## CSCI251/CSCI851 Autumn-2020 Advanced Programming (LT10)

Lecture Tutorial 10

## From the Lab: Something exceptional

```
C++11 →: to_string...
```

```
tornadoException::tornadoException()
{message = "Tornado: Take cover NOW!";}

tornadoException::tornadoException(int m)
{message = "Tornado: " + to_string(m) + " kilometers away!";}

string tornadoException::what()
{return message;}
```

```
int main()
        int m;
        try{
                 cout << "Enter how close the Tornado is in km : ";
                 cin >> m;
                 if (m==0)
                         throw tornadoException();
                 else
                         throw tornadoException(m);
        catch (tornadoException &e)
                 cout << e.what() << endl;</pre>
```

- No attempt to be robust here...
- and it really doesn't demonstrate detection and handling separation!

```
void generateTornado()
{
    int m;
    do
    {
        cout << "Enter how close the Tornado is in km : ";
        cin >> m;
        if (m < 0 ) {cout << "Positive only!" << endl;}
    } while ( m < 0 );
    if ( m == 0 )
        throw tornadoException();
    else
        throw tornadoException(m);
}</pre>
```

```
template <typename T>
void showData(T x, int number, char symbol)
  for(int i=0; i < number; ++i)
    cout << symbol;</pre>
  cout << x;
  for(int i=0; i < number; ++i)
    cout << symbol;</pre>
  cout << endl;
                         Symbolic.cpp
int main()
  char letter = 'P';
  int integer= 47;
  double money = 39.25;
  string name = "Bob";
  showData(letter,5,'+');
  showData(integer,3,'*');
  showData(money,3,'0');
  showData(name,4,'a');
```

## Building and using Libraries ...

- Lecture set S5a.
- This can be covered fairly quickly, and the syntax isn't a big deal.
- 3.2 : The exact size doesn't really matter but you expect M3 to be smaller than the other 2, but not by much.

M1: 13,448 bytes

M2: 13,448 bytes

M3: 13,208 bytes

- 3.3: M1 and M2 can both run, M3 cannot.
  - M1 doesn't directly use a library and M2 is statically linked.
  - M3 won't be able to run if the library file libcode.so is removed.
- This is expected because M3 is dynamically linked so tries to load the library at run time.

- 3.4 will likely only work on capa.
  - You will have to use capa for A3 because we will be provided a library function that has to be used in a similar way.
- 3.4(c): The function mash, being called from the library, is a hash function.
- It takes a string input of arbitrary size and produces two digits (00-99).
  - This isn't quite the same as a two digit integer, or a integer of at most two digits, because you can have 03, rather than the single digit number 3.

## **3.4d**:

- The pigeonhole principle states that if you have N boxes and N+1 items, each of which must go into one of your boxes, there must be a box with at least 2 items in it.
- For a hash function, arbitrary sizes input and only 100 outputs, we must have multiple inputs that hash to the same thing.
- Now we are mostly interested in what happens when we restrict our attention to two digit inputs.
  - Without even looking at the specific output, we will in a moment, we can infer there must be a loop or cycle in the input-output chain.
  - We generate a input-output chain by starting with any value, say such as 83, mash it, then mash the result and continue doing so.
  - We must eventually get a value we have already seen in the chain because there are only a finite number of outputs so even if we were initially getting different values we will run out of different values.

83:61       00:62       25:31       50:00       75:95         61:53       02:49       27:45       51:49       76:23	
$\begin{vmatrix} 01 : // & 26 : 39 & 51 : 49 & /6 : 23 \end{vmatrix}$	
01.53 $ 02.49$ $ 27.45$ $ 52.71$ $ 77.90$	
53:69	
69:74   04:39   29:41   54:24   79:20	
74:06   05:70   30:95   55:20   80:90	
06:88   31:41   56:91   81:47	
11C1C go all tile   0/:30     32:22     5/:40     82:61	
88:30 Input: Output 08:84 33:27 58:51 83:61	
30.95   -   09:12   34:45   39:47   84:65	
95:37 pairs.   10:23   35:49   60:54   85:65	
37:90   11:98   36:15   61:53   86:26	
90 · 35   12 : 03   37 : 90   62 : 33   87 : 89	
13:80   38:60   63:39   88:30	
35:49     14:62     39:27     64:40     89:59	
49:03   15:70   40:28   65:07   90:35	
03:55   16:74   41:18   66:94   91:85	
55:20   17:06   42:73   67:45   92:24	
20:72   18:54   43:05   68:12   93:76	
$\begin{vmatrix} 19:28 &   & 44:49 &   & 69:74 &   & 94:21 \end{vmatrix}$	
72:39	
39:27   21:11   46:81   71:75   96:04	
27:45   22:27   47:24   72:39   97:82	
45:02   23:18   48:78   73:13   98:22	
02:49	