

CSC1310: LAB 1



This Lab should be completed with your partner.

# **CONCEPTS**

- Structures
- Header Files
- Pointers

## **DESCRIPTION**

This lab is basically a review of structures & pointers that you learned at the end of CSC1300. Also, we will be using this lab as a starting point for Lab 2.

## **SPECIFICATIONS**

Build a structure to handle strings and the functions described below.

#### STRING STRUCTURE

The structure tag should be **Text** and should be defined in **Text.h** 

const char\* textArray; //A character string holding my "String"
int size; //The size of my string

### **FUNCTIONS**

Function prototypes should go in Text.h and function definitions should go in Text.cpp

#### Text\* createText(const char\* text);

Parameters: Send a pointer to a constant character array or a string literal to this function Returns: A pointer to a new Text variable, which contains the c-string & the length of the string Purpose: To create a new Text variable

#### void destroyText(Text\* myText);

Parameters: Send a pointer to a Text variable, which contains a c-string & length of the string

Returns: nothing (void)

Purpose: release dynamically allocated memory that the pointer is pointing to.

#### void displayText(Text\* myText);

Parameters: Send a pointer to a Text variable, which contains a c-string & length of the string

Returns: nothing (void)

Purpose: prints out the string (character array)

#### const char\* getText(Text\* myText);

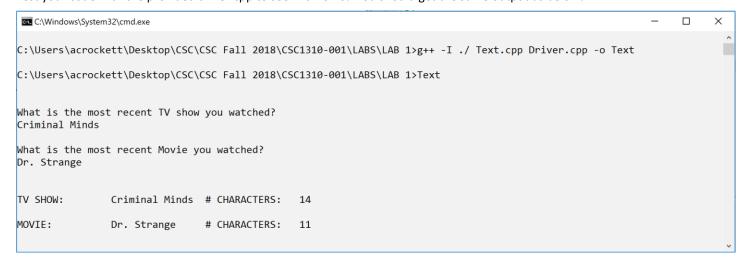
Parameters: Send a pointer to a Text variable, which contains a c-string & length of the string Returns: pointer to a constant character array

### int getLength(Text\* myText);

Parameters: Send a pointer to a Text variable, which contains a c-string & length of the string Returns: the length of the string

#### **DRIVER**

Test your code with the provided driver.cpp to see if it works! You should get the same output as below!



## WHAT TO TURN IN

Zip all the following files and upload to ilearn.

- Driver.cpp
- Text.h
- Text.cpp