

CS 211 : Tues 02/13 (lecture 12)



Prof. Hummel
(he/him)

- **Topics:** in-class C++ and SQL programming with classes, objects and MovieLens database

February 2024

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29		

www.a-printable-calendar.com

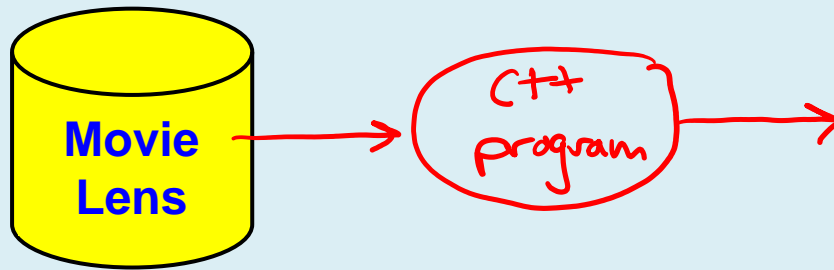
Notes:

- *Lecture slides available on Canvas*
- *We are going to program in class today, and will collect at the end of class via Gradescope*
- *HW 05 (intro to C++) due tonight (Tuesday)*
- *Project 05 due Friday night (can submit as late as Sunday with late days)*
 - *Note that we are back on the EECS computers, replit not available*



Northwestern
University

C++ Programming Demo: **MovieLens**

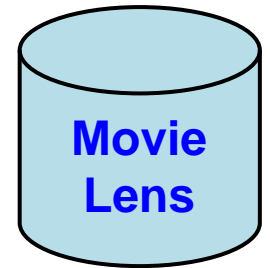


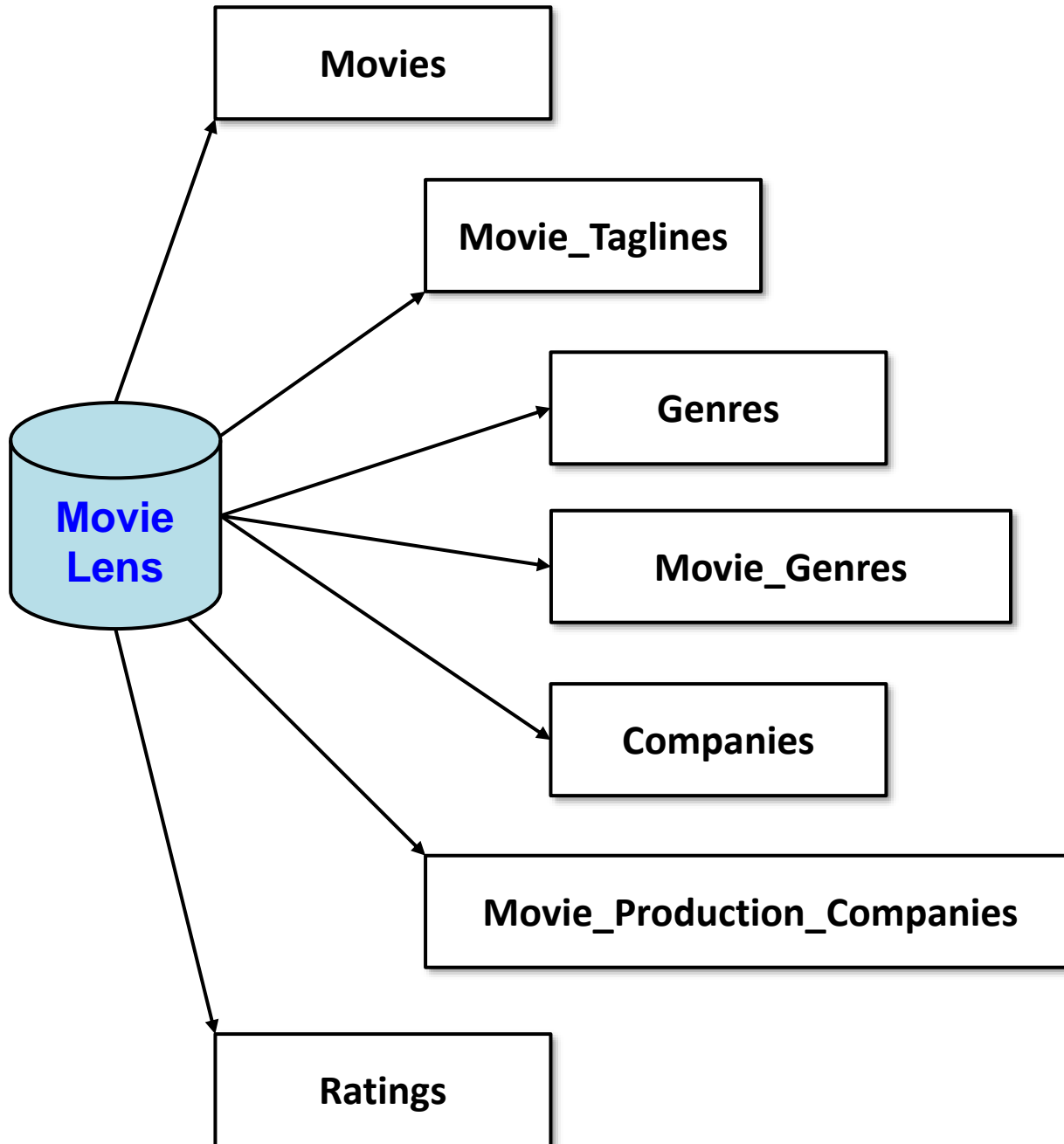
```
** MovieLens **  
  
# of movies: 836  
  
949: Heat ($187436818), 7.81  
Genres:  
  Drama  
  Action  
  Thriller  
  Crime  
  
710: GoldenEye ($352194034), 5.48  
Genres:  
  Adventure  
  Action  
  Thriller  
  
1408: Cutthroat Island ($10017322), 7.41  
Genres:  
  Adventure  
  Action  
  
524: Casino ($116112375), 7.04  
Genres:  
  Drama  
  Crime  
  
5: Four Rooms ($43000000), 6.14  
Genres:  
  Comedy  
  Crime
```

MovieLens database

- **MovieLens**

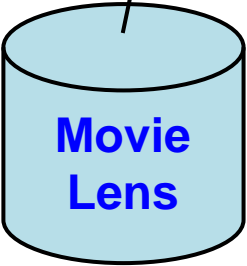
- <https://movielens.org/>
- *45K movies*
- *26M reviews*





Movie_ID	Title	Release_Date	Runtime	Original_L anguage	Budget	Revenue
603	The Matrix	1999-03-30 00:00:00.000	136	en	63000000	463517383
862	Toy Story	1995-10-30 00:00:00.000	81	en	30000000	373554033
...

Movies



Ratings

Movie_ID	Rating
605	8
603	6
605	10
605	6
...	...

Genres

Genre_ID	Genre_Name
28	Action
878	Science Fiction
16	Animation
35	Comedy
...	...

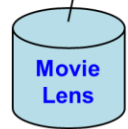
Movie_Genres

Movie_ID	Genre_ID
862	16
862	35
603	28
603	878
...	...



Movie_ID	Title	Release_Date	Runtime	Original_L anguage	Budget	Revenue
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Movies



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Movie Genres

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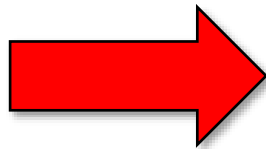
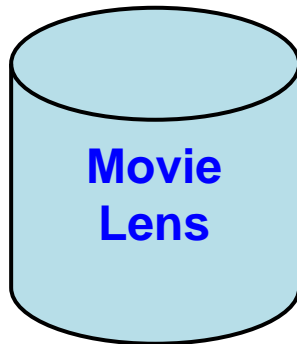
```
SELECT Title FROM Movies ORDER BY Title;
SELECT Count(Title) FROM Movies;
```

```
SELECT * FROM Movies WHERE Title = 'The Matrix';
```

```
SELECT Title, Avg(Rating)
FROM Movies
JOIN Ratings
ON Movies.Movie_ID = Ratings.Movie_ID
WHERE Title = 'The Matrix';
```

ORM

- ORM = **Object-Relational mapping**
- Most database software works with objects...



```
class Movie
{
public:
    string Title;
    int ID;
    double Revenue;

    Movie(string title,
           int id,
           double revenue);

    double getAvgRating();
    vector<string> getGenres();
};
```




Replit

- Login to replit.com
- Open team...
- Open project "**Lecture 12**"

EECS Computers

```
mkdir movies  
cd movies  
cp -r /home/cs211/w2024/lecture12/* .  
make  
./a.out
```

(1) Define a **Movie** class

- Open "movie.h"
- **Data members:** ID (int), Title (string), Revenue (double)
- **Declare a constructor to initialize the data members**
- **Declare a destructor? No...**
 1. *Why not?*
 2. *Constructor does not allocate memory, so nothing to free*
- **Open "movie.cpp"**
- **Implement constructor**
 - *If you need help, solution code in Lectures folder (see link on Canvas under today's lecture)*

(2) "main.cpp" `getMovies()` function

- Open "main.cpp"
- Define `getMovies()` function with `db_name` parameter, returning a `vector<Movie>`
- Implement the function:
 1. *Open database*
 2. *Define SQL query*
 3. *Execute query*
 4. *For each row, create a Movie object and push into vector*
 5. *Return vector*
- *If you need help, solution code in Lectures folder (see link on Canvas under today's lecture)*

(3) write main() to call and test

- Switch to function `main()`
 - Call `getMovies()` function, pass "MovieLens.db"
 - Assign the returned vector, output the size
 - Run and test --- vector size should be 836
- *If you need help, solution code in Lectures folder (see link on Canvas under today's lecture)*

(4) Output first 10 movies

- As a test, output the first 10 movies in the vector
 1. Use an index-based for loop
 2. Access a movie using *movies[i]*
 3. Output ID, Title, and Revenue

```
** MovieLens **  
  
# of movies: 836  
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1408: Cutthroat Island ($10017322)  
524: Casino ($116112375)  
5: Four Rooms ($4300000)  
902: The City of Lost Children ($1738611)  
63: Twelve Monkeys ($168840000)  
2054: Mr. Holland's Opus ($106269971)  
880: Antonia's Line ($0)  
688: The Bridges of Madison County ($182016617)  
  
** done **
```

```
#include <iomanip>
```

```
cout << setprecision(12)
```

```
<< ...
```

(5) Movie::getAvgRating()

- We want to output a movie's average rating based on reviews in the database...
- Define **getAvgRating()** in "movie.h" to return a double
- Implement the function in "movie.cpp"
 1. *Open database – hard-code "MovieLens.db"*
 2. *Define SQL query to select reviews for THIS movie*
 3. *Execute query, binding movie's ID with the query*
 4. *Loop through the results and sum the ratings (1..10)*
 5. *Compute average --- beware of divide by 0*
 6. *Return average*
 7. *Back in "main.cpp", modify main() to output average rating as well*
 8. *Run and test*

(6) refactor...

- **Hard-coding database name is a bad idea...**
- **Instead, let's refactor as follows:**
 1. *Add a private DB_name data member to Movie class*
 2. *Modify constructor to accept and store*
 3. *Modify getMovies() to pass its db_name parameter*
 4. *Use private data member in getAvgRating()*
 5. *Run and test...*

(7) Movie::getGenres()

- We want to output a movie's genres...
- Define **getGenres()** in "movie.h" to return **vector<string>**
- Implement the function in "movie.cpp"
 1. *Open database using private DB_*
 2. *Define SQL query to select Genre_Name using a join...*
 3. *Execute query*
 4. *Loop through the results and push each Genre_Name into vector*
 5. *Return vector*
 6. *Back in "main.cpp", after each movie call to get genres and output*
 7. *Run and test*

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Submit your work to Gradescope

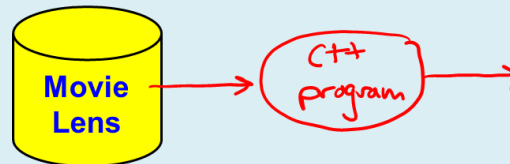
- EECS computers?

- *make submit*

- Replit?

- *download main.cpp, movie.cpp, movie.h*

- *upload to Gradescope*



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What's due?

HW 05 due tonight

Project 05 due Friday night... Note that we are back on the EECS computers, replit not available

