

Hacettepe University**Computer Science and Engineering Department**

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Course : BBM203
Experiment : Assignment 2
Subject : Experiments with stacks and queues
Data Due : 04.12.2019 23.59
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Main Program : sellticket.c

1. Software Using Documentation**1.1. Software Usage**

For run this program,

type: “make” and

“./sellticket [path_of_input_file] [path_of_output_file]”.

1.2 Error Messages

If there is an error in this program, will be shown like “error”.

1.3 Input Commands

addseat [name_of_flight] [class] [number_of_seats]
enqueue [name_of_flight] [class] [passenger_name] [priority]
sell [name_of_flight]
close [name_of_flight]
report [name_of_flight]
Info [passenger_name]

2. Software Design Notes

2.1. Description of the program

2.1.1. Problem

Gaining knowledge on C language, file IO, stacks, queues and dynamic memory allocation.

2.1.2. Solution

- 1- I created two structs that "flights" and "ticketSoldPassengers".
- 2- I stored seats and ticket queues in "flights" struct; stored sold tickets in "ticketSoldPassengers" struct.
- 3- I used char*(string) for stacks and linked lists for queues.
- 4- I free'd allocated data.

2.2. Main Data Structures

```
typedef struct{
    char* passengerName;
    int priority;
    int wantedClass;
    struct passenger* next;
} passenger;
typedef struct {
    char* flightName;
    char** seats;
    passenger* queues;
    int closed;
    int soldBusinessTicket;
    int soldEconomyTicket;
    int soldStandardTicket;
    int personsInBusinessQueue;
    int personsInEconomyQueue;
    int personsInStandardQueue;
} flight;
```

2.3. Algorithm

1. Read input file.
 - 1.1. Create new flight and add seats to this flight.
 - 1.2. Enqueue the passengers. Priority is important.
 - 1.3. Dequeue passengers, sell tickets and pop seats.
 - 1.4. Store ticket info.
 - 1.5. Create a report of flight and print it to screen.
 - 1.6. Access tickets data and find passenger.
2. Close input file.
3. Free data and structures.

3. Functions Implemented

addseat
enqueue
sell
close
report
info