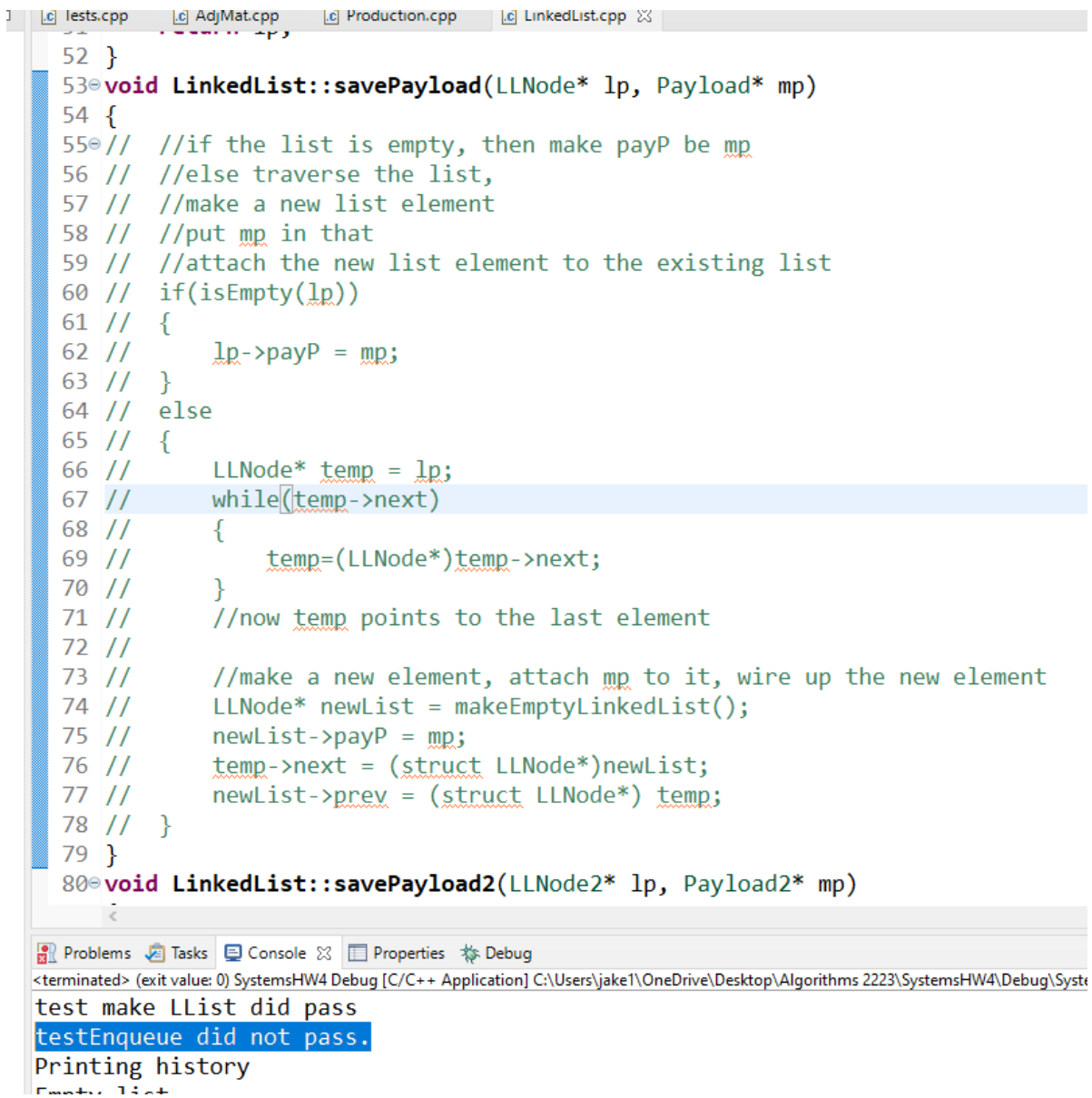
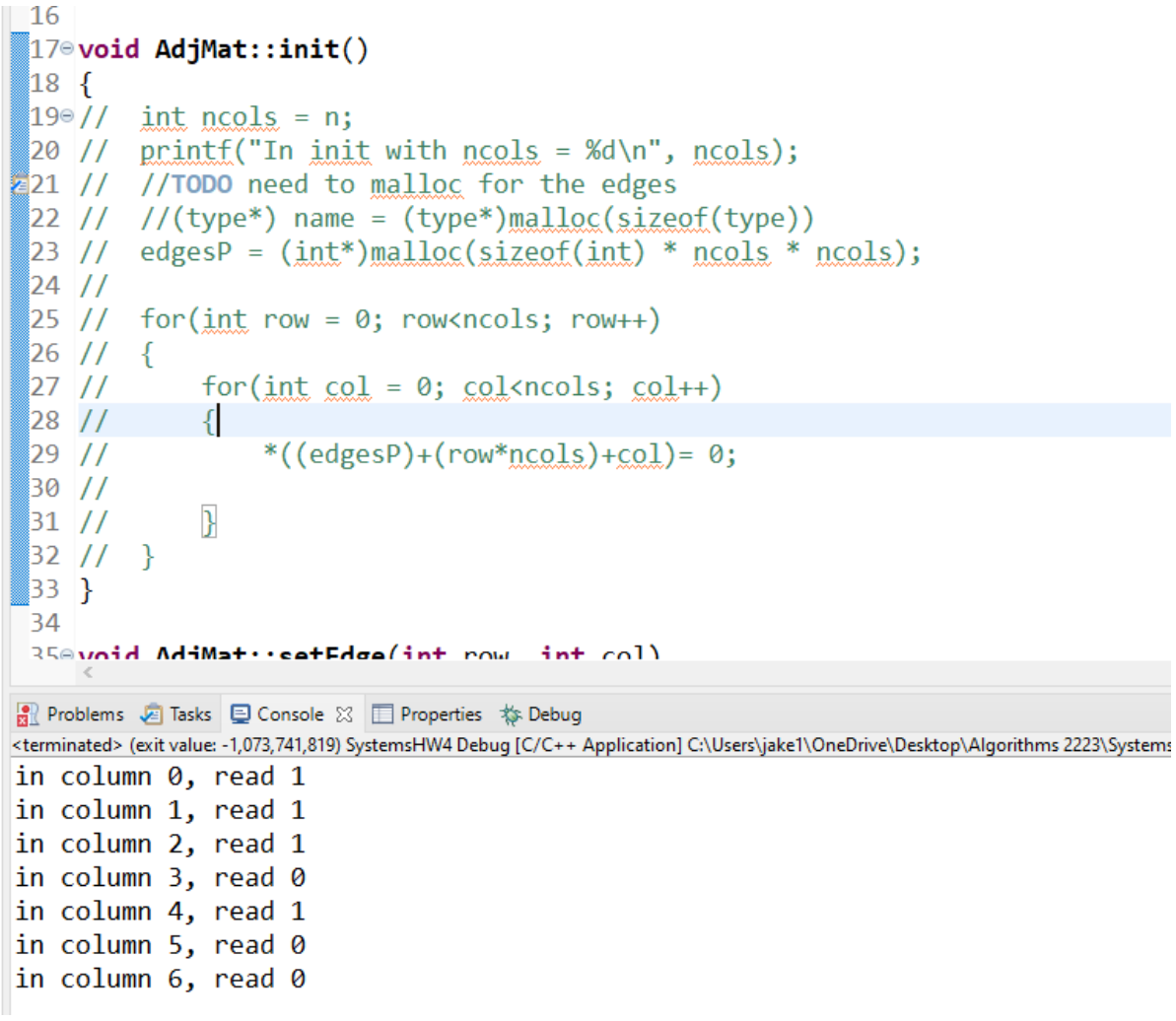
FAILED

savePayload() AKA testEnqueue	

init() Adjmat	

```
16
17 void AdjMat::init()
18 {
19 //  int ncols = n;
20 //  printf("In init with ncols = %d\n", ncols);
21 //  //TODO need to malloc for the edges
22 //  //(type*) name = (type*)malloc(sizeof(type))
23 //  edgesP = (int*)malloc(sizeof(int) * ncols * ncols);
24 //
25 //  for(int row = 0; row<ncols; row++)
26 //  {
27 //      for(int col = 0; col<ncols; col++)
28 //      {
29 //          *((edgesP)+(row*ncols)+col)= 0;
30 //
31 //      }
32 //  }
33 }
34
35 void AdjMat::setEdge(int row, int col)
```

Problems Tasks Console Properties Debug

<terminated> (exit value: -1,073,741,819) SystemsHW4 Debug [C/C++ Application] C:\Users\jake1\OneDrive\Desktop\Algorithms 2223\Systems

```
in column 0, read 1
in column 1, read 1
in column 2, read 1
in column 3, read 0
in column 4, read 1
in column 5, read 0
in column 6, read 0
```

testmakeLinkedList()

```
34
35 LLNode* LinkedList::makeEmptyLinkedList()
36 {
37 //  LLNode* lp = (LLNode*) malloc(sizeof(LLNode));
38 //  lp->next = (struct LLNode*)0;
39 //  lp->prev = (struct LLNode*)0;
40 //  lp->payP = (Payload*)0;
41 //
42 //  return lp;
43 }
44 LLNode2* LinkedList::makeEmptyLinkedList2()
45 {
46     LLNode2* lp = (LLNode2*) malloc(sizeof(LLNode2));
47     lp->next = (struct LLNode2*)0;
48     lp->prev = (struct LLNode2*)0;
49     lp->payP = (Payload2*)0;
50
51     return lp;
52 }
53 void LinkedList::savePayload(LLNode* lp, Payload* mp)
54 {
55     //if the list is empty, then make payP be mp
56     //else traverse the list,
57     //make a new list element
58     //put mp in that
59     //attach the new list element to the existing list
60     if(isEmpty(lp))
61     {
62         lp->payP = mp;
```

Problems Tasks Console Properties Debug

<terminated> (exit value: -1) SystemsHW4 Debug [C/C++ Application] C:\Users\jake1\OneDrive\Desktop\Algorithms 2223\SystemsHW4\Debug\Syste

```
2.300000
8.900000
3.200000
21.000000
6.800000
testReadfile did pass
starting testMakeLList
```

printHistory()

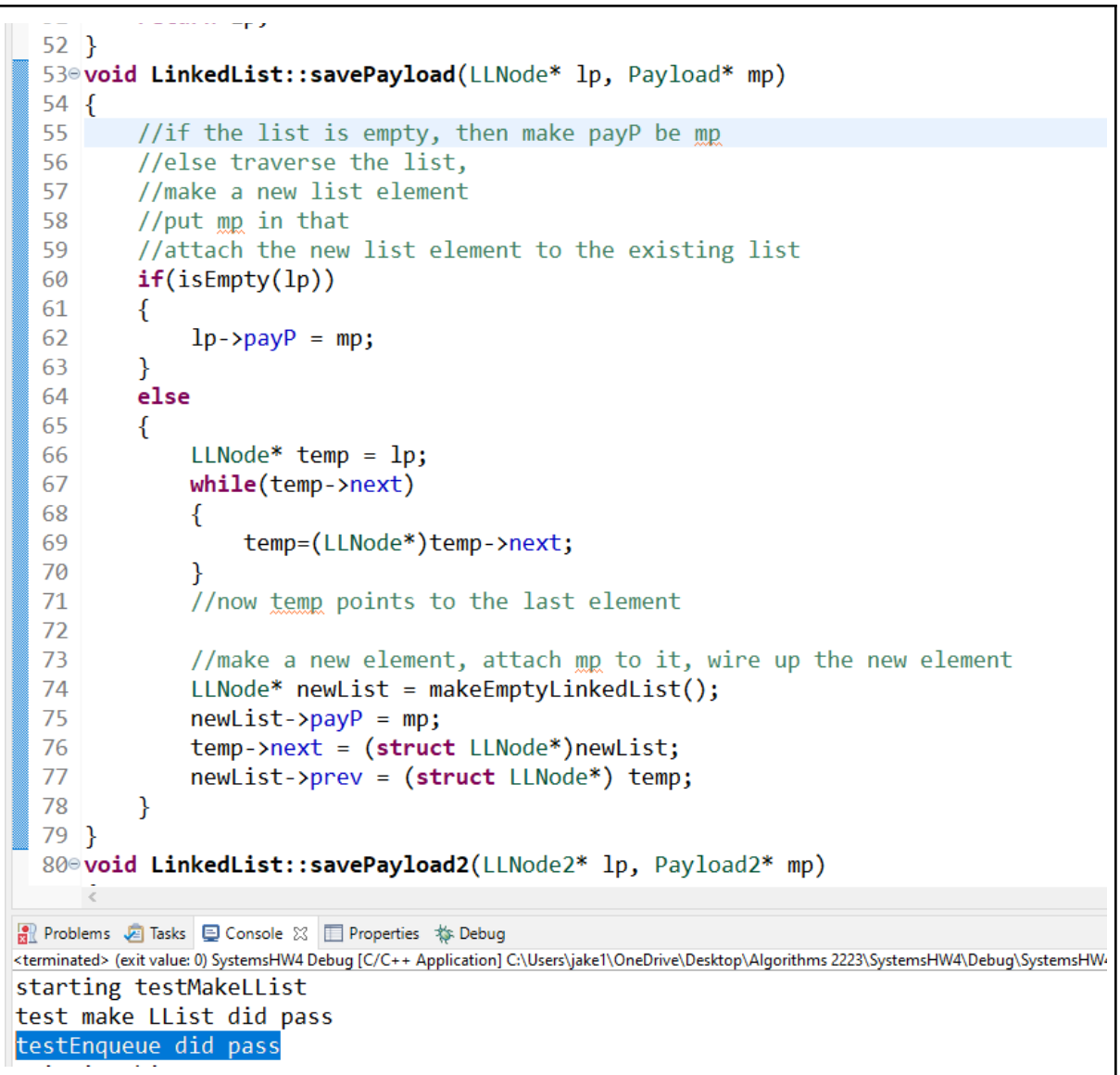
```
167 }
168 void LinkedList::printHistory(LLNode2* hp)
169 {
170 //  std::ofstream outfile("output.txt");
171 //    puts("Printing history");
172 //    if(hp->payP ==(Payload2*)0)
173 //    {
174 //         puts("Empty list");
175 //         outfile<<"The list is empty.";
176 //         outfile.close();
177 //    }
178 //    else
179 //    {
180 //      //traverse the list, printing as we go
181 //        float treasureSubtotal = 0.0;
182 //        int room = -1;
183 //        LLNode2* temp = hp;
184 //        int roomsSearched=0;
185 //        while(temp->next)
186 //        {
187 //            room =temp->payP->roomNumber;
188 //            treasureSubtotal+= temp->payP->treasure;
189 //            outfile<<"The room number is " << room << " and the treasure subtotal is
190 //            printf("The room was %d, and the treasure subtotal was %f.\n", room, trea
191 //            temp=(LLNode2*)temp->next;
192 //            roomsSearched++;
193 //
```

Problems Tasks Console Properties Debug

<terminated> (exit value: 0) SystemsHW4 Debug [C/C++ Application] C:\Users\jake1\OneDrive\Desktop\Algorithms 2223\SystemsHW4\Debug\SystemsHW4.exe (9/22/21, 11:4

```
testEnqueue did pass
Do the calls look right? (y/n):n
testprintHistory did not pass
Starting Production
```

PASSED

savePayload()	

```
52 }
53 void LinkedList::savePayload(LLNode* lp, Payload* mp)
54 {
55     //if the list is empty, then make payP be mp
56     //else traverse the list,
57     //make a new list element
58     //put mp in that
59     //attach the new list element to the existing list
60     if(isEmpty(lp))
61     {
62         lp->payP = mp;
63     }
64     else
65     {
66         LLNode* temp = lp;
67         while(temp->next)
68         {
69             temp=(LLNode*)temp->next;
70         }
71         //now temp points to the last element
72
73         //make a new element, attach mp to it, wire up the new element
74         LLNode* newList = makeEmptyLinkedList();
75         newList->payP = mp;
76         temp->next = (struct LLNode*)newList;
77         newList->prev = (struct LLNode*) temp;
78     }
79 }
80 void LinkedList::savePayload2(LLNode2* lp, Payload2* mp)
```

Problems Tasks Console Properties Debug

<terminated> (exit value: 0) SystemsHW4 Debug [C/C++ Application] C:\Users\jake1\OneDrive\Desktop\Algorithms 2223\SystemsHW4\Debug\SystemsHW

```
starting testMakeLList
test make LList did pass
testEnqueue did pass
```

init()	

```
17 void AdjMat::init()
18 {
19     int ncols = n;
20     printf("In init with ncols = %d\n", ncols);
21     //TODO need to malloc for the edges
22     //(type*) name = (type*)malloc(sizeof(type))
23     edgesP = (int*)malloc(sizeof(int) * ncols * ncols);
24
25     for(int row = 0; row<ncols; row++)
26     {
27         for(int col = 0; col<ncols; col++)
28         {
29             *((edgesP)+(row*ncols)+col)= 0;
30
31         }
32     }
33 }
34
35 void AdjMat::setEdge(int row, int col)
36 {
37
38     int ncols = n;
39     int* arrayBeginning = edgesP;
```

Problems Tasks Console Properties Debug

<terminated> (exit value: 0) SystemsHW4 Debug [C/C++ Application] C:\Users\jake1\OneDrive\Desktop\Algorithms 2223\SystemsHW4\Debug\SystemsH

```
The treasure in room 6 is 21.000000
The treasure in room 7 is 6.800000
test got adjacency matrix pass
starting testMakeList
```

testMakeLinkedList()

```
34
35 LLNode* LinkedList::makeEmptyLinkedList()
36 {
37     LLNode* lp = (LLNode*) malloc(sizeof(LLNode));
38     lp->next = (struct LLNode*)0;
39     lp->prev = (struct LLNode*)0;
40     lp->payP = (Payload*)0;
41
42     return lp;
43 }
44 LLNode2* LinkedList::makeEmptyLinkedList2()
45 {
46     LLNode2* lp = (LLNode2*) malloc(sizeof(LLNode2));
47     lp->next = (struct LLNode2*)0;
48     lp->prev = (struct LLNode2*)0;
49     lp->payP = (Payload2*)0;
50
51     return lp;
52 }
53 void LinkedList::savePayload(LLNode* lp, Payload* mp)
54 {
55     //if the list is empty, then make payP be mp
56     //else traverse the list,
57     //make a new list element
58     //put mp in that
59     //attach the new list element to the existing list
60     if(isEmpty(lp))
61     {
62         lp->payP = mp;
```

Problems Tasks Console Properties Debug

<terminated> (exit value: 0) SystemsHW4 Debug [C/C++ Application] C:\Users\jake1\OneDrive\Desktop\Algorithms 2223\SystemsHW4\Debug\System

```
6.800000
testReadfile did pass
starting testMakeLList
test make LList did pass
```

printHistory()

```
167 }
168 void LinkedList::printHistory(LLNode2* hp)
169 {
170     std::ofstream outfile("output.txt");
171     puts("Printing history");
172     if(hp->payP ==(Payload2*)0)
173     {
174          puts("Empty list");
175          outfile<<"The list is empty.";
176          outfile.close();
177     }
178     else
179     {
180         //traverse the list, printing as we go
181         float treasureSubtotal = 0.0;
182         int room = -1;
183         LLNode2* temp = hp;
184         int roomsSearched=0;
185         while(temp->next)
186         {
187             room =temp->payP->roomNumber;
188             treasureSubtotal+= temp->payP->treasure;
189             outfile<<"The room number is " << room << "
190             printf("The room was %d, and the treasure s
191             temp=(LLNode2*)temp->next;
192             roomsSearched++;
193
```

Problems Tasks Console Properties Debug

<terminated> (exit value: 0) SystemsHW4 Debug [C/C++ Application] C:\Users\jake1\OneDrive\Desktop\Algorithm

```
Total number of rooms searched was 5
Do the calls look right? (y/n):y
testprintHistory did pass
Starting Production
```