

CS 161A/B: Programming and Problem Solving I

Algorithm Design Document

Make a copy before you begin (File -> Make a copy). Add the Assignment # above and complete the sections below BEFORE you begin to code. The sections will expand as you type. When you are finished, download this document as a PDF (File -> Download -> PDF) and submit to D2L.

This document contains an interactive checklist. To mark an item as complete, click on the box (the entire list will be highlighted), then right click (the clicked box will only be highlighted), and choose the checkmark.










Planning your program before you start coding is part of the development process. In this document you will:

- ☐ Paste a screenshot of your zyBooks Challenge and Participation %
- ☐ Paste a screenshot of your assigned zyLabs completion
- ☐ Write a detailed description of your program, at least two complete sentences
- ☐ If applicable, design a sample run with test input and output
- ☐ Identify the program inputs and their data types
- ☐ Identify the program outputs and their data types
- ☐ Identify any calculations or formulas needed
- ☐ Write the algorithmic steps as pseudocode or a flowchart
- ☐ Tools for flowchart - [Draw.io](https://draw.io) - [Diagrams.net](https://diagrams.net)



1. zyBooks


Add your zyBooks screenshots for the % and assigned zyLabs completions below. Required percentages: all **assigned** zyLabs, Challenge Activity with at least 70%, and Participation Activity with at least 80%.

Challenge and Participation % screenshot:

10. CS 161B: Char Arrays		 100%  100%  100% 
10.1 Char arrays / C strings		 100% ▼
10.2 Reading char arrays from the input stream		No activities
10.3 Char library functions: ctype		 100% ▼
10.4 C-String library functions		 100% ▼
10.5 C-string Library Functions Examples		No activities
10.6 Functions with C string parameters		 100%  100% ▼
10.7 C-String parameters Examples		No activities

Assigned zyLabs completion screenshot:

10.7 C-String parameters Examples		No activities
10.8 List of C-strings		No activities
10.9 C++ LAB: Remove spaces - functions	 100%	▼
10.10 C++ LAB: Print string in reverse	 100%	▼

 [Print chapter](#)

2. Program Description

In the box below, describe the purpose of the program. You must include a detailed description with at least two complete sentences.

Program description:

This program will encode a file name for the user, using their first name, last name, student ID #, and if their assignment is late Y/N. The code will use ctype andcstring libraries to manipulate char arrays to create the file name. The user will go through a short menu, and it will loop until the user selects quit.

3. Sample Run

If you are designing your own program, you will start with a sample run. Imagine a user is running your program - what will they see? What inputs do you expect, and what will be the outputs from the given inputs? Choose test data you will use to test your program. Calculate and show the expected outputs. Use the sample run to test your program.

Sample run:

```
Welcome to my fileName encoding program!!

Please pick an option below:
(e)Encode a file name
(q)quit
>>e

This program will ask you a few questions and generate an
encoded fileName based on your answers.

Enter your last name: Ferguson
Enter your first name: Gina
Was your assignment Late (y/n)? Y
Enter your Student-ID (format: 222-22-2222): 234-05-4556
Enter the file name: a02.cpp
Enter the time submitted (military time - ex: 18:24 for 6:24pm):
13:45

Your encoded file name is: ferguson_gina_LATE_-234_1345_a02.cpp

Please pick an option below:
(e)Encode a file name
(q)quit
>>b

Invalid option! Please try again!!
Please pick an option below:
(e)Encode a file name
(q)quit
>>q
```

Thank you for using my fileName generator!

4. Algorithmic Design

Before you begin coding, **you must first plan out the logic** and think about what data you will use to test your program for correctness. All programmers plan before coding - this saves a lot of time and frustration! Use the steps below to identify the inputs and outputs, calculations, and steps needed to solve the problem.

Use the pseudocode syntax shown in the document, supplemented with English phrases if necessary. **Do not include any implementation details (e.g. source code file names, class or struct definitions, or language syntax).** Do not include any C++ specific syntax or data types.

Algorithmic design:

- a. Identify and list all of the user input and their data types. Include a variable name, data type, and description. Data types include string, integer, floating point, (single) character, and boolean. Data structures should be referenced by name, e.g. "array of integer" or "array of string (for CS161B and up).

option [char] - used in readOption function to store user's choice from menu options

lateInput [char] - used in readInput function to store user's choice if assignment was late

hour [integer] - used in readTime function to store what hour of time the user is inputting

min [integer] - used in readtime function to store the minutes of the time user is inputting

- b. Identify and list all of the user output and their data types. Include a variable name, data type, and description. Data types include string, integer, floating point, (single) character, and boolean. Data structures should be referenced by name, e.g. "array of integer" or "array of string" (for CS161B and up).

fileName [char array] - outputs fileName into the encode() function where it gets encoded later

fName [char array] - used to encode file name with first name

lName [char array] - used to encode file name with first name

lateStamp [bool] - used to encode the file with status of assignment late or not

lateInput [char array] - used to encode the file name with status of assignment

lateFlag [bool] - used to put user input to lowercase

c. What calculations do you need to do to transform inputs into outputs? List all formulas needed, if applicable. If there are no calculations needed, state there are no calculations for this algorithm. Formulae should reference the variable names from step a and step b as applicable.

No calculations, just loops, if else's, functions, and char array manipulation 😊

d. Design the logic of your program using pseudocode or flowcharts. Here is where you would use conditionals, loops or functions (if applicable) and list the steps in transforming inputs into outputs. Walk through your logic steps with the test data from the assignment document or the sample run above.

Use the syntax shown at the bottom of this document and plain English phrases. Do not include any implementation details (e.g. file names) or C++ specific syntax.

#include <iostream>, <cctype>, <cstring>, using namespace std

FUNCTION welcome [void] **END FUNCTION**

FUNCTION displayMenu [void] **END FUNCTION**

FUNCTION readOption [void] [DECLARE char &option] **END FUNCTION**

FUNCTION encode [void] [DECLARE char encodeFileName] **END FUNCTION**

FUNCTION readInput [void] [DECLARE char fName, lName, & bool &lateflag] **END FUNCTION**

FUNCTION readInput [void] [DECLARE char parsedID, char fileName[]] **END FUNCTION**

FUNCTION readTime [void] [DECLARE char strTime] **END FUNCTION**

FUNCTION main [void] [DECLARE integer] **END FUNCTION**

DECLARE option [char], fileName array [50]

CALL welcome

DO

CALL displayMenu

CALL readOption (option)

SELECT option

CASE = e

CASE = E

DISPLAY info statement

CALL encode(fileName)

DISPLAY encoded file name message + fileName

CASE = q

CASE = Q

DISPLAY thank you message

CASE DEFAULT

DISPLAY Invalid message

END SELECT

WHILE

option is NOT q or Q

RETURN 0

END MAIN() FUNCTION

CALL welcome

DISPLAY welcome message

END FUNCTION CALL

CALL displayMenu

DISPLAY pick from menu message

END FUNCTION CALL

```
CALL readOption [ DECLARE option as ref variable]
```

```
  WHILE [true]
```

```
    INPUT option
```

```
    INPUT ignore to clear buffer
```

```
    SET option = lowercase option
```

```
    IF option is e or q
```

```
      BREAK
```

```
    ELSE
```

```
      DISPLAY invalid message
```

```
      CALL displayMenu
```

```
    END IF
```

```
END FUNCTION CALL
```

```
CALL encode [DECLARE char encodeFileName]
```

```
  DECLARE char arrays: fName[50], lName[50], fileName[50], parsedID[5], strTime[5]
```

```
  DECLARE boolean lateStamp
```

```
  CALL readInput(fName, lName, lateStamp)
```

```
  CALL readInput(parsedID, fileName)
```

```
  CALL readTime (strTime)
```

```
  FOR COUNTER = 0 to null +1
```

```
    DECLARE fName[i] as lowercase version
```

END FOR

FOR COUNTER = 0 to null +1

 DECLARE IName[i] as lowercase version

END FOR

CALL strcpy(encodeFileName, IName)

CALL strcat(encodeFileName, "_")

CALL strcat(encodeFileName, fName)

IF lateStamp

 CALL strcat(encodeFileName, "_LATE_")

END IF

CALL strcat(encodeFileName, "-")

CALL strcat(encodeFileName, parsedID)

CALL strcat(encodeFileName, "_")

CALL strcat(encodeFileName, strTime)

CALL strcat(encodeFileName, "_")

CALL strcat(encodeFileName, fileName)

END encode() FUNCTION

FUNCTION readInput [DECLARE char arrays fName, IName, and boolean ref &lateFlag

 DISPLAY enter last name prompt

 INPUT IName (whole line)

 DISPLAY enter first name prompt


```

INPUT fName (whole line)

DECLARE lateInput char

DISPLAY assignment late prompt

INPUT lateInput

lateFlag = lowercase lateInput = 'y'

END readInput() FUNCTION #1


FUNCTION OVERLOAD readInput #2 [DECLARE char arrays parsedID, fileName]

    DISPLAY enter student id prompt

    INPUT ignore to clear buffer

    INPUT/GETLINE parsedID + 5 digits + - added

    INPUT/GETLINE parsedID + 5, 3, + "-"

    INPUT/GETLINE parsedID + 8, 5


    DISPLAY enter file name prompt

    INPUT/GETLINE (fileName, 50)

END readInput() FUNCTION #2


FUNCTION readTime [DECLARE char array strTime]

    DECLARE integers hour, min

    WHILE #1 (true)

        DISPLAY enter time prompt

        INPUT hour

        IF input fails, AND hour is less than 0 or more than 23

            clear the flag

```

```

        clear the input buffer

        DISPLAY invalid hour message and prompt again
    ELSE
        BREAK
    END IF
WHILE #2 (true)
    clear the input buffer

    INPUT min

    IF input fails or min is less than 0 or greater than 59
        clear the flag
        clear the input buffer
        DISPLAY invalid minute message
    ELSE
        BREAK
    END IF
END WHILE #2

CALL sprintf(strTime, "%2d%02d", hour, min)
END WHILE
END readTime() FUNCTION

```

5. Pseudocode Syntax

Think about each step in your algorithm as an action and use the verbs below:

To do this:	Use this verb:	Example:
Create a variable	DECLARE	DECLARE integer num_dogs
Print to the console window	DISPLAY	DISPLAY "Hello!"
Read input from the user into a variable	INPUT	INPUT num_dogs
Update the contents of a variable	SET	SET num_dogs = num_dogs + 1
Conditionals		
Use a single alternative conditional	IF <i>condition</i> THEN <i>statement</i> <i>statement</i> END IF	IF num_dogs > 10 THEN DISPLAY "That is a lot of dogs!" END IF
Use a dual alternative conditional	IF <i>condition</i> THEN <i>statement</i> <i>statement</i> ELSE <i>statement</i> <i>statement</i> END IF	IF num_dogs > 10 THEN DISPLAY "You have more than 10 dogs!" ELSE DISPLAY "You have ten or fewer dogs!" END IF
Use a switch/case statement	SELECT <i>variable or expression</i> CASE <i>value_1</i> : <i>statement</i> <i>statement</i> CASE <i>value_2</i> : <i>statement</i> <i>statement</i> CASE <i>value_2</i> : <i>statement</i> <i>statement</i> DEFAULT: <i>statement</i> <i>statement</i>	SELECT num_dogs CASE 0: DISPLAY "No dogs!" CASE 1: DISPLAY "One dog.." CASE 2: DISPLAY "Two dogs.." CASE 3: DISPLAY "Three dogs.." DEFAULT: DISPLAY "Lots of dogs!" END SELECT

	END SELECT	
Loops		
Loop while a condition is true - the loop body will execute 0 or more times.	WHILE <i>condition</i> <i>statement</i> <i>statement</i> END WHILE	SET num_dogs = 1 WHILE num_dogs < 10 DISPLAY num_dogs, " dogs!" SET num_dogs = num_dogs + 1 END WHILE
Loop while a condition is true - the loop body will execute 1 or more times.	DO <i>statement</i> <i>statement</i> WHILE <i>condition</i>	SET num_dogs = 1 DO DISPLAY num_dogs, " dogs!" SET num_dogs = num_dogs + 1 WHILE num_dogs < 10
Loop a specific number of times.	FOR <i>counter</i> = <i>start</i> TO <i>end</i> <i>statement</i> <i>statement</i> END FOR	FOR count = 1 TO 10 DISPLAY num_dogs, " dogs!" END FOR
Functions		
Create a function	FUNCTION <i>return_type</i> <i>name (parameters)</i> <i>statement</i> <i>statement</i> END FUNCTION	FUNCTION Integer add(Integer num1, Integer num2) DECLARE Integer sum SET sum = num1 + num2 RETURN sum END FUNCTION
Call a function	CALL <i>function_name</i>	CALL add(2, 3)
Return data from a function	RETURN <i>value</i>	RETURN 2 + 3