

EECS 281 – Winter 2017

Programming Assignment 1

Letterman Reboot

(Path Finding)



Due Thursday, January 26 11:55 PM

Overview

The evil Spell Binder is loose, and it's up to [Letterman](#) to save us! Letterman hasn't been very active lately, and his power of changing one word into another by changing only one letter needs upgrading. Yes, in the old days he could change "[pickle](#)" into "[tickle](#)", but can this new Letterman 2.0 change "evil" into "good"? Only you can say!

Program Input

You must help Letterman navigate through the Spell Binder's word traps. You will be given a starting and ending word, and a dictionary to search. The starting and ending words, and any other necessary flags, will be given on the command line when the program is run.

Input file format (The Dictionary)

The program gets its dictionary from a file that will be read from standard input (`cin`). There are two different types of dictionaries that the program needs to be compatible with: complex (`C`) and simple (`S`).

For both dictionaries, the first line will be a single character specifying the dictionary type '`C`' or '`S`'. **Unlike the output mode, which is given on the command line (see below), this is part of the file.** The second line will be a single positive integer `N` indicating the number of lines in the dictionary not counting the first line and lines that are comments (i.e. for simple dictionaries, the number of words, and for complex dictionaries, the number of word-generating lines).

We do not place a limit on the magnitude of `N` and neither should your code.

Comments may also be included in any input file. Comment lines begin with "`/"`" (without quotes) in column 1, and are allowed anywhere in the file after the second line. When

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

developing your test files, it is good practice to place a comment on line 3 describing the nature of the dictionary in the test file. Any dictionaries with noteworthy characteristics for testing purposes should also be commented. *You should discard all existing comments from the input file; do not save them in memory as part of your data structures.*

Additionally, there may be extra blank/empty lines at the end of any input file: your program should ignore them. If you see a blank line in the file, you may assume that you have hit the end.

Simple Dictionary

The first type of dictionary that your program needs to handle is the simple dictionary. This is a simple text file specifying the words in the dictionary, one word per line. Each “word” will be a sequence of alphabetic characters.

Each word in the dictionary is unique; there will never be two copies of the same word.

Here is a valid input file:

```
S
10
// Just a short example dictionary.  Although these words
// are in alphabetical order, that is not required.
chip
chop
junk
let
leet
shin
ship
shop
shot
stop
```

Complex Dictionary

The second type of dictionary that your program needs to handle is a complex dictionary. Like the simple dictionary, there will be one string per line. However, in this dictionary, each line could be a simple alphabetic string, like the simple dictionary, or it could contain special characters. If a line contains special characters, then it will be used to generate alphabetic words that are a part of the dictionary. **Each line will contain at most one special character** (except in the case of insert-each, where a pair of square brackets counts as one special character).

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

Here are the special characters that may be included:

- **Reversal (&):** If an ampersand appears at the end of the word, then both the word and the reversal of the word are generated, in that order. An ampersand will not appear in the middle of a word.
 - Example: “desserts&” - both “desserts” and “stressed” are generated
- **Insert-each ([]):** If a set of characters appears inside square brackets, each character is inserted into the word, generating N words in the order of the letters, where N is the number of characters within the square brackets. There will not be square brackets without letters within them and that there will not be duplicate letters.
 - Example: “tre[an]d” - “tread” and “trend” are generated
 - Example: “c[auo]t” - “cat”, “cut”, and “cot” (but not “ct”) are generated
- **Swap (!):** If an exclamation point appears after two characters, then the original string and the string with the two previous characters swapped are generated, in that order. An exclamation point will only occur following two characters.
 - Example: “st!ar” - “star” and “tsar” are generated
- **Double (?):** If a question mark appears after one character, then the original string and the string with the one previous character doubled are generated, in that order. A question mark will only occur following at least one character.
 - Example: “le?t” - “let” and “leet” are generated

Here is an example input file:

```
C
7
//This generates the dictionary:
//chip, chop, junk, star, tsar, ship, shop,
//shot, stop, pots, let, leet
ch[io]p
junk
st!ar
sh[io]p
shot
stop&
le?t
```

Morph Modes

There are a few ways that Letterman can convert words to other words.

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

- **Change:** Letterman can change a single letter of a word
 - Example: he can turn "pun" into "fun"
- **Swap:** Letterman can swap any single pair of adjacent letters
 - Example: he can turn "brad" into "bard"
- **Insert:** Letterman can add a letter
 - Example: he can turn "stun" into "stunt"
- **Delete:** Letterman can remove a letter
 - Example: he can turn "boar" into "bar"

The modifications that Letterman can make on an individual morph will be determined by arguments on the command line.

Command line arguments

Your program should take the following case-sensitive command line options (when we say a switch is "set", it means that it appears on the command line when you call the program):

- **--stack, -s:** If this switch is set, use the stack-based routing scheme.
- **--queue, -q:** If this switch is set, use the queue-based routing scheme.
- **--change, -c:** If this switch is set, Letterman is allowed to change one letter into another.
- **--swap, -p:** If this switch is set, Letterman is allowed to swap any two adjacent characters.
- **--length, -l:** If this switch is set, Letterman is allowed to modify the length of a word, by inserting or deleting a single letter.
- **--output (W|M), -o (W|M):** Indicates the output file format by following the flag with a `W` (word format) or `M` (modification format). If the `--output` option is not specified, default to word output format (`W`). If `--output` is specified on the command line, the argument (either `W` or `M`) to it is required. See the examples below regarding use.
- **--begin <word>, -b <word>:** This specifies the word that Letterman starts with. This flag must be specified on the command line, and when it is specified a word must follow it.
- **--end <word>, -e <word>:** This specifies the word that Letterman must reach. This flag must be specified on the command line, and when it is specified a word must follow it.
- **--help, -h:** If this switch is set, the program should print a brief help message which describes what the program does and what each of the flags are. The program should then `exit(0)` or return 0 from `main`.

When we say `--stack`, or `-s`, we mean that calling the program with `--stack` does the same thing as calling the program with `-s`. See **getopt** for how to do this.

Legal command line arguments must include exactly one of `--stack` or `--queue` (or their respective shortforms `-s` or `-q`). If none are specified or more than one is specified, the program should print an informative message to standard error (`cerr`) and call `exit(1)`. A legal

Version 01-07-17

Current version by: Jiayi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiayi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

command line must specify at least one of --change, --length, and --swap or their respective shortforms.

Examples of legal command lines:

- `./letter --stack -b ship -e shot -l < infile`
 - This will run the program using a the stack algorithm and word output mode. The only modifications allowed on words are inserting/deleting letters, NOT changing one letter into another.
- `./letter -b ship -e shot -c --queue --output W < infile | more`
 - This will run the program using the queue algorithm, word output mode, and letters can only be changed into other letters.
- `./letter --stack --output M -b ship -e shot --length --change < infile > outfile`
 - This will run the program using the stack algorithm, modification output mode, and letters can be changed, inserted, or deleted.

Examples of illegal command lines:

- `./letter --queue -s -b ship -e shot -c < infile > outfile`
 - Contradictory choice of routing
- `./letter -b ship -e shot -c < infile | more`
 - You must specify either stack or queue
- `./letter -s -b ship -e shot < infile > outfile`
 - You must specify at least one of change, length, and swap.

Routing schemes

You are to develop two routing schemes to help Letterman get from the starting word to the ending word:

- A queue-based routing scheme
- A stack-based routing scheme

In the routing scheme use a data structure (queue or stack) of words to check. First, initialize the algorithm by adding the starting word into the data structure. Neither the starting nor the ending word will have any special characters. Then, loop through the following steps:

1. Remove the next word from the data structure.
2. Add all words that are sufficiently similar to (as defined by the command line) the word you just removed that are available (not already considered). **Add any such words from your present word in the following order: beginning of dictionary to the end. Do not add words that have been added to the data structure before.**
3. As you add these words to the data structure, check to see if any of them is the ending word; if so, stop; else go back to step 1.

Version 01-07-17

Current version by: Jiayi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiayi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

If the data structure becomes empty before you reach the ending word, the search has failed and there is no series of words to foil the Spell Binder's evil plan.

Output file format

The program will write its output to standard output (`cout`), and we require that you implement two possible output formats. The output format will be specified through a command line option `--output`, or `-o`, which will be followed by an argument of `W` or `M` (`W` for word output and `M` for modification output). See the section on command line arguments below for more details. You should use an ostream to help optimize your performance when writing output - this can make a significant runtime difference in long output cases.

For both output formats, you will show the path of words you took from start to finish. In both cases you should first print the number of words in the morph, and include the start word (see examples below).

Word output mode (W):

For this output mode, you should print each word. Beginning at the starting word, print the words in the morph until you reach the ending word.

Thus, for both simple and complex dictionary sample inputs specified earlier, using the queue-based routing scheme and word (`W`) style output and trying to change "chip" into "stop", you should produce the following output:

```
Words in morph: 4
chip
chop
shop
stop
```

Using the same input file but with the stack-based routing scheme, you should produce the following output:

```
Words in morph: 4
chip
ship
shop
stop
```

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

Modification output mode (M):

For this output mode, instead of printing each word, each line of output should be how to change from one word to the next. However, the start word should always be displayed. The modification lines have one of the following forms:

- c,<position>,<letter>
- i,<position>,<letter>
- d,<position>
- s,<position>

These four forms correspond to a letter changing (c), a letter being inserted (i), a letter being deleted (d), or two letters being swapped. The <position> always indicates the index of the modification (for swaps, the index of the first letter swapped), and the <letter> is the new letter (either changed to or inserted).

The following are examples of correct output format in (M) modification mode that reflect the same solution as the word output format above.

For the queue solution:

```
Words in morph: 4
chip
c,2,o
c,0,s
c,1,t
```

In the above output, it is saying to start with the word “chip”, change the letter at index 2 into o (producing chop), then change the letter at index 0 into s (producing shop), then change the letter at index 1 into t (producing stop).

For the stack solution:

```
Words in morph: 4
chip
c,0,s
c,2,o
c,1,t
```

There is only one acceptable solution per routing scheme for each dictionary and start/end word

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

pair. If no valid morphing exists (such as trying to change “junk” into “ship”), the program should simply display “No solution.” (without quotes) on a line by itself, instead of the “Words in morph” line. This output will be the same for either output mode.

Errors you must check for

A small portion of your grade will be based on error checking. You must check for the following errors:

- More or less than one `--stack/-s` or `--queue/-q` on the command line.
- No `--change/-c`, `--length/-l`, or `--swap/-p` on the command line.
- The `--output/-o` flag is followed by an invalid character.
- Either the start or end word is not specified, or does not exist in the dictionary.
- The `--change/-c` and/or `--swap/-p` flags are specified, but `--length/-l` is not, and the start/end words do not match in length (creating an impossible situation).

In all of these cases, print an informative error message to standard error (`cerr`) and call `exit(1)`. The autograder will not look at the actual text of the error message itself, but these error messages may help you while you’re debugging your program. Anyone on staff can look at your submission and tell you what error you displayed before the `exit(1)`. So if your program does an `exit(1)` but the autograder informs you it was a valid test case, come to office hours.

You do not need to check for any other errors.

Assumptions you may make

- You may assume that the first line of the dictionary will contain either a `C` or an `S` and that those letter correctly reflect the dictionary type.
- You may assume that the second line of the dictionary will contain a number, and that the number of words will be correct (the file will contain that many words/word generating lines).
- Comments will begin with `//` as the first two characters on a line, and can have any number of words on that line. No comment will appear before the number of words on line 2.
- Other than comment lines, you may assume that the dictionary will have one word per line. We will not put extra characters after a dictionary word.
- The number of words on line 2 does NOT include comment lines.
- For complex dictionaries, special characters will not appear incorrectly (ie. the reversal symbol will not appear in the middle of a word).

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

Test cases

It is **extremely frustrating** to turn in code that you are "certain" is functional and then receive half credit. We will be grading for correctness primarily by running your program on a number of test cases. If you have a single silly bug that causes most of the test cases to fail, you will get a very low score on that part of the project *even though you completed 95% of the work*. Most of your grade will come from correctness testing. Therefore, it is imperative that you test your code thoroughly. To help you do this we will require that you write and submit a suite of test files that thoroughly test your project.

Your test files will be used to test a set of buggy solutions to the project. Part of your grade will be based on how many of the bugs are exposed by your test files. We say a bug is *exposed* by a test case if the test case causes *our* buggy solution to produce different output from our correct solution.

Each test case should be a dictionary input file. Each test case file should be named *test-n-start-end-flags.txt* where $0 < n \leq 15$ for each test case. The "start" and "end" indicate the start/end words, and the "flags" portion should include a combination of letters of flags to enable. Valid letters in the flags portion of the filename are:

- s: Run stack mode
- q: Run queue mode
- c: Run in change mode
- l: Run in length mode
- p: Run in swap mode
- w: Produce word output
- m: Produce modification output

The flags that you specify as part of your test filename should allow us to produce a valid command line. For instance, don't include both s and q, but include one of them; include at least one of c, l and p; include w or m, but if you leave it off, we'll run in word output mode. For example, a valid test file might be named `test-1-ship-shot-scw.txt` (change from ship to shot, stack mode, change mode, word output). Given this test file name, we would run your program with a command line similar to the following (we might use long or short options, such as `--change` instead of `-c`):

```
./letter -b ship -e shot -s -c -o W < dictionary > output
```

Test dictionaries may have no more than 20 words. You may submit up to 15 test files (though it is possible to get full credit with fewer test files). The dictionaries the autograder runs with your solution are **NOT** limited to 20 words; your solution should not impose any size limits (as

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

long as sufficient system memory is available).

Input and Output Redirection

We are using input and output redirection in some of the above examples. While we are reading our input from a file and sending our output to another file in this case, we are **NOT** using file streams! The `<` *redirects* the file specified by the next command line argument to be the standard input (`stdin/cin`) for the program. This is much easier than retyping the dictionary every time you run the program! The `>` *redirects* the output (to `stdout/cout`) of the program to be printed to the file specified by the next command line argument. The `|` *pipes* the output of your program to the input of the command that follows, such as `more` (which displays with page breaks). The operating system makes calls to `cin` to read the input file and it makes calls to `cout` to write to the output file. Come to office hours if this is confusing!

Runtime

The program must run to completion within 30 seconds of total CPU time (user + system). In most cases 30 seconds is more time than you should need. See the `time` manpage for more information (this can be done in Unix by entering “`man time`” to the command line). We may test your program on very large dictionaries (up to several hundred thousand words). Be sure you are able to navigate to the end word in large dictionaries within 30 seconds. Smaller dictionaries should run MUCH faster.

Libraries and Restrictions

Unless otherwise stated, you are allowed and encouraged to use all parts of the C++ STL and the other standard header files for this project. You are **not** allowed to use other libraries (eg: boost, pthread, etc). You are **not** allowed to use the C++ smart pointers (shared or unique), or the C++11 regular expressions library (it is not fully implemented in the version of gcc used by the autograder) or the thread/atomics libraries (it spoils runtime measurements).

Submission to the Autograder

Do all of your work (with all needed files, as well as test files) in some directory other than your home directory. This will be your “submit directory”. Before you turn in your code, be sure that:

- You have deleted all `.o` files and your executable(s). Typing `'make clean'` shall accomplish this. If `make clean` does not remove all of these files, you will lose points.
- Your makefile is called `Makefile`. Typing `'make -R -r'` builds your code without errors and generates an executable file called `letter`. The command line options `-R` and `-r` disable automatic build rules (which will not work on the autograder).

Version 01-07-17

Current version by: Jiayi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiayi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

- Your Makefile specifies that you are compiling with the gcc optimization option -O3. This is extremely important for getting all of the performance points, as -O3 can often speed up code by an order of magnitude. You should also ensure that you are not submitting a Makefile to the autograder that compiles with the debug flag, -g, as this will slow your code down considerably. If your code “works” when you don't compile with -O3 and breaks when you do, it means you have a bug in your code!
- Your test files are named test-n-start-end-flags.txt and no other project file names begin with test. Up to 15 tests may be submitted.
- The total size of your program and test files does not exceed 2MB.
- You don't have any unnecessary files or other junk in your submit directory and your submit directory has no subdirectories.
- Your code compiles and runs correctly using version 5.1.0 of the g++ compiler. This is available on the CAEN Linux systems (that you can access via login.engin.umich.edu). Even if everything seems to work on another operating system or with different versions of GCC, the course staff will not support anything other than GCC 5.1.0 running on CAEN Linux. In order to compile with g++ version 5.1.0 on CAEN you must put the following at the top of your Makefile:

```
PATH := /usr/um/gcc-5.1.0/bin:$(PATH)
LD_LIBRARY_PATH := /usr/um/gcc-5.1.0/lib64
LD_RUN_PATH := /usr/um/gcc-5.1.0/lib64
```

- To run the generated executable, you need to run `module load gcc/5.1.0` once per session. You can add this line to your `~/.bashrc` file if you don't want to run it on every login.
- Note that `valgrind` may report “still reachable” memory when compiling with GCC 5.1.0. This is not a concern on the autograder; you need only worry about “definitely lost” memory.

Turn in all of the following files:

- All your .h and .cc or .cpp files for the project
- Your Makefile
- Your test files

You must prepare a compressed tar archive (.tar.gz file) of all of your files to submit to the autograder. One way to do this is to have all of your files for submission (and nothing else) in one directory. Go into this directory and run this command:

`dos2unix -U *; tar czvf ./submit.tar.gz *.cpp *.h *.cc *.c Makefile test*.txt`

This will prepare a suitable file in your working directory.

Submit your project files directly to either of the two autograders at:

<https://g281-1.eecs.umich.edu/> or <https://g281-2.eecs.umich.edu/>. You should load-balance

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

yourselves: if you see that there are 10 people in the queue on autograder 1 and none for autograder 2, submit your project to autograder 2. Do not submit to both autograders at once! You can safely ignore and override any warnings about an invalid security certificate. **When the autograders are turned on and accepting submissions, there will be an announcement.** The autograders are identical and your daily submission limit will be shared (and kept track of) between them. You may submit up to three times per calendar day with autograder feedback. For this purpose, days begin and end at midnight (Ann Arbor local time). **We will count only your best submission for your grade.** We strongly recommend that you use some form of revision control (ie: SVN, GIT, etc) and that you 'commit' your files every time you upload to the autograder so that you can always retrieve an older version of the code as needed. **If you use an online revision control system, make sure that your projects and files are PRIVATE; many sites make them public by default! If someone searches and finds your code and uses it, this could trigger Honor Code proceedings for you.**

Please make sure that you read all messages shown at the top section of your autograder results! These messages will help explain some of the issues you are having (such as losing points for having a bad Makefile).

Grading

90 points -- Your grade will be primarily based on the correctness of your algorithms. Your program must have correct and working stack and queue algorithms and support both types of output modes. **Additionally:** Part of your grade will be derived from the runtime performance of your algorithms. Fast running algorithms will receive all possible performance points. Slower running algorithms may receive only a portion of the performance points. The same applies for use of system memory: programs using less memory will receive full points, solutions that use too much will lose points. The autograder machines keep track of the fastest run times ("click on View scoreboard" from the autograder project page). You may track your progress relative to other students and instructors there.

10 points -- Test file coverage (effectiveness at exposing buggy solutions).

You will have 10% of your score deducted if your program leaks memory. You can ensure that your program does not leak memory by running it with valgrind.

Although we will not be grading your code for style, we reserve the right to not help you in office hours if your code is unreadable. Readability is generally defined as follows:

- Clean organization and consistency throughout your overall program
- Proper partitioning of code into header and cpp files
- Descriptive variable names and proper use of C++ idioms
- Omitting globals, unnecessary literals, or unused libraries
- Effective use of comments
- Reasonable formatting - e.g an 80 column display

Version 01-07-17

Current version by: Jiayi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiayi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

- Code reuse/no excessive copy-pasted code blocks

Hints and advice

- It is **extremely helpful** to compile your code with the gcc options: `-Wall -Wextra -pedantic`. This will help you catch bugs in your code early by having the compiler point out when you write code that is either of poor style or might result in behavior that you did not intend.
- Design your data structures and work through algorithms on paper first. Draw pictures. Consider different possibilities *before* you start coding. If you're having problems at the design stage, come to office hours. After you have done some design and have a general understanding of the assignment, re-read this document. Consult it often during your solution's development to ensure that all of your code is in compliance with the specification.
- Always think through your data structures and algorithms before you code them. It is important that you use efficient algorithms in this project and in this course, and coding before thinking often results in inefficient algorithms.
 - If you are considering linked lists, be sure to review the lecture slides or measure their performance against vector first (theoretical complexities and actual runtime can tell different stories).
- Only print the specified output to standard output. You may print whatever any diagnostic information you wish to standard error (`cerr`). However, make sure it does not scale with the size of input, or your program may not complete within the time limit for large test cases.
- *This is not an easy project. **Start it immediately!***

Have fun coding!

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

Appendix A

An additional test case utilizing a slightly larger dictionary, and allowing letter changes and insertions/deletions. The dictionary is on this page, followed by queue output and stack output, each on a separate page. You can easily create an equivalent complex dictionary and we leave that to you.

Dictionary:

```
S
20
// Used for Appendix A example
rain
ruin
run
sail
she
shy
ski
skip
sky
slap
slip
soap
soil
soul
soup
sue
sun
tail
trail
train
```

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

Let's use the given dictionary to change sky into sun (I wanted to change snow into sun, but snow wasn't in the dictionary).

Word Output (Queue):

Words in morph: 5

sky

shy

she

sue

sun

Modification Output (Queue):

Words in morph: 5

sky

c,1,h

c,2,e

c,1,u

c,2,n

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

Changing sky into sun again, but with stack mode.

Word Output (Stack):

Words in morph: 17

sky
ski
skip
slip
slap
soap
soup
soul
soil
sail
tail
trail
train
rain
ruin
run
sun

Modification Output (Stack):

Words in morph: 17

sky
c,2,i
i,3,p
c,1,l
c,2,a
c,1,o
c,2,u
c,3,l
c,2,i
c,1,a
c,0,t
i,1,r
c,4,n
d,0

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan

c, 1, u
d, 2
c, 0, s

Appendix B

You'll notice that the test cases on the autograder have a somewhat intricate naming pattern. In general that pattern follows the following scheme:

- First letter: Indicates whether the dictionary is simple (S) or complex (C)
- Second letter: Indicates the size of the test case - small (S), medium (M), large (L), or huge (H)
- Third letter: This number means something to the autograder but is meaningless to humans.
- Next letters: Indicates what changes are allowed to the words - changing one letter into another (C), modifying the length of a word (L), or swapping letters (P)
- Last letter: Indicates whether output is word format (W) or modification format (M)

For complex dictionaries, the test case name is followed by an underscore and a series of letters. These letters indicate which special characters are included in the dictionary - reverse (R), insert-each (I), double (D), and swap (S).

Some test cases don't follow this naming scheme. Any test case starting with "INV" means that your solution should exit because of some sort of error (INValid). The test cases starting with "Samp1" are test cases from the first example in the spec, the test cases starting with "AppA" are test cases from the appendix example in the spec, and the test cases starting with "SpecComp" are test cases from the first complex example in the spec.

Version 01-07-17

Current version by: Jiaxi Wu & Luum Habtemariam

Originally composed by: David Paoletti with major modifications by Jiaxi Wu and Luum Habtemariam

© 2016 Regents of the University of Michigan