



# Project - Configurable Data Processing System in C++

## **Project Overview:**

This project is a sophisticated C++ application designed to enhance your understanding of core C++ concepts, including Object-Oriented Programming (OOP), Standard Template Library (STL), Templates, File Handling, and Exception Handling. The application focuses on creating a dynamic and extensible system for processing different types of data based on user-provided configuration files.

Through this project, you will develop a configurable system that demonstrates the power of abstraction, polymorphism, and modular design while ensuring robust error handling and maintainability.

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## **Key Features**

- 1. Dynamic Configuration Parsing:**
    - Reads and parses a text-based configuration file.
    - Supports nested structures using dot (.) notation for organizing options hierarchically.
    - Dynamically selects the appropriate processor type based on configuration options.
  - 2. Processor Abstraction:**
    - Uses an abstract base class (Processor) with multiple derived classes (TextProcessor, NumericProcessor, ImageProcessor, AudioProcessor).
    - Leverages polymorphism to allow dynamic runtime behavior based on configuration.
  - 3. Factory Design Pattern:**
    - Implements a factory class (ProcessorFactory) to instantiate processor objects based on configuration inputs.
  - 4. Template-Based Processing:**
    - Demonstrates the use of templates to process collections of data generically.
  - 5. Exception Handling:**
    - Provides robust error handling for invalid configurations, missing files, or unsupported processor types.
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## **Learning Objectives**

By completing this project, students will:

- 1. Master Core C++ Concepts:**
  - Understand and implement polymorphism using abstract classes and inheritance.
  - Use STL containers like std::map and std::vector for efficient data management.
- 2. Apply Design Patterns:**
  - Implement the Factory Design Pattern to decouple object creation from application logic.
- 3. Handle File Operations:**
  - Read and parse text files dynamically to influence runtime behavior.
- 4. Develop Robust Applications:**
  - Utilize exception handling to ensure the application remains stable under erroneous conditions.
- 5. Explore Templates:**

- Create reusable, type-agnostic code for processing collections of data.
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## Project Workflow

### 1. Configuration File:

- Prepare a configuration file (settings.txt) specifying the processor type and related options.
- Example:

```
# Sample configuration for the Configurable Processor system.  
# Set the processor type: Text, Numeric, Image, or Audio.  
Processor.Options.Type=Image  
Processor.Options.Threshold=0.5  
Processor.Options.MaxRetries=3
```

### 2. Dynamic Processor Creation:

- The system reads the configuration file at runtime and dynamically selects the appropriate processor class.

### 3. Data Processing:

- Provide sample data to the system, and the chosen processor will process it based on its specialization.

### 4. Robust Error Handling:

- Handle missing configuration files, invalid processor types, and unexpected runtime issues gracefully.
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## Example Execution

### Configuration File:

```
# Sample configuration for the Configurable Processor system.  
# Set the processor type: Text, Numeric, Image, or Audio.  
Processor.Options.Type=Image  
Processor.Options.Threshold=0.5  
Processor.Options.MaxRetries=3
```

### Output:

```
ImageProcessor processing: Sample Data (interpreted as image data)
```

### **Project Structure:**

```
ConfigurableProcessor/
├── include/
│   ├── Processor.hpp
│   ├── ProcessorFactory.hpp
│   ├── Configuration.hpp
│   └── Utilities.hpp
└── src/
    ├── Processor.cpp
    ├── ProcessorFactory.cpp
    ├── Configuration.cpp
    ├── main.cpp
    └── config/
        └── settings.txt
Makefile
```

### **Makefile :**

```
CXX = g++
CXXFLAGS = -std=c++11 -Wall -Iinclude
SRC = src/Processor.cpp src/ProcessorFactory.cpp src/Configuration.cpp
src/Utilities.cpp src/main.cpp
OBJ = $(SRC:.cpp=.o)
TARGET = ConfigurableProcessor

all: $(TARGET)

$(TARGET): $(OBJ)
$(CXX) $(CXXFLAGS) -o $@ $^

clean:
rm -f $(OBJ) $(TARGET)
```

## Main.cpp

```
#include "ProcessorFactory.hpp"
#include "Configuration.hpp"
#include <iostream>
#include <vector>

int main() {
    try {
        Configuration config("config/settings.txt");
        auto processorType = config.getOption("Processor.Options.Type");
        auto processor = ProcessorFactory::createProcessor(processorType);

        std::vector<std::string> data = {"Sample1", "Sample2", "Sample3"};
        processor->process(data);
    } catch (const std::exception& e) {
        std::cerr << "Error: " << e.what() << '\n';
    }
}

return 0;
}
```

## ProcessorFactory

```
#ifndef PROCESSORFACTORY_HPP
#define PROCESSORFACTORY_HPP
#include "Processor.hpp"
#include <string>

class ProcessorFactory {
public:
    static Processor* createProcessor(const std::string& type);
};

#endif // PROCESSORFACTORY_HPP
```

**Thank You  
Edges For Training Team**