

# **Object-Oriented Programming**

## **Programming Practice 2**

**Junhee Seok, Ph.D.**  
**Assistant Professor**  
**School of Electrical Engineering**  
**Korea University, Seoul, Korea**

# Pick Me Up

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- You are interviewing a number of applicants. For each applicant, you either pick him/her up or pass. If you once pass an applicant, you cannot hire him/her. Definitely, you want to hire the best. What will be your strategy?
- Your job is implementing the strategy. You can meet up to NMEETS applicants, and each applicant has its own score. You need to determine whether you pick him/her or not at the site of interview based on his/her score and scores of applicants you already met. You cannot see the scores of applicant you will see in the future. If you do not pick him/her, you cannot pick him/her again.
- Download the source code from the blackboard. Complete `main.cpp`. Zip your whole project folder and screen shot of the output, name the zip file as `practice02_<your_student_id>.zip`, and send it to the TA via [jyoonkim@korea.ac.kr](mailto:jyoonkim@korea.ac.kr)
- Please include the following in the email
  - What is your final score? Explain your strategy in words.
  - Please also report your scores when NMEETS is 10, 20, and 50.
  - Explain how random scores are generated in `pmu_init()`.
  - Explain the role of `static` in the declaration of `gData`, `gIdx`, and `gSize`.