

Homework #3 – Stream Processing Algorithm

In this homework you are asked to use the Template Method pattern to implement a stream processing algorithm and several concrete implemenations. *Note, an explanation of the Template Method pattern can be found in Item 23 in the book.*

You are given the following code as a starting point:

```
class StreamProcessorAlgorithm
{
public:
    StreamProcessorAlgorithm(istream &in, ostream &out) /* ... */
    virtual ~StreamProcessorAlgorithm()                /* ... */
    void process()                                       /* ... */

private:
    virtual bool filterToken(const string &token) const = 0;
    virtual void processToken(string &token) const = 0;

    istream &in_;
    ostream &out_;
};
```

- (3 points)** Provide implementations for the three public StreamProcessor functions. The process function should do the following:
 - For each whitespace separated string (token) read from the input stream:
 - If the token passes through the filter (i.e. filterToken returns true):
 - Process the token and output it to the output stream
- (3 points)** Create class UppercasingSPA as a concrete subtype of StreamProcessorAlgorithm.
 - This class should allow all tokens to pass through.
 - This class should upper case all letters in the tokens that pass through.
 - Provide several unit tests verifying the behavior of this class.
- (3 points)** Create class DigitStrippingSPA as a concrete subtype of StreamProcessorAlgorithm.
 - This class should only allow tokens containing at least one digit to pass through.
 - This class should strip out all digits (0-9) from the tokens that pass through.
 - Provide several unit tests verifying the behavior of this class.
- (1 point)** Make sure your source code is well-commented, consistently formatted, uses no magic numbers/values, follows a consistent style, and is ANSI-compliant.

Place all source code and a screen capture of the output produced by your program in a single PDF document. Submit this document.