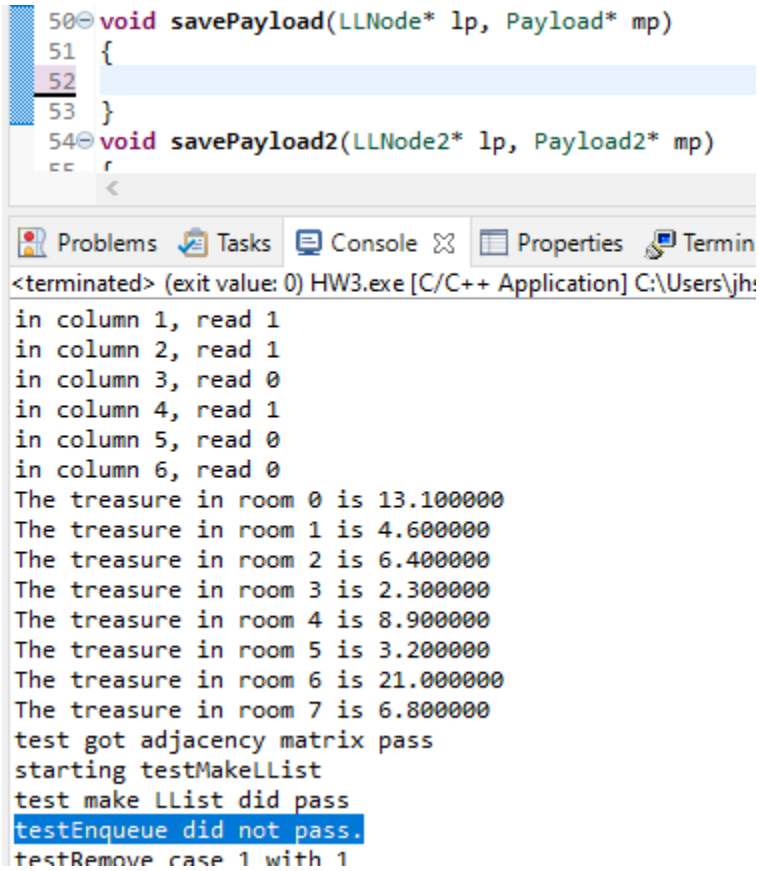
FAILED

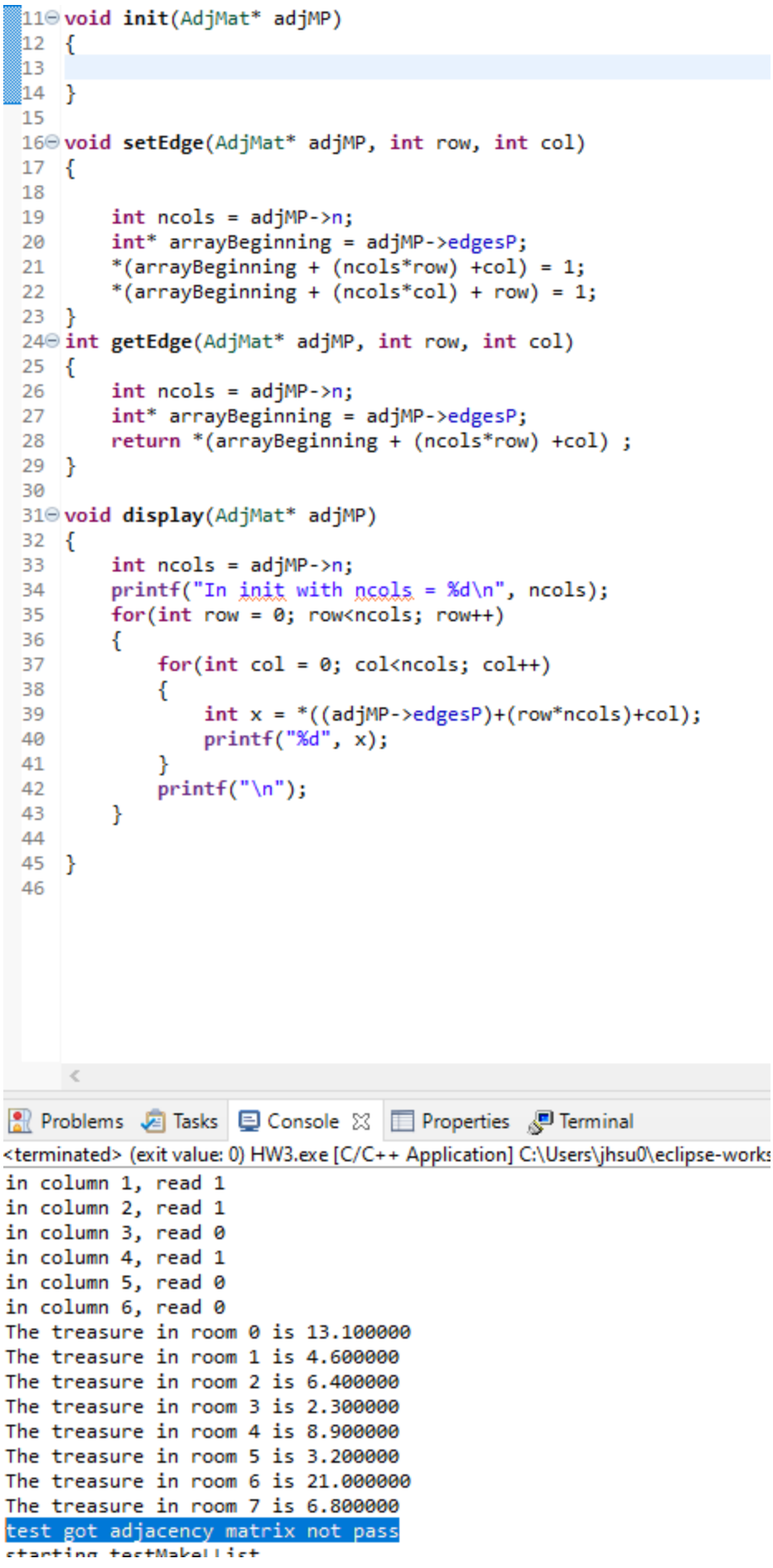
savePayload()	

```
50 void savePayload(LLNode* lp, Payload* mp)
51 {
52
53 }
54 void savePayload2(LLNode2* lp, Payload2* mp)
```

Problems Tasks Console Properties Termin

<terminated> (exit value: 0) HW3.exe [C/C++ Application] C:\Users\jh

```
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
The treasure in room 0 is 13.100000
The treasure in room 1 is 4.600000
The treasure in room 2 is 6.400000
The treasure in room 3 is 2.300000
The treasure in room 4 is 8.900000
The treasure in room 5 is 3.200000
The treasure in room 6 is 21.000000
The treasure in room 7 is 6.800000
test got adjacency matrix pass
starting testMakeLList
test make LList did pass
testEnqueue did not pass.
testRemove case 1 with 1
```

init()	

```
11 void init(AdjMat* adjMP)
12 {
13
14 }
15
16 void setEdge(AdjMat* adjMP, int row, int col)
17 {
18
19     int ncols = adjMP->n;
20     int* arrayBeginning = adjMP->edgesP;
21     *(arrayBeginning + (ncols*row) +col) = 1;
22     *(arrayBeginning + (ncols*col) + row) = 1;
23 }
24 int getEdge(AdjMat* adjMP, int row, int col)
25 {
26     int ncols = adjMP->n;
27     int* arrayBeginning = adjMP->edgesP;
28     return *(arrayBeginning + (ncols*row) +col) ;
29 }
30
31 void display(AdjMat* adjMP)
32 {
33     int ncols = adjMP->n;
34     printf("In init with ncols = %d\n", ncols);
35     for(int row = 0; row<ncols; row++)
36     {
37         for(int col = 0; col<ncols; col++)
38         {
39             int x = *((adjMP->edgesP)+(row*ncols)+col);
40             printf("%d", x);
41         }
42         printf("\n");
43     }
44
45 }
46
```

Problems Tasks Console Properties Terminal

```
<terminated> (exit value: 0) HW3.exe [C/C++ Application] C:\Users\jhsu0\eclipse-works
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
The treasure in room 0 is 13.100000
The treasure in room 1 is 4.600000
The treasure in room 2 is 6.400000
The treasure in room 3 is 2.300000
The treasure in room 4 is 8.900000
The treasure in room 5 is 3.200000
The treasure in room 6 is 21.000000
The treasure in room 7 is 6.800000
test got adjacency matrix not pass
starting testMakeList
```

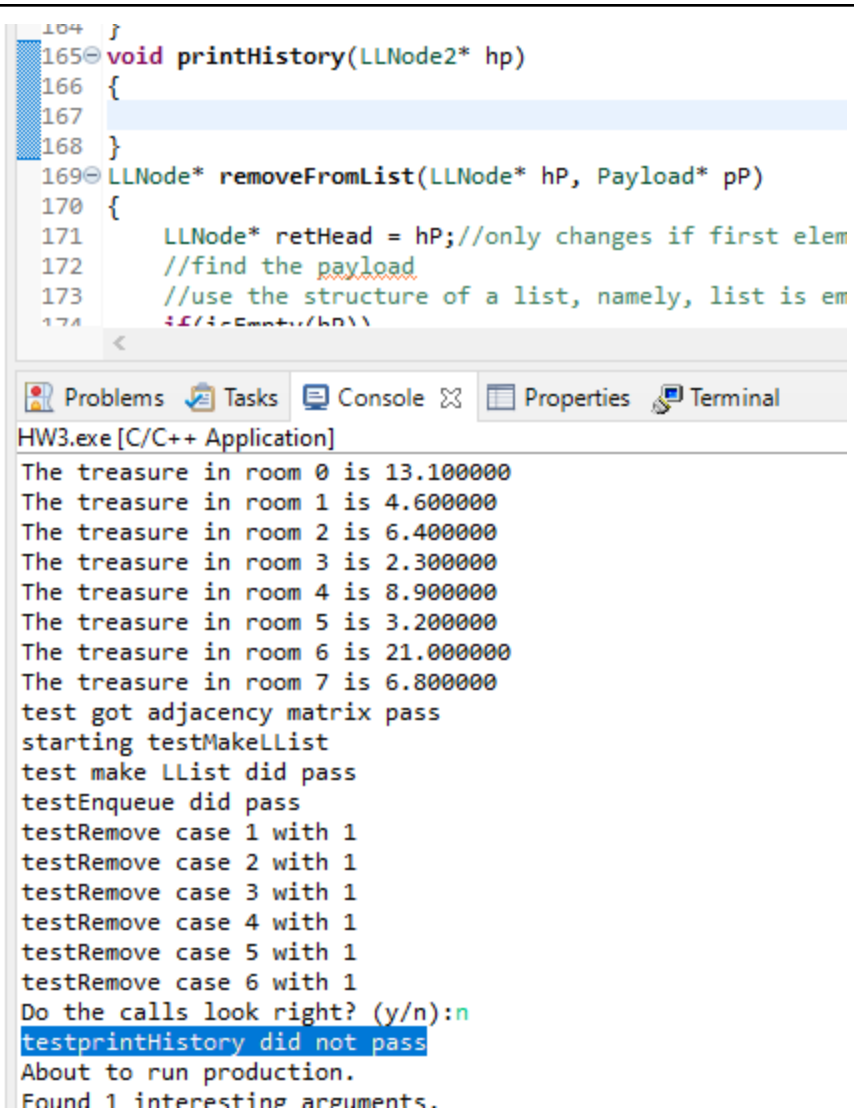
testmakeLinkedList()

```
32 LLNode* makeEmptyLinkedList()
33 {
34     LLNode* lp = (LLNode*) malloc(sizeof(LLNode));
35 //  lp->next = (struct LLNode*)0;
36 //  lp->prev = (struct LLNode*)0;
37 //  lp->payP = (Payload*)0;
38     return lp;
39 }
40
41 LLNode2* makeEmptyLinkedList2()
42 {
43     LLNode2* lp = (LLNode2*) malloc(sizeof(LLNode2));
44     lp->next = (struct LLNode2*)0;
45     lp->prev = (struct LLNode2*)0;
46     lp->payP = (Payload2*)0;
47
48     return lp;
49 }
50 void savePayload(LLNode* lp, Payload* mp)
51 {
52     //if the list is empty, then make payP be mp
53     //else traverse the list
```

Problems | Tasks | Console | Properties | Debug

<terminated> (exit value: -1,073,741,819) tryHW3.exe [C/C++ Application] C:\Users\za

```
6.400000
2.300000
8.900000
3.200000
21.000000
6.800000
starting testMakeLList
```

printHistory()	

```
}
void printHistory(LLNode2* hp)
{

}
LLNode* removeFromList(LLNode* hP, Payload* pP)
{
    LLNode* retHead = hP;//only changes if first elem
    //find the payload
    //use the structure of a list, namely, list is em
```

Problems | Tasks | Console | Properties | Terminal

HW3.exe [C/C++ Application]

```
The treasure in room 0 is 13.100000
The treasure in room 1 is 4.600000
The treasure in room 2 is 6.400000
The treasure in room 3 is 2.300000
The treasure in room 4 is 8.900000
The treasure in room 5 is 3.200000
The treasure in room 6 is 21.000000
The treasure in room 7 is 6.800000
test got adjacency matrix pass
starting testMakeLList
test make LList did pass
testEnqueue did pass
testRemove case 1 with 1
testRemove case 2 with 1
testRemove case 3 with 1
testRemove case 4 with 1
testRemove case 5 with 1
testRemove case 6 with 1
Do the calls look right? (y/n):n
testprintHistory did not pass
About to run production.
Found 1 interesting arguments.
```

PASSED

savePayload()

```
}
void savePayload(LLNode* lp, Payload* mp)
{
    //if the list is empty, then make payP be mp
    //else traverse the list,
    //make a new list element
    //put mp in that
    //attach the new list element to the existing list
    if(isEmpty(lp))
    {
        lp->payP = mp;
    }
    else
    {
        LLNode* temp = lp;
        while(temp->next)
        {
            temp=(LLNode*)temp->next;
        }
        //now temp points to the last element

        //make a new element, attach mp to it, wire up
        LLNode* newList = makeEmptyLinkedList();
        newList->payP = mp;
        temp->next = (struct LLNode*)newList;
        newList->prev = (struct LLNode*) temp;
    }
}
void savePayload2(LLNode2* lp, Payload2* mp)
{
    //if the list is empty, then make payP be mp
    //else traverse the list,
```

Problems Tasks Console Properties Terminal

<terminated> (exit value: 0) HW3.exe [C/C++ Application] C:\Users\jhsu0\eclipse

```
The treasure in room 4 is 8.900000
The treasure in room 5 is 3.200000
The treasure in room 6 is 21.000000
The treasure in room 7 is 6.800000
test got adjacency matrix pass
starting testMakeLList
test make LList did pass
testEnqueue did pass
testRemove case 1 with 1
testRemove case 2 with 1
testRemove case 3 with 1
testRemove case 4 with 1
testRemove case 5 with 1
testRemove case 6 with 1
testPrintHistory did pass
```

init()

```
11 void init(AdjMat* adjMP)
12 {
13     int ncols = adjMP->n;
14     printf("In init with ncols = %d\n", ncols);
15     for(int row = 0; row<ncols; row++)
16     {
17         for(int col = 0; col<ncols; col++)
18         {
19             *((adjMP->edgesP)+(row*ncols)+col)= 0;
20         }
21     }
22
23 }
24
25 void setEdge(AdjMat* adjMP, int row, int col)
26 {
27
28     int ncols = adjMP->n;
29     int* arrayBeginning = adjMP->edgesP;
30     *(arrayBeginning + (ncols*row) +col) = 1;
31     *(arrayBeginning + (ncols*col) + row) = 1;
32 }
33 int getEdge(AdjMat* adjMP, int row, int col)
34 {
35     int ncols = adjMP->n;
36     int* arrayBeginning = adjMP->edgesP;
37     return *(arrayBeginning + (ncols*row) +col) ;
38 }
39
40 void display(AdjMat* adjMP)
41 {
42     int ncols = adjMP->n;
43     printf("In init with ncols = %d\n", ncols);
44     for(int row = 0; row<ncols; row++)
45     {
46         for(int col = 0; col<ncols; col++)
47         {
48             int x = *((adjMP->edgesP)+(row*ncols)+col);
49             printf("%d", x);
50         }
51         printf("\n");
52     }
```

Problems Tasks Console Properties Terminal

<terminated> (exit value: 0) HW3.exe [C/C++ Application] C:\Users\jhsu0\eclipse-v

```
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
The treasure in room 0 is 13.100000
The treasure in room 1 is 4.600000
The treasure in room 2 is 6.400000
The treasure in room 3 is 2.300000
The treasure in room 4 is 8.900000
The treasure in room 5 is 3.200000
The treasure in room 6 is 21.000000
The treasure in room 7 is 6.800000
test got adjacency matrix pass
```

testMakeLinkedList()

```
31
32 LLNode* makeEmptyLinkedList()
33 {
34     LLNode* lp = (LLNode*) malloc(sizeof(LLNode));
35     lp->next = (struct LLNode*)0;
36     lp->prev = (struct LLNode*)0;
37     lp->payP = (Payload*)0;
38     return lp;
39 }
40
41 LLNode2* makeEmptyLinkedList2()
```

Problems | Tasks | Console | Properties | Debug

<terminated> (exit value: 0) tryHW3.exe [C/C++ Application] C:\Users\zaqis\OneDrive\Desktop\CS 2303\tryHW3\Debug\tryHW3

```
found an edge
checking rooms 1 and 1.
checking rooms 1 and 2.
found an edge
checking rooms 1 and 3.
checking rooms 1 and 4.
found an edge
checking rooms 1 and 5.
checking rooms 1 and 6.
found an edge
checking rooms 1 and 7.
found an edge
Done by queue empty
Printing history
The room was 0, and the treasure subtotal was 13.100000.
The room was 1, and the treasure subtotal was 17.700001.
The room was 3, and the treasure subtotal was 20.000000.
The room was 5, and the treasure subtotal was 23.200001.
The room was 7, and the treasure subtotal was 30.000000.
The room was 2, and the treasure subtotal was 36.400002.
The room was 4, and the treasure subtotal was 45.300003
```

printHistory()

```
165 void printHistory(LLNode2* hp)
166 {
167     puts("Printing history");
168     if(hp->payP ==(Payload2*)0)
169     {
170          puts("Empty list");
171     }
172     else
173     {
174         //traverse the list, printing as we go
175         float treasureSubtotal = 0.0;
176         int room = -1;
177         LLNode2* temp = hp;
178         while(temp->next)
179         {
180             room =temp->payP->roomNumber;
181             treasureSubtotal+= temp->payP->treasure;
182             printf("The room was %d, and the treasure subtotal was %f.\n", room, treasureSubtotal);
183             temp=(LLNode2*)temp->next;
184
185         }
186         room =temp->payP->roomNumber;
187         treasureSubtotal+= temp->payP->treasure;
188         printf("The room was %d, and the treasure subtotal was %f.\n", room, treasureSubtotal);
189     }
190 }
191 LLNode* removeFromList(LLNode* hP, Payload* pP)
```

Problems Tasks Console Properties Terminal

HW3.exe [C/C++ Application]

```
The treasure in room 0 is 13.100000
The treasure in room 1 is 4.600000
The treasure in room 2 is 6.400000
The treasure in room 3 is 2.300000
The treasure in room 4 is 8.900000
The treasure in room 5 is 3.200000
The treasure in room 6 is 21.000000
The treasure in room 7 is 6.800000
test got adjacency matrix pass
starting testMakeLList
test make LList did pass
testEnqueue did pass
testRemove case 1 with 1
testRemove case 2 with 1
testRemove case 3 with 1
testRemove case 4 with 1
testRemove case 5 with 1
testRemove case 6 with 1
Do the calls look right? (y/n):y
testprintHistory did pass
About to run production.
```