## ENSF 614 – Fall 2021 Quiz 1

## **Some Solutions**

## Question 1 (7 marks)

Consider the following function prototype in C, and write the definition/implementation of the function in the box below.

```
char* reverse_strcat(char* dest, char* source);
/* REQUIRES: dest and source each one point to a valid C string.
 * PROMISES: all the characters in source will be appended to the end of dest,
 * in reverse order.
 * Then similar to most of the string library functions, it should return the
result.
 * EXAMPLES: Assuming dest points to "ABC" and source points to "WXYZ", the function
 * should returns the result which is "ABCZYXW".
 * Notice that "WXYZ" is appended in reverse order.
 */
```

Important Notes:

In this function, you can **NOT** use any C library function, and your are allowed only to use two local variables in your function as is shown below:

```
char* p;
int i;
```

Marks will not be awarded to a function that uses any local variable other than char\* p, and int i. Also, you can assume that **dest** is large enough to hold additional characters from **source** points to.

```
char* reverse_strcat(char* dest, char* source) {
    char *p;
    int i;
    i = 0;
    p = dest;

    while(*dest) dest++;

    while(source[i] !='\0') i++;

    while(i > 0) {
        *dest = source[i-1];
        dest++;
        i--;
    }
    *dest = '\0';
    return p;
}
```

## Question 2 (8 marks)

Consider the partial definition of the following class called Vector. In the following space, draw an AR diagram for point one, inside function push back.

You can assume all necessary header files are included.

```
class Vector {
public:
                                                                Stack
                                                                                  heap
    Vector();
                                                        back
    Vector(const int *a, int s);
                                                              P
    void push back(const int& new value);
                                                         Vector:: Push
    int at(int index) const;
    void set element(int index, int new value);
                                                           new_vali .
                                                                                  101
    void display();
private:
                                                                                  202
    int sizeM;
                                                                int *storageM;
                                                                                 106
                                                                 106
Vector::Vector(): sizeM(0), storageM(nullptr){
Vector::Vector(const int *a, int s): sizeM(s) {
                                                                                 101
   storageM = new int[sizeM];
    assert(storageM != nullptr);
                                                                                 202
                                                                202
    for (int i = 0; i < sizeM; i++)
    storageM[i] = a[i];
                                                                101
void Vector::push_back(const int& new_value)
    int *p = new int[sizeM + 1];
    assert(p!=nullptr);
    for (int i=0; i < sizeM; i++)
    p[i] = storageM[i];
    p[sizeM] = new_value;
    sizeM++;
    delete[]storageM;
    storageM = p;
    // POINT ONE
int main()
    int x[] = { 101, 202 };
    Vector v1(x, 2);
    v1.push back(106);
    v1.display();
    return 0;
```