

Assignment 1(V2. Edited 2020.09.23): Overview

Modify the provided skeleton code and implement the following five functions as shown below.

- Do not modify the header file and function declaration.
- You can not use any C/C++ library functions, other than malloc, new, free, and delete.
- All the implementation should be executed without any error if there is no assumption, e.g., your implementation should check all corner cases that may cause segmentation faults.

```
int count_odd(const unsigned int* array, int size); (2pt)
int normalize(double* array, int size); (3pt)
int find_nth(const int* array, int size, int n); (3pt)
int count_pattern(const char* str, const char* pattern); (7pt)
char* create_shortest_palindrome(const char* src, char* dst); (10pt)
```

Due

Submit your implementation before Oct 5, Monday, 11:59:59pm, to LMS. We DO NOT allow late submission.

Submission

Submit the cpp file that has your implementation. You have to implement all the functions in the single cpp file. Before the submission, rename the cpp file with this format:

“hw1_YOURSTUDENTID.cpp”. For example, “hw1_200012345.cpp”

Function Specification

1. `int count_odd(const unsigned int* array, int size);`
 - a. Return the number of odd numbers in the given array
 - i. You may change the contents of the array if required
 - b. Parameters:
 - i. `array`: an unsigned integer array
 - ii. `size`: the number of the array elements
2. `int normalize(double* array, int size);`
 - a. Implement a function that scales the array elements. The function should modify each array element using the following equation where a_i is an array element, a_{max} is the largest element, and a_{min} is the smallest element in the array.

$$a_i = \frac{a_i - a_{min}}{a_{max} - a_{min}}$$

- * Note: In this way, you make all elements in the range of [0.0, 1.0]
 - b. Return 0 if it fails due to division-by-zero; return 1 otherwise.
 - c. Parameters:
 - i. `array`: a double array
 - ii. `size`: the number of the array elements
3. `int find_nth(const int* array, int size, int n);`
 - a. Implement a function that finds and returns the n-th largest element in the array. For example, if the array contains {1, 5, 3, 4, 2}, the 3-th (third) largest element is 3 and the 4-th largest element is 2.
 - b. Assume there is no same value in the given array.
 - c. Return 0 if an error occurs due to any reason, e.g., n is out of range.
 - d. Parameters:
 - i. `array`: a double array
 - ii. `size`: the number of the array elements
 - iii. `n`: an integer value for the “n” to find
4. `int count_pattern(char* str, char* pattern);`
 - a. Return how many times pattern appears in str.
 - b. Parameters:
 - i. `str`: a null-terminated byte string (i.e., character array)
 - ii. `pattern`: a null-terminated byte string to search

- c. Assume the character arrays only includes English alphabet
5. void create_shortest_palindrome(const char* src, char* dst);
- a. Fill the dst array with the shortest palindrome which starts with the characters in src.
 - i. For example, if src is "ABCDD", the dst is "ABCDDCBA".
 - ii. See the sample out for more examples.
 - iii. Hint: think thoughtfully -- there are many corner cases!
 - b. Return the dst variable
 - c. Assume the size of dst is sufficient, i.e., always greater than the length of src * 2.
 - d. Assume the character arrays only includes English alphabet
 - e. Parameters:
 - i. str: a character array for the string
 - ii. dst : a null-terminated byte string to store

Sample

Note: We will check with other example inputs for grading.

Sample Code

```
int main() {
    using std::cout;
    using std::endl;

    // Problem 1
    unsigned int a[] = {0, 1, 2, 3, 5};
    std::size_t size_a = sizeof(a) / sizeof(int);
    cout << "Problem 1: " << count_odd_nums(a, (int)size_a) << endl;

    // Problem 2
    double b[] = {1, 2, 2, 3, 2};
    std::size_t size_b = sizeof(b) / sizeof(double);
    normalize(b, (int)size_b);
    cout << "Problem 2: ";
    for (unsigned int i = 0; i < size_b; ++i) {
        cout << b[i] << " ";
    }
    cout << endl;

    // Problem 3
    int c[] = {1, 5, 3, 2, 4};
    cout << "Problem 3: " << find_nth(c, sizeof(c) / sizeof(int), 3) << endl;
```

```

// Problem 4
cout << "Problem 4: ex1) " << count_pattern("AABBBBAA", "AA") << endl;
cout << "Problem 4: ex2) " << count_pattern("AABBBBAA", "BB") << endl;

// Problem 5
char d[100] = {0};
cout << "Problem 5: ex1) " << create_shortest_palindrome("ABCD", d) << endl;
cout << "Problem 5: ex2) " << create_shortest_palindrome("AABBCC", d) << endl;

return 0;
}

```

Output

```

Problem 1: 3
Problem 2: 0 0.5 0.5 1 0.5
Problem 3: 3
Problem 4: ex1) 2
Problem 4: ex2) 3
Problem 5: ex1) ABCDCBA
Problem 5: ex2) AABBCCBBAA

```

Update Log

Changes in V2 from V1

tl;dr: Download the skeleton file again, and follow the instruction described above

1. Skeleton code changes
 - a. Minor bug fix
 - i. Remove “const” typo written at the beginning of the header file
 - ii. Change the function name, “count_odd_num” to “count_num” as written in the instruction
 - iii. The second sizeof(b) is changed to sizeof(c)
 - b. Requirement change
 - i. Add “const” for the array parameters for Problem 1 and 3, i.e.,
You cannot change the elements of array in the functions
2. Instruction changes
 - a. Fix the sample code for the minor bug (1.c) above
 - b. Clarify Problem 4 and 5
 - c. Change the array modification requirement for Problem 1 and 3
 - i. Now the array parameter is specified with “const”