

Constructors

Workshop 4 (10 marks – 3.75% of your final grade)

In this workshop, you are to initialize the data within an object of class type upon its creation.

LEARNING OUTCOMES

Upon successful completion of this workshop, you will have demonstrated the abilities to:

- define a constructor that initializes an object's data at creation time
- define a default constructor that sets an object to a safe empty state
- describe what you have learned in completing this workshop

SUBMISSION POLICY

The *in-lab* section is to be completed during your assigned lab section. It is to be completed and submitted by the end of the workshop period. If you attend the lab period and cannot complete the *in-lab* portion of the workshop during that period, ask your instructor for permission to complete the *in-lab* portion after the period. If you do not attend the workshop, you can submit the *in-lab* section along with your *at-home* section (with a penalty; see below). The *at-home* portion of the lab is due on the day that is two days before your next scheduled workshop (23:59:59).

All your work (all the files you create or modify) must contain your name, Seneca email and student number.

You are responsible to back up your work regularly.

LATE SUBMISSION PENALTIES:

- *In-lab* portion submitted late, with *at-home* portion: **0** for *in-lab*. Maximum of 7/10 for the entire workshop.

- If any of *in-lab*, *at-home* or *reflection* portions is missing, the mark for the workshop will be 0/10.

IN-LAB (30%):

Design and code a `Passenger` module for an airline application. Define a class named `Passenger` in the `sict` namespace. The class defines the structure of a passenger's information for an airline company. The class holds the following private information:

The `passenger's` name: an array of characters of size 32 (including `'\0'`);
The `destination`: an array of characters of size 32 (including `'\0'`);

Your `Passenger` type includes the following member functions (which you need to implement — make sure to reuse existing code wherever possible instead of duplicating existing code):

default constructor (a no-argument constructor): this constructor sets the `Passenger` object to a safe empty state;

constructor with 2 parameters: The first parameter receives the address of a null-terminated C-style string containing the name of the passenger and the second parameter receives the address of a null-terminated C-style string containing the name of their destination. This constructor copies the data at the received addresses to the object instance variables, only if that data is valid. Data is valid if the address refers to a non-empty string; that is, data is not valid if its address is the null address or the string at that address is empty. If the data is not valid, this constructor sets the object to a safe empty state.

`bool isEmpty() const`: a query that reports if the `Passenger` object is in a safe empty state.

`void display() const`: a query that displays the contents of the `Passenger` object in the following format (see also the output listing below).

```
PASSENGER-NAME - DESTINATION<ENDL>
```

If the object is in a safe empty state, this function outputs the following message

```
No passenger!<ENDL>
```

Using the `w4_in_lab.cpp` implementation file of the main module shown below, test your code and make sure that it works. The expected output from your program is listed below this source code. The output of your program should match **exactly** this expected output.

IN-LAB MAIN MODULE

```
#include <iostream>
#include "Passenger.h"
#include "Passenger.h" // this is intentional

using namespace std;
using namespace sict;

int main()
{
    sict::Passenger travellers[] = {
        Passenger(nullptr, "Toronto"),
        Passenger("", "Toronto"),
        Passenger("John Smith", nullptr),
        Passenger("John Smith", ""),
        Passenger("John Smith", "Toronto"), // valid
        Passenger(nullptr, nullptr),
        Passenger()
    };

    cout << "-----" << endl;
    cout << "Testing the validation logic" << endl;
    cout << "(only passenger 5 should be valid)" << endl;
    cout << "-----" << endl;
    for (int i = 0; i < 7; ++i)
    {
        cout << "Passenger " << i + 1 << ": "
              << (travellers[i].isEmpty() ? "not valid" : "valid") << endl;
    }
    cout << "-----" << endl << endl;

    Passenger vanessa("Vanessa", "Paris"),
               mike("Mike", "Tokyo"),
               alice("Alice", "Paris");

    cout << "-----" << endl;
    cout << "Testing the display function" << endl;
    cout << "-----" << endl;
    vanessa.display();
    mike.display();
    alice.display();
    travellers[0].display();
    cout << "-----" << endl << endl;

    return 0;
}
```

IN-LAB OUTPUT

```
-----  
Testing the validation logic  
(only passenger 5 should be valid)  
-----
```

```
Passenger 1: not valid  
Passenger 2: not valid  
Passenger 3: not valid  
Passenger 4: not valid  
Passenger 5: valid  
Passenger 6: not valid  
Passenger 7: not valid  
-----
```

```
-----  
Testing the display function  
-----
```

```
Vanessa - Paris  
Mike - Tokyo  
Alice - Paris  
No passenger!  
-----
```

IN-LAB SUBMISSION

To test and demonstrate execution of your program use the same data as the output example above.

If not on matrix already, upload `Passenger.h`, `Passenger.cpp` and `w4_in_lab.cpp` to your matrix account. Compile and run your code and make sure everything works properly.

Then, run the following script from your account: (use your professor's Seneca userid to replace `profname.proflastname`)

```
~profname.proflastname/submit 200_w4_lab<ENTER>
```

and follow the instructions.

IMPORTANT: Please note that a successful submission does not guarantee full credit for this workshop. If your professor is not satisfied with your implementation, your professor may ask you to resubmit. Resubmissions will attract a penalty.

AT-HOME (30%)

In the “at home” part of this workshop, you enhance your `Passenger` class by adding date information.

Copy your `Passenger` module from your in-lab solution. Add data members that store the following additional information to your `Passenger` class:

```
year of departure: an integer
month of departure: an integer
day of departure: an integer
```

To manage this data, declare in your `Passenger` class definition, the following new member functions and implement them in the `.cpp` file of your `Passenger` module:

constructor with 5 parameters: this constructor receives the addresses of the null-terminated C-style strings containing the passenger’s name and destination along with the year, month and day of departure. Like the other constructors, this constructor validates the parameters before accepting them. This constructor stores the data in the object’s instance variables only if all of the data received is valid. If any data is invalid, this constructor sets the object to a safe empty state.

- Each **string** is valid if its address is not null and it is not empty;
- The valid **years** are 2017, 2018, 2019, 2020 (inclusive);
- The valid **months** are between 1 and 12 (inclusive);
- The valid **days** are between 1 and 31 (inclusive);

`const char* name() const`: a query that returns the address of the name of the passenger; the address of an empty string if the `Passenger` object is in a safe empty state.

`bool canTravelWith(const Passenger&) const`: a query that receives an unmodifiable reference to a `Passenger` object and checks if the passenger referenced can travel with the current `Passenger` (two passengers can travel together if they are flying to the same destination on the same date).

Modify your implementations of the constructor and `display()` member functions to include the date of departure in the format shown below (see also the output listing below):

default constructor (a no-argument constructor): this constructor sets the object to a safe empty state, *including the date variables*;

constructor with 2 parameters: The first parameter receives the address of a null-terminated C-style string containing the name of the passenger and the second parameter receives the address of a null-terminated C-style string containing the name of the destination. This constructor copies this data from into the instance variables *and sets the departure date to July 1st, 2017*, only if the data is valid. Data is valid if the address refers to a non-empty string; that is, data is not valid if its address is the null address or the string at that address is empty. If the data is not valid, this constructor sets the object to a safe empty state.

`void display() const`: a query that displays the contents of the `Passenger` object in the following format (see also the output listing below). Note that the month and day values are in two-digit format zero-filled if necessary

```
PASSENGER-NAME - DESTINATION on YEAR/MM/DD<ENDL>
```

NOTE: Use the `Passenger::display(...)` function to print the name of a passenger in the examples above.

NOTE: Use the `Passenger::canTravelWith(...)` function to check if two passengers can go together on vacation.

Using the `w4_at_home.cpp` implementation file of the main module shown below, test your code and make sure that it works correctly. Below the source code is the expected output from your program. The output of your program should match **exactly** the expected one.

AT-HOME MAIN MODULE

```
#include <iostream>
#include "Passenger.h"

using namespace std;
using namespace sict;

int main()
```

```

{
    Passenger travellers[] = {
        Passenger(nullptr, "Toronto", 2018, 4, 20),
        Passenger("", "Toronto", 2018, 4, 20),
        Passenger("John Smith", nullptr, 2018, 4, 20),
        Passenger("John Smith", "", 2018, 4, 20),
        Passenger("John Smith", "Toronto", 2018, 4, 20), // valid
        Passenger("John Smith", "Toronto", 2028, 4, 20),
        Passenger("John Smith", "Toronto", 2014, 4, 20),
        Passenger("John Smith", "Toronto", 2020, 12, 31), // valid
        Passenger("John Smith", "Toronto", 2018, 40, 20),
        Passenger("John Smith", "Toronto", 2018, 0, 20),
        Passenger("John Smith", "Toronto", 2017, 1, 1), // valid
        Passenger("John Smith", "Toronto", 2018, 4, 0),
        Passenger("John Smith", "Toronto", 2018, 4, 32),
        Passenger(nullptr, nullptr, 0, 0, 0),
        Passenger()
    };

    cout << "-----" << endl;
    cout << "Testing the validation logic" << endl;
    cout << "(only passengers 5, 8 and 11 should be valid)" << endl;
    cout << "-----" << endl;
    for (unsigned int i = 0; i < 15; ++i)
    {
        cout << "Passenger " << i + 1 << ": "
              << (travellers[i].isEmpty() ? "not valid" : "valid") << endl;
    }
    cout << "-----" << endl << endl;

    Passenger david("David", "Toronto", 2018, 4, 20);
    Passenger friends[] = {
        Passenger("Vanessa", "Toronto", 2018, 4, 20),
        Passenger("John", "Toronto", 2018, 4, 20),
        Passenger("Alice", "Toronto", 2018, 4, 20),
        Passenger("Bob", "Paris", 2018, 1, 20),
        Passenger("Jennifer", "Toronto", 2018, 4, 20),
        Passenger("Mike", "Toronto", 2018, 4, 20),
        Passenger("Sarah", "Toronto", 2018, 4, 20)
    };

    cout << "-----" << endl;
    cout << "Testing Passenger::display(...)" << endl;
    cout << "-----" << endl;
    for (int i = 0; i < 7; ++i)
        friends[i].display();
    cout << "-----" << endl << endl;

    cout << "-----" << endl;
    cout << "Testing Passenger::canTravelWith(...)" << endl;
    cout << "-----" << endl;
    for (int i = 0; i < 7; ++i) {
        if (david.canTravelWith(friends[i]))
            cout << david.name() << " can travel with " << friends[i].name() << endl;
    }
    cout << "-----" << endl << endl;
}

```

```
    return 0;  
}
```

AT-HOME OUTPUT

```
-----  
Testing the validation logic  
(only passengers 5, 8 and 11 should be valid)  
-----
```

```
Passenger 1: not valid  
Passenger 2: not valid  
Passenger 3: not valid  
Passenger 4: not valid  
Passenger 5: valid  
Passenger 6: not valid  
Passenger 7: not valid  
Passenger 8: valid  
Passenger 9: not valid  
Passenger 10: not valid  
Passenger 11: valid  
Passenger 12: not valid  
Passenger 13: not valid  
Passenger 14: not valid  
Passenger 15: not valid  
-----
```

```
-----  
Testing Passenger::display(...)  
-----
```

```
Vanessa - Toronto on 2018/04/20  
John - Toronto on 2018/04/20  
Alice - Toronto on 2018/04/20  
Bob - Paris on 2018/01/20  
Jennifer - Toronto on 2018/04/20  
Mike - Toronto on 2018/04/20  
Sarah - Toronto on 2018/04/20  
-----
```

```
-----  
Testing Passenger::canTravelWith(...)  
-----
```

```
David can travel with Vanessa  
David can travel with John  
David can travel with Alice  
David can travel with Jennifer  
David can travel with Mike  
David can travel with Sarah  
-----
```


REFLECTION (40%)

Create a file `reflect.txt` that contains the answers to the following questions:

- 1) What is a safe empty state? Could you define another state as the safe empty state?
- 2) Describe how you have minimized code duplication.
- 3) Explain why the `canTravelWith(...)` member function can access the private data of the object referenced in its parameter.
- 4) What statement do you need to add to ensure that the `strncpy(...)` function executes correctly?
- 5) Explain what you have learned in this workshop.

QUIZ REFLECTION:

Add a section to `reflect.txt` called **Quiz X Reflection**. Replace the **X** with the number of the last quiz that you received and list the numbers of all questions that you answered incorrectly.

Then, for each incorrectly answered question write your mistake and the correct answer to that question. If you have missed the last quiz, then write all the questions and their answers.

AT-HOME SUBMISSION

To submit the *at-home* section, demonstrate execution of your program with the exact output as in the example above. Upload `reflect.txt`, `Passenger.h`, `Passenger.cpp` and `w4_at_home.cpp` to your matrix account. Compile and run your code and make sure everything works properly. To submit, run the following script from your account (and follow the instructions):

```
~profname.proflastname/submit 200_w4_home<ENTER>
```

IMPORTANT: Please note that a successful submission does not guarantee full credit for this workshop. If the professor is not satisfied with your implementation, your professor may ask you to resubmit. Resubmissions will attract a penalty.

