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File - /Users/Kelly/Desktop/ATCS/HashTableMovieReviewer2024/moviemain.cpp
```

```
1 #include <iostream>
 2 #include <fstream>
 3 #include <sstream>
 5 #include "shphashtable.h"
 7 using namespace std;
 9 void readInFile(string filename, shphashtable &reviews) {
       ifstream fin(filename);
10
11
       int num;
       string words;
12
13
       while (fin >> num) {
14
           getline(fin, words);
15
           stringstream ss(words);
           string word;
16
17
           while (ss >> word) {
               // cout << word << " " << num << endl;
18
19
               reviews.put(word , num);
           }
20
21
       }
22 }
23
24 void evalReview(string review, const shphashtable &reviews) {
25
       int numWords = 0;
26
       double totalRating = 0;
27
28
       stringstream ss(review);
29
       string word:
30
       while (ss >> word){
31
           double rating = reviews.getAverage(word);
32
           if(!(rating >= 1.8 && rating <= 2.1)) {</pre>
33
               totalRating += rating;
34
               numWords++;
           }
35
       }
36
37
38
       double finalRating = totalRating/numWords;
39
       if(numWords == 0)
40
           finalRating = 2;
       cout << "Your Rating = " << finalRating << endl;</pre>
41
42 }
43
44 int main() {
       cout << "Hello, Movie Reviews!" << endl;</pre>
45
46
       shphashtable reviews(20003);
47
       // load review data here, probably in a function
48
       readInFile("reviews.txt", reviews);
49
50
       reviews.printStats();
```

File - /Users/Kelly/Desktop/ATCS/HashTableMovieReviewer2024/moviemain.cpp

```
51
       // prompt user for new review, parse it, output predicted rating
52
       string input = "y";
53
       while(input =="y") {
54
           cout << endl << "Write your review... ";</pre>
55
56
           string review;
           getline(cin, review);
57
58
           evalReview(review, reviews);
59
           cout << "Do you want to write another review? ";</pre>
60
61
           getline(cin, input);
62
       }
63
       return 0;
64 }
```