new string[src.m_numWords];  
    m_numWords = src.m_numWords;  
    for (int i = 0; i < m_numWords; i++) {  
        contents[i] = src.contents[i];  
    }  
    return (*this);  
}
```

Now, we can be sure that a Dictionary won't accidentally destroy its own records.

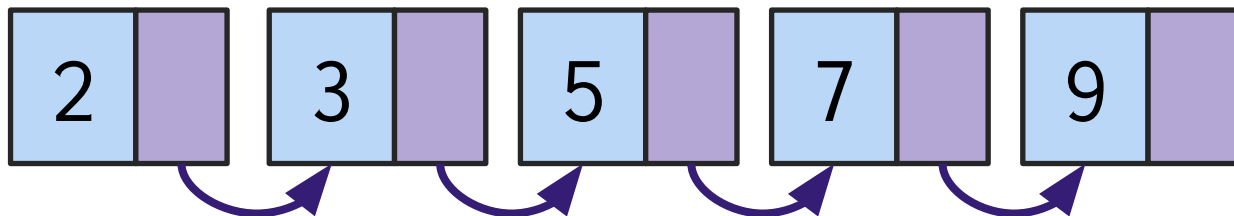
: ^D



Linked Lists

- A linked list is a data structure composed of **nodes**, each of which holds a **value** and a **pointer** to the **next** node in the list
- The list starts with a **head** pointer to the first node and ends with a node that has a next pointer set to nullptr. Occasionally, a **tail** pointer points to the last node in the linked list.
- In C++, nodes are usually declared as structs.

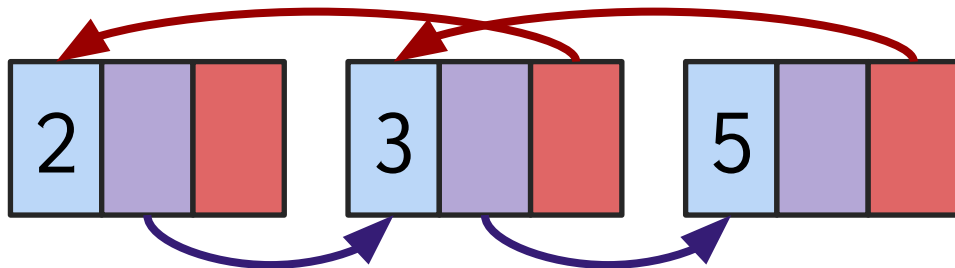
```
struct Node {  
    int value;  
    Node* next;  
};
```



Doubly Linked Lists

Doubly linked lists are simply linked lists where each node also has a **prev** pointer in addition to the next pointer and the value.

```
struct Node {  
    int value;  
    Node* next;  
    Node* prev;  
};
```



Linked List Example

Write a function called `deleteNodeWithValue` that deletes all nodes with a specified value from a doubly linked list. You can assume that you have a global `Node` pointer called `m_head` that points to the beginning of your doubly linked list.

```
Node* m_head;  
struct Node {  
    int value;  
    Node* next;  
    Node* prev;  
};
```

Function Declaration:

```
Void deleteNodeWithValue(int value)
```

As we solve this problem together, think about how each step would interact if we have a list consisting of $2 \rightarrow 3 \rightarrow 2$ and passed in 2 to this function. We can talk it through as we go as well.



Linked List Example

Step 1: Deal with an empty linked list:



Linked List Example

Step 1: Deal with an empty linked list:

If we have an empty linked list, we can return without doing anything.

```
void deleteNodeWithValue (int value)
{
    if(m_head == nullptr)
        return;
    ...
}
```



Linked List Example

Step 2: The start of the list contains the value to delete:



Linked List Example

Step 2: The start of the list contains the value to delete:

If this happens, we delete and shift the head until it no longer does or empties.

```
void deleteNodeWithValue (int value)
{
    //Step 1 code
    while(m_head != nullptr && m_head->value == value)
    {
        // the value is found in the first element of the list
        Node* temp = m_head;
        m_head = m_head->next;
        if(m_head != nullptr)
            m_head->prev = nullptr;
        delete temp;
    }
    ...
}
```



Linked List Example

Step 3: Check to see if we have finished going through the list:



Linked List Example

Step 3: Check to see if we have finished going through the list:

If this happens, we can stop execution because the list is empty.

```
void deleteNodeWithValue (int value)
{
    //Step 1 and Step 2 code

    if (m_head == nullptr)
        return;

    ...
}
```



Linked List Example

Step 4: Scan the remaining part of the list for nodes to delete:



Linked List Example

Step 4: Scan the remaining part of the list for nodes to delete:

We take advantage of the fact that `m_head` is safe to delete from the rest of it.

```
void deleteNodeWithValue (int value)
{
    //Step 1 , Step 2 and Step 3 code
    Node* cur = m_head;
```

```
    while (cur != nullptr)
    {
```

```
        if (cur->next != nullptr && cur->next->value == value)
```

```
        {
```



```
        }
```

```
    else
```

```
        cur = cur->next;
```

```
    }
```

```
}
```

```
Node* target = cur->next;
if (target->next != nullptr)
    target->next->prev = target->prev;
target->prev->next = target->next;
delete target;
```



Practice Question: Sorted Linked List Insertion

Given a sorted Linked List, write a function where you can insert a new Node into the Linked List while keeping it sorted.

```
void sortedInsert(Node*& head, Node* newNode)
```

Nodes look like this:

```
struct Node {  
    int data;  
    Node* next;  
}
```



Solution: Sorted Linked List Insertion

```
void sortedInsert(Node*& head, Node* newNode) {  
    // Special case for the head node pointer (located at head)  
    if (head == nullptr || newNode->data <= head->data) {  
        newNode->next = head;  
        head = newNode;  
    } else {  
        // Locate the node before the point of insertion  
        Node* current = head;  
        while (current->next != NULL && current->next->data < newNode->data) {  
            current = current->next;  
        }  
        // Insert the node in between current and current->next  
        newNode->next = current->next;  
        current->next = newNode;  
    }  
}
```



Practice Question: The Ricks Must Be Crazy

The Council of Ricks is trying to make duplicates of each Rick and each of the Mortys he controls. A Rick is defined by the class below. Each Rick contains a string to hold his dimension, and a Morty pointer to the head of a Linked List of Mortys. A Morty is defined by the struct below. Implement the copy constructor for the Rick class that does a deep copy.

```
class Rick {
public:
    Rick(string d) :
        dimension(d), head(nullptr) { }
    ...
    // Implement Me!!!
    Rick(const Rick &other);

private:
    struct Morty {
        string name;
        Morty* next;
    };
    string dimension;
    Morty* head;
}
```



Solution: The Ricks Must Be Crazy

```
// Copy Constructor
Rick::Rick(const Rick &other)
{
    // initialize a new Rick
    dimension = other.dimension;
    head = nullptr;

    // copy the Mortys from other Rick
    if (other.head != nullptr) {
        head = new Morty;
        head->name = other.head->name;
        head->next = other.head->next;
        ...
    }
```

```
...
Morty* thisCurrent = head;
Morty* otherCurrent = other.head;
while (otherCurrent->next != nullptr) {
    thisCurrent->next = new Morty;
    thisCurrent->next->name =
        otherCurrent->next->name;
    thisCurrent->next->next =
        otherCurrent->next->next;

    thisCurrent = thisCurrent->next;
    otherCurrent = otherCurrent->next;
}
} // end if
}
```



Good luck!

Sign-in www.tinyurl.com/cs32mt1signin

Slides www.tinyurl.com/cs32mt1

Practice <https://github.com/uclaupe-tutoring/practice-problems/wiki>

Questions? Need more help?

- Come up and ask us! We'll try our best.
- UPE offers daily computer science tutoring:
 - Location: ACM/UPE Clubhouse (Boelter 2763)
 - Schedule: <https://upe.seas.ucla.edu/tutoring/>
- You can also post on the Facebook event page.

