

חורף שאלה 1 - ADT

א. פתרון

```
typedef struct AdptArray_  
{  
    int ArrSize;  
    PElement* pElemArr;  
    DEL_FUNC delFunc;  
    COPY_FUNC copyFunc;  
}AdptArray;
```

ב. פתרון

```
PAdptArray CreateAdptArray(COPY_FUNC copyFunc_, DEL_FUNC delFunc_)  
{  
    PAdptArray pArr = (PAdptArray)malloc(sizeof(AdptArray));  
    if (pArr == NULL)  
        return NULL;  
    pArr->ArrSize = 0;  
    pArr->pElemArr = NULL;  
    pArr->delFunc = delFunc_;  
    pArr->copyFunc = copyFunc_;  
    return pArr;  
}  
  
Result SetAdptArrayAt(PAdptArray pArr, int idx, PElement pNewElem)  
{  
    PElement* newpElemArr;  
    if (pArr == NULL)  
        return FAIL;  
  
    if (idx >= pArr->ArrSize)  
    {
```

```

// Extend Array

    if ((newpElemArr = (PElement*)calloc((idx + 1), sizeof(PElement))) ==
NULL)

        return FAIL;

        memcpy(newpElemArr, pArr->pElemArr, (pArr->ArrSize) *
sizeof(PElement));

        free(pArr->pElemArr);

        pArr->pElemArr = newpElemArr;

}

// Delete Previous Elem

pArr->delFunc((pArr->pElemArr)[idx]);

(pArr->pElemArr)[idx] = pArr->copyFunc(pNewElem);

// Update Array Size

pArr->ArrSize = (idx >= pArr->ArrSize) ? (idx + 1) : pArr->ArrSize;

return SUCCESS;

}

```

ג. פתרון

```

void DeleteAdptArray(PAdptArray pArr)
{
    int i;

    if (pArr == NULL)

        return;

    for(i = 0; i < pArr->ArrSize; ++i)

    {

        pArr->delFunc((pArr->pElemArr)[i]);

    }

    free(pArr->pElemArr);

    free(pArr);
}

```

```
}
```

ד. פתרון

```
PElement GenTreeChildArrCopyFunc(PElement pElem);
```

```
void GenTreeChildArrDeleteFunc(PElement pElem);
```

```
PGenTree CreateGenTree(PElement pElem_, COPY_FUNC copyFunc_, DEL_FUNC  
delFunc_, PRINT_FUNC printFunc_)
```

```
{
```

```
    PGenTree pRoot = (PGenTree)malloc(sizeof(GenTree));
```

```
    if (pRoot == NULL)
```

```
        return NULL;
```

```
    pRoot->fatherChildIdx = -1;
```

```
    pRoot->pElem = copyFunc_(pElem_);
```

```
    pRoot->pFather = NULL;
```

```
    pRoot->pChildrenArr = CreateAdptArray(GenTreeChildArrCopyFunc,  
GenTreeChildArrDeleteFunc);
```

```
    pRoot->delFunc = delFunc_;
```

```
    pRoot->copyFunc = copyFunc_;
```

```
    pRoot->printFunc = printFunc_;
```

```
    return pRoot;
```

```
}
```

ה. פתרון

```
Result SetChildTreeAt(PGenTree pRoot, int childIdx, PGenTree pChild)
```

```
{
```

```
    Result res;
```

```
    // Check if Tree or Subtree are Initialized
```

```
    if (pRoot == NULL || pChild == NULL || pChild->pFather != NULL)
```

```
        return FAIL;
```

```
    // Connect Trees
```

```

        res = SetAdptArrayAt(pRoot->pChildrenArr, childIdx, (PElement)pChild);
        if (res == SUCCESS)
        {
            pChild->pFather = pRoot;
            pChild->fatherChildIdx = childIdx;
        }
        return res;
    }

```

// Implement Internal Functions

```

PElement GenTreeChildArrCopyFunc(PElement pElem)
{
    return pElem;
}

```

```

void GenTreeChildArrDeleteFunc(PElement pElem)
{
    DeleteGenTree((PGenTree)pElem);
}

```

1. פתרון

```

void DeleteGenTree(PGenTree pRoot)
{
    PGenTree pFather;
    // check if tree exists
    if (pRoot == NULL)
        return;
    // Detach tree from father node (also deletes)
    if (pRoot->pFather != NULL)

```

```

        {
            pFather = pRoot->pFather;
            pRoot->pFather = NULL;
            SetAdptArrayAt(pFather->pChildrenArr, pRoot->fatherChildIdx,
NULL);
        }
        else // This is a true root
        {
            DeleteAdptArray(pRoot->pChildrenArr);
            pRoot->delFunc(pRoot->pElem);
            free(pRoot);
        }
    }
}

```

שאלה 2

(א) הגדרות המחלקות:

```

class Vertex
{
public:
    Vertex(int id, const char* tag = "");
    ~Vertex();

    double GetOutput();
    void ConnectToVertex(Vertex* vertex, double weight);
    virtual void Print(std::ostream& output) const;
    virtual void Simulate() = 0;

protected:
    std::vector<Vertex*> m_connectedVertices;
    std::vector<double> m_weights;

    int m_id;
    double m_output;
    char* m_tag;
};

class InputVertex :
    public Vertex
{
public:
    InputVertex(int id, const char* tag);
    ~InputVertex();
}

```

```

    void PushInput(double value);
    virtual void Simulate();
    void Print(std::ostream & ro) const;

protected:
    std::queue<double> m_inputs;
};

class ReLUVertex :
    public Vertex
{
public:
    ReLUVertex(int id, const char* tag = "", double bias = 0);
    ~ReLUVertex();

    virtual void Simulate();
    virtual void Print(std::ostream& ro) const;

protected:
    double m_bias;
};

```

ב) מימוש Simulate:
 ב-Vertex אין צורך (וירטואלי טהור).

```

void InputVertex::Simulate()
{
    double value;
    if (!m_inputs.empty())
    {
        value = m_inputs.front();
        m_inputs.pop();
    }
    else
        throw "No inputs in queue!";

    m_output = value;
}

void ReLUVertex::Simulate()
{
    double sum = 0;

    if (m_connectedVertices.size() == 0)
        throw "No Input!";

    for (int i = 0; i < m_connectedVertices.size(); i++)
        sum += m_connectedVertices[i]->GetOutput() * m_weights[i];
    m_output = std::max(0.0, sum + m_bias);
}

```

ג) אובייקט שמעוניין לתפקד כמידע חייב לממש את האופרטורים:

Object::operator+(Object) // for sums
 Object::operator*(double) // for multiplication by edge weight
 operator<<(ostream, object) // for printing

שאלה 3 – C++ (20 נק')

(1) חייבים להיות:

- a. קונסטרקטור דיפולטי
- b. קונסטרקטור העתקה
- c. אופרטור השמה
- d. דיסטרקטור

```
char* createNewCopy(const char* src) {  
    char* dst;  
    if (src==NULL) return NULL;  
    dst = new char[strlen(src)+1];  
    strcpy(dst,src);  
    return dst;  
}
```

```
class Car {  
public:  
    Car();  
    Car(int LicensePlate, const char* Manufacturer);  
    Car(const Car& rhs);  
    Car& operator=(const Car& rhs);  
    ~Car();  
private:  
    int LicensePlate_ ;  
    char* Manufacturer_;  
};
```

```
Car::Car() : LicensePlate_(0) , Manufacturer_(NULL) {}
```

```
Car::Car(int LicensePlate, const char* Manufacturer) : LicensePlate_(LicensePlate),  
Manufacturer_(createNewCopy(Manufacturer)) {}
```

```
Car::~~Car() {  
    if(Manufacturer_){  
        delete [] Manufacturer_;  
    }  
}
```

```
Car& Car::operator=(const Car& rhs){  
    if (this != &rhs) {  
        LicensePlate_ =rhs.LicensePlate_;  
        if (Manufacturer_) {  
            delete [] Manufacturer_;  
        }  
        Manufacturer_ = createNewCopy(rhs.Manufacturer_);  
    }  
}
```

```

return *this;
}

```

```

Car::Car(const Car& rhs) :
    LicensePlate_(rhs.LicensePlate_), Manufacturer_(createNewCopy(rhs.Manufacturer_)) {}

```

(2) יש להוסיף לכל אחת מהמחלקות מתודה וירטואלית של הדפסה ובנוסף להגדיר אופרטור << חיצוני למחלקות (לא חייב להיות friend) שמקבל פרמטר ostream& וevent const.

```

char* createNewCopy(const char* src) {
    char* dst;
    if (src==NULL) return NULL;
    dst = new char[strlen(src)+1];
    strcpy(dst,src);
    return dst;
}

```

```

class Event {
public:
    Event(const char * Title, const Date& StartDate);
    virtual void print(ostream& os) const;
private:
    const char * Title_;
    Date StartDate_;
};

```

```

Event::Event(const char * Title, const Date& StartDate):
    Title_(createNewCopy(Title)), StartDate_(StartDate) {}

```

```

void Event::print(ostream& os) const {
    os<<Title_<<" is at
    "<<StartDate_.theDay()<<"/"<<StartDate_.theMonth()<<"/"<<StartDate_.th
    eYear()<<endl;
}

```

```

class Meeting : public Event {
public:
    Meeting(const char * Title, const Date& StartDate, const char * Location,
    const char* WithWho);
    virtual void print(ostream& os) const;
private:
    char* Location_;
    char* WithWho_;
};

```



```
Meeting::Meeting(const char * Title, const Date& StartDate, const char * Location,
const char* WithWho) :
```

```
Event(Title,StartDate),Location_(createNewCopy(Location)),WithWho_(createNewC
opy(WithWho)) {}
```

```
void Meeting::print(ostream& os) const {
    os<<"Meeting: ";
    Event::print(os);
    os<<"Location: "<<Location_<<endl;
    os<<"With: "<<WithWho_<<endl;
}
```

```
class Vacation : public Event {
public:
    Vacation(const char * Title, const Date& StartDate, const char * Location,int
numDays);
    virtual void print(ostream& os) const;
private:
    char* Location_;
    int NumDays_;
};
```

```
Vacation::Vacation(const char * Title, const Date& StartDate, const char *
Location,int NumDays) :
    Event(Title,StartDate),Location_(createNewCopy(Location)),NumDays_(NumDays) {}
```

```
void Vacation::print(ostream& os) const {
    os<<"Vacation: ";
    Event::print(os);
    os<<"Location: "<<Location_<<endl;
    os<<"Num of days: "<<NumDays_<<endl;
}
```

```
ostream& operator<<(ostream& ro, const Event& event){
    event.print(ro);
    return ro;
}
```

סעיף א':

average:

```
#!/bin/bash
cat $1 | grep -v "num job" | calc_average
```

calc_average:

```
#!/bin/bash
(( sum=0 ))
(( count=0 ))
while read line; do
line_split=( $line )
(( count+=1 ))
(( sum+=${line_split[3]}+0 ))
done
(( avg=sum/count ))
echo "$avg"
```

סעיף ב':

average_per_job:

```
#!/bin/bash
jobs=( $@ )
(( jobs_num=${#jobs[@]}-1 ))
for job in ${jobs[@]:1:$jobs_num}; do
avg=`grep $job "$1" | calc_average`
echo "Average salary of $job: $avg"
done
```