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FINAL EXAM F23 V3
CSCI 13500: Software Analysis and Design 1
Hunter College, City University of New York

December 14, 2023, 9:00 - 11:00 AM, North Building 118

Exam Rules

- Show all your work. Your grade will be based on the work shown.
- The exam is closed book and closed notes with the exception of a provided cheat sheet.
- When taking the exam, you may bring pens and pencils.
- Scratch paper is provided. For your convenience, you may take the scratch paper and cheat sheet off. But make sure not to put solutions to the scratch paper.
- You may not use a computer, calculator, tablet, phone, earbuds, or other electronic device.
- **Do not open this exam until instructed to do so.**

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1 (30 points) Answer the following questions.

- (1) Given `string greetings[] = {"Hello", "Hi", "nice to meet you"}`, what is `greetings[1].size()`?

- (2) Given `Employee` class, declare that class `Teacher` as subclass of `Employee` class with public inheritance.

- (3) Write code to generate a random int between 70 and 100, where both ends are included. No library is needed.

- (4) Given `string greeting = "wow"`; What is the value for `greeting.substr(0,2)`?

- (5) Write a command to compile and link `TestField.cpp` and `Field.cpp` to generate a runnable file **prog**.

- (6) What is the value of `1 / 3 * 6` in C++?

- (7) Write **header** of a function called max to return the max of an array of double numbers with size `n`.

- (8) Given `int arr[] = {4, 3, 2, 1}`; What is the value of `*arr + 2`?

- (9) Declare and initialize a two-dimensional strings array called **synonyms** with three rows, each row with two columns. The first row is "hurry", "quick", the second row is "smile", "giggle", the third row is "small", "tiny".

(10) What is output for the following code?

```
1 vector<int> nums;
2 for (int i = 12; i >= 0; i--)
3     nums.push_back(i);
4
5 for (int i = 0; i < nums.size(); i++)
6     if (i % 3 == 0)
7         cout << nums[i] << " ";
8
9 cout << endl;
```

(11) What is the output of the following code?

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int result = 0;
6     for (int num = 3; num < 11; num += 5)
7         result += num;
8
9     cout << result << endl;
10    return 0;
11 }
```

(12) What is output for the following code?

```
1 int a = 2;
2 int* p = &a;
3 *p += 7;
4 cout << a << endl;
```

(13) What is the output for the following code?

```
1 void foo(int& a);
2
3 int main() {
4     int num = 1;
5     foo(num);
6     cout << num << endl;
7     return 0;
8 }
9
10 void foo(int& a) {
11     if ( a % 2 != 0 )
12         a *= 7;
13     else a += 2;
14 }
```

(14) What the output when input is 90.1?

```
1 cout << "Enter a number: ";
2 double num;
3 cin >> num;
4 switch ((int)num / 10) {
5     case 10:
6     case 9: cout << "excellent" << endl;
7             break;
8     case 8: cout << "good" << endl;
9             break;
10    case 7: cout << "ok" << endl;
11            break;
12    case 6: cout << "work hard" << endl;
13            break;
14    default: cout << "do not give up" << endl;
15 }
```

(15) What is the panel like when press left in game 1024? The empty cell is 0. No need to put 1 in an empty random cell.

1	1	1
	1	1
1		1

2 (10 points) Answer the following questions.

- (1) Define a function, for an given array of integers with its size, return number of elements that is negative.
For example, call the function with array with values -1, 0, -2, 0, 6, the size of array is 5, then the return is 2.

- (2) Define function `void sortByLenRev(string* a, string* b)`, if the length of `*a` is smaller than the length of `*b`, swap `*a` with `*b`, otherwise, do nothing. Note that dereference operator `*` has lower precedence than dot operator.

3 (20 points) Programming exercises

- (1) Define a function, for a given string, if it contains at least a digit **and** a special symbol in %, ?, or !, return true, otherwise, return false.

For example, for string “abc”, the return is false. For string “?!”, the return is false. For “2!”, the return is true. For “?2”, the return is true.

Hint: you might use the following function.

`int isdigit (int c);` Check if character is decimal digit

You can count the number of occurrences of digits and number of occurrences of special symbols.

(2) Question on dynamically allocated memory

- (a) Define **panel** to be `int**` type.

- (b) Allocate memory of panel to be a two-dimensional array with 3 rows, each row has 4 columns.

- (c) Initialize the element of panel indexed at (row)th row and (col)th column to be `row - col`, where row and col are indices and $0 \leq row < 3$ and $0 \leq col < 4$.

- (d) Release the dynamically allocated memory and avoid dangling pointer problem.

4 (10 points) Write codes of vector

Define a function, for a given vector of strings, return a vector of all strings with even length.

For example, call the above function on a vector of strings with values “ab”, “ccd”, “abcd”, the return is a vector of strings with value “ab”, “abcd”.

5 (10 points) Define a class.

Here is Course.hpp of class **Course**.

```
1 #include <string>
2 class Course {
3 public:
4     ...//omitted
5 private:
6     std::string name; //represent course name
7     int credit; //represent number of credit hour
8 };
```

Your job: define Course.cpp with the following requirement.

1. Include necessary library and header file.
2. Define a default constructor, which sets data member **name** to be “CS 235” and set data member **credit** to be 3.
3. Define a non-default constructor, which takes formal parameters name, a string, and credit, an int. Set data member **name** by given parameter name. If given parameter credit is positive, use it to set data member **credit**, otherwise, set data member **credit** to be 3.
4. Define method **setName** to change the value of data member **name**.

6 (10 point) Define a subclass

Here are part of Person.hpp of Person class.

```
1 class Person {
2 public:
3     Person(string name, int age); //non-default constructor of Person class
4     virtual string toString() const; //return a textual information of name and age.
5     ...//omit other constructors and methods
6 private:
7     string name;
8     int age;
9 };
```

Declare Assistant as a subclass of Person. Each assistant is a person, with additional data member **allowance**, which may contain decimal numbers. Suppose Person.hpp is properly declared. In Assistant.cpp, do the following:

Define non-default constructor of Assistant, which takes parameters name (a string), age (an int), and allowance (a double) to initialize the corresponding data members. This constructor can invoke the corresponding constructor of its super class, then initialize data member unique to the subclass. Data member allowance should be positive. If parameter member allowance is not positive, set data member allowance to be 100.

Override toString method inherited from Person class to return a string representing the assistant's information like name, age, and allowance. You may use `string to_string (double val);` from std namespace to convert double number val to a string. Also, you can call toString method in the superclass.

7 (10 points) Define recursive function

Define a recursive function to check whether an array of chars is palindrome or not. An array of chars is palindrome if the elements read from left to right and from right to left are the same.

For example, array with values 'a', 'b', 'a' is palindrome, but array with values 'a', 'b' is not palindrome.

Hint: an array is a palindrome if and only the leftmost element equals the rightmost element and the subarray from the second element to the second-to-last element is palindrome. Think what are the initial address and size of that subarray?

Warning: If you do not use recursion, you will not get any point. No repetition statement is allowed in this function.

Variable and Constant Definitions

Type	Name	Initial value
int	cans_per_pack	= 6;
const double	CAN_VOLUME	= 0.335;

Mathematical Operations

```
#include <cmath>
pow(x, y)    Raising to a power  $x^y$ 
sqrt(x)      Square root  $\sqrt{x}$ 
log10(x)     Decimal log  $\log_{10}(x)$ 
abs(x)       Absolute value  $|x|$ 
sin(x)       } Sine, cosine, tangent of  $x$  ( $x$  in radians)
cos(x)       }
tan(x)       }
```

Selected Operators and Their Precedence

(See Appendix B for the complete list.)

[]	Array element access
++ -- !	Increment, decrement, Boolean <i>not</i>
* / %	Multiplication, division, remainder
+ -	Addition, subtraction
< <= > >=	Comparisons
= !=	Equal, not equal
&&	Boolean <i>and</i>
	Boolean <i>or</i>
=	Assignment

Loop Statements

```
while (balance < TARGET)
{
    year++;
    balance = balance * (1 + rate / 100);
}
```

Executed while condition is true

```
for (int i = 0; i < 10; i++)
{
    cout << i << endl;
}
```

```
do
{
    cout << "Enter a positive integer: ";
    cin >> input;
}
while (input <= 0);
```

Loop body executed at least once

Conditional Statement

```
if (floor >= 13)
{
    actual_floor = floor - 1;
}
else if (floor >= 0)
{
    actual_floor = floor;
}
else
{
    cout << "Floor negative" << endl;
}
```

Condition

Executed when condition is true

Second condition (optional)

Executed when all conditions are false (optional)

String Operations

```
#include <string>
string s = "Hello";
int n = s.length(); // 5
string t = s.substr(1, 3); // "ell"
string c = s.substr(2, 1); // "l"
char ch = s[2]; // 'l'
for (int i = 0; i < s.length(); i++)
{
    string c = s.substr(i, 1);
    or char ch = s[i];
    Process c or ch
}
```

Function Definitions

```
double cube_volume(double side_length)
{
    double vol = side_length * side_length * side_length;
    return vol;
}
```

Return type

Parameter type and name

Exits function and returns result.

```
void deposit(double& balance, double amount)
{
    balance = balance + amount;
}
```

Reference parameter

Modifies supplied argument

Arrays

```
int numbers[5];
int squares[] = { 0, 1, 4, 9, 16 };
int magic_square[4][4] =
{
    { 16, 3, 2, 13 },
    { 5, 10, 11, 8 },
    { 9, 6, 7, 12 },
    { 4, 15, 14, 1 }
};

for (int i = 0; i < size; i++)
{
    Process numbers[i]
}
```

Element type

Length

Vectors

```
#include<vector> Element type Initial values (C++ 11)
vector<int> values = { 0, 1, 4, 9, 16 };

vector<string> names; Initially empty

names.push_back("Ann"); Add elements to the end
names.push_back("Cindy"); // names.size() is now 2

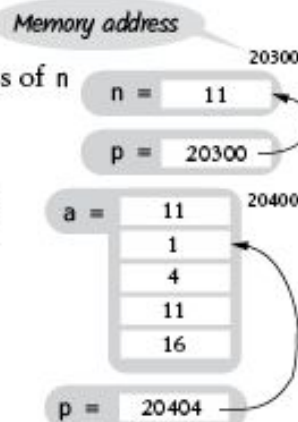
names.pop_back(); // Removes last element

names[0] = "Beth"; // Use [] for element access
```

Pointers

```
int n = 10;
int* p = &n; // p set to address of n
*p = 11; // n is now 11
```

```
int a[5] = { 0, 1, 4, 9, 16 };
p = a; // p points to start of a
*p = 11; // a[0] is now 11
p++; // p points to a[1]
p[2] = 11; // a[3] is now 11
```



Input and Output

```
#include <iostream>
cin >> x; // x can be int, double, string
cout << x;
```

```
while (cin >> x) { Process x }
if (cin.fail()) // Previous input failed
```

```
#include <fstream>
string filename = ...;
ifstream in(filename);
ofstream out("output.txt");
string line; getline(in, line);
char ch; in.get(ch);
```

```
void increment_print() {
    static int s_value = 0; //static duration
    s_value++;
    cout << s_value << '\n';
} //s_value is not destroyed, but goes out of scope

int main() {
    increment_print(); //1
    increment_print(); //2
}
```

```
class Item {
private:
    int m_id;
    static int s_id_counter;
public:
    Item() {
        m_id = s_id_counter++;
    }
    int get_id() const {
        return m_id;
    }
};

int Item::s_id_counter = 1;

int main() { //
    Item first;
    Item second;
    cout << first.get_id(); //1
    cout << second.get_id(); //2
}
```

Static Variables

Static Data Members

Range-based for Loop

```
An array, vector, or other container (C++ 11)
for (int v : values)
{
    cout << v << endl;
}
```

Output Manipulators

```
#include <iomanip>
```

endl	Output new line
fixed	Fixed format for floating-point
setprecision(n)	Number of digits after decimal point for fixed format
setw(n)	Field width for the next item
left	Left alignment (use for strings)
right	Right alignment (default)
setfill(ch)	Fill character (default: space)

Enumerations, Switch Statement

```
enum Color { RED, GREEN, BLUE };
Color my_color = RED;
```

```
switch (my_color) {
    case RED :
        cout << "red"; break;
    case GREEN:
        cout << "green"; break;
    case BLUE :
        cout << "blue"; break;
}
```

Class Definition

```
class BankAccount
{
public:
    BankAccount(double amount); Constructor declaration
    void deposit(double amount); Member function declaration
    double get_balance() const; Accessor member function
    ...
private: Data member
    double balance;
};

void BankAccount::deposit(double amount) Member function definition
{
    balance = balance + amount;
}
```

Inheritance

```
Derived class Base class
class CheckingAccount : public BankAccount
{
public:
    void deposit(double amount); Member function overrides base class
private:
    int transactions; Added data member in derived class
};

void CheckingAccount::deposit(double amount)
{
    BankAccount::deposit(amount); Calls base class member function
    transactions++;
}
```