CSE225L – Data Structures and Algorithms Lab Lab 05 Sorted List (array based)

In today's lab we will design and implement the List ADT where the items in the list are sorted.

```
sortedtype.h
                                               template <class ItemType>
                                               void SortedType<ItemType>::InsertItem(ItemType
                                               item)
#ifndef SORTEDTYPE_H_INCLUDED
#define SORTEDTYPE H INCLUDED
                                                   int location = 0;
                                                   bool moreToSearch = (location < length);</pre>
const int MAX ITEMS = 5;
template <class ItemType>
                                                   while (moreToSearch)
class SortedType
                                                       if(item > info[location])
    public :
        SortedType();
                                                        {
                                                            location++;
        void MakeEmpty();
                                                            moreToSearch = (location < length);</pre>
        bool IsFull();
        int LengthIs();
                                                       else if(item < info[location])</pre>
        void InsertItem(ItemType);
                                                           moreToSearch = false;
        void DeleteItem(ItemType);
        void RetrieveItem(ItemType&,
                                                   for (int index = length; index > location;
bool&);
                                               index--)
        void ResetList();
                                                        info[index] = info[index - 1];
        void GetNextItem(ItemType&);
                                                   info[location] = item;
    private:
                                                   length++;
        int length;
        ItemType info[MAX ITEMS];
                                               template <class ItemType>
        int currentPos;
                                               void SortedType<ItemType>::DeleteItem(ItemType
};
                                               item)
#endif // SORTEDTYPE H INCLUDED
                                                   int location = 0;
sortedtype.cpp
                                                   while (item != info[location])
#include "sortedtype.h"
                                                       location++;
                                                   for (int index = location + 1; index < length;</pre>
template <class ItemType>
                                               index++)
SortedType<ItemType>::SortedType()
                                                       info[index - 1] = info[index];
{
                                                   length--;
    length = 0;
    currentPos = -1;
                                               template <class ItemType>
                                               void SortedType<ItemType>::RetrieveItem(ItemType&
template <class ItemType>
                                               item, bool& found)
void SortedType<ItemType>::MakeEmpty()
{
                                                   int midPoint, first = 0, last = length - 1;
    length = 0;
                                                   bool moreToSearch = (first <= last);</pre>
                                                   found = false;
template <class ItemType>
                                                   while (moreToSearch && !found)
bool SortedType<ItemType>::IsFull()
                                                       midPoint = (first + last) / 2;
                                                       if(item < info[midPoint])</pre>
    return (length == MAX ITEMS);
                                                            last = midPoint - 1;
template <class ItemType>
                                                            moreToSearch = (first <= last);</pre>
int SortedType<ItemType>::LengthIs()
                                                        }
                                                       else if(item > info[midPoint])
    return length;
                                                            first = midPoint + 1;
template <class ItemType>
                                                            moreToSearch = (first <= last);</pre>
void SortedType<ItemType>::ResetList()
                                                       else
    currentPos = -1;
                                                            found = true;
                                                            item = info[midPoint];
template <class ItemType>
                                                   }
SortedType<ItemType>::GetNextItem(ItemType&
    currentPos++;
    item = info [currentPos];
```

Generate the **driver file (main.cpp)** where you perform the following tasks. Note that you cannot make any change to the header file or the source file.

Operation to Be Tested and Description of Action	Input Values	Expected Output
Create a list of integers		
Print length of the list		0
Insert five items	5 7 4 2 1	
Print the list		1 2 4 5 7
Retrieve 6 and print whether found		Item is not found
Retrieve 5 and print whether found		Item is found
Print if the list is full or not		List is full
Delete 1		
Print the list		2 4 5 7
Print if the list is full or not		List is not full
 Write a class timeStamp that represents a time of the day. It must have variables to store the number of seconds, minutes and hours passed. It also must have a function to print all the values. You will also need to overload a few operators. 		
Create a list of objects of class timeStamp.		
Insert 5 time values in the format ssmmhh	15 34 23 13 13 02 43 45 12 25 36 17 52 02 20	
Delete the timestamp 25 36 17		
Print the list		15:34:23 13:13:02 43:45:12 52:02:20