

ECE250 Project 1: A Simple Calculator

1. Class Node

Represents a single node in a Linked List

1.1 Member variables of Node

All member variables are private, in accordance with encapsulation.

- `val` stores a double and represents the value associated with the node.
- `name` stores a string and represents the name of the variable associated with the node.
- `next` stores a reference to the next node in the linked list.

1.2 Member functions of Node

Since all member variables are private, their values can be accessed through public getter/setter functions.

- `get_name()`, `get_value()` and `get_next_node()` return the name, value and next node respectively for itself.
- `set_name()`, `set_value()` and `set_next_node()` allows the name, value and next node to be assigned for itself.

Also,

- Constructor of the Node class takes two parameters, String `s` and Double `n`. This initializes the Node with name `s`, and value `n`. Additionally, the next node is initialized as `nullptr`.

2. Class Calculator

Represents a simple calculator that stores variables in a linked list

2.1 Member variables of Calculator

All member variables are private.

- `max_size` stores the maximum number of variables that can be stored in the linked list. This is stored as an integer.
- `current_size` stores the current number of variables in the linked list. This is stored as an integer.
- `head` stores a pointer to an object of the class Node, and represents the head of the linked list.

2.2 Member functions of Calculator

All member functions are public.

- Constructor of the Calculator class takes an integer `n` to set the maximum size of the linked list. It initializes the linked list with a current size of 0 and sets head at `nullptr`.
- Destructor of the Calculator class traverses through the linked list and deletes each node.
- `find_node` takes in one parameter: String `x` that represents the variable name of the node that needs to be found in the linked list. It traverses through the linked list, hence, the asymptotic upper bound is $O(n)$.
 - If the node is found, it returns a pointer to the Node. Otherwise, it returns `nullptr`.

- `insert_node` takes in two parameters: `String x` and `Double val` that represents the data associated with the node to be added to the linked list. It does not return a value.
 - The function calls `find_node` to search the existing linked list and see if a `Node` with the variable name already exists. If no previous node with the name is found, it is added to the beginning of the linked list.
 - If there are no nodes in the linked list, the `Node` is added immediately.
 - Hence, the asymptotic upper bound is $O(n)$.
- `remove_node` takes in one parameter: `String x` that consists of the variable name of the node to be deleted. It does not return a value.
 - First, there's a check to see if the head of the linked list is the node to be removed. If not, the function searches the existing linked list to see if a `Node` with the variable name already exists.
 - Hence, the asymptotic upper bound is $O(n)$.
- `print_node_value` takes in one parameter: `String x` that consists of the variable name of the node to be printed. It does not return a value. It calls the `find_node` function, so the asymptotic upper bound is $O(n)$.
- `arithmetic_op_nodes` takes in three parameters: `String x`, `String y`, `String z` and `String operation`.
 - `String x` and `String y` represent the variable name of the `Nodes` that serve as the operands of the mathematical operation.
 - `String z` represents the variable name of the `Node` where the result is to be stored.
 - `String operation` indicates whether to add or subtract the `Node` values.
 - Traverse through the linked list and find all three nodes required for the calculation. Since all nodes are found at the first time of traversing the linked list, the asymptotic upper bound is $O(n)$.

