# 10. Exercises on Rule of Three, Inheritance and Polymorphism

Write C++ code for solving the tasks on the following pages.

Code should compile under the C++03 or the C++11 standard.

Submit your solutions here: <https://judge.softuni.bg/Contests/1290/10-Exercises-on-Rule-of-Three-Inheritance-and-Polymorphism> (select “Compete” when prompted)

Any code files that are part of the task are provided under the folder **Skeleton**.

Please follow the exact instructions on uploading the solutions for each task.

NOTE: the Judge system treats each .cpp file as a compilation unit, compiles each such file and links them together

# Task 4 – Word

You are given the skeleton of a word-processing program (like MS Word, OpenOffice Writer, etc.). The program reads a line of text from the console, then starts reading commands for editing (text-transform) and executing them on the text. Each command changes the text, the following command works on the changed text. When the command exit is entered, the program prints out the modified text and exits. All commands are of the form:  
commandName startIndex endIndex  
Where commandName is a string describing which command should be used, startIndex is an integer which describes from which index in the text the command should be applied, endIndex is an integer which describes to which index (exclusive) the command should be applied (i.e. the command is applied on indices starting from startIndex and ending in endIndex - 1 inclusively)

The skeleton you are provided with contains the following files:

* main.cpp – contains the main() function, reads input and prints output on the console
* TextTransform.h – contains a base class for any text-transform added to the program
* CommandInterface.h – defines a base class which handles commands represented as strings (coming from the console, read from main())

The code uses an Initialization.h file, which is missing, but should define a way to generate a CommandInterface.

The files you are given support all logic necessary to implement the following command:

* uppercase – transforms any alphabetical character in the text in the range [startIndex, endIndex) to its uppercase variant.  
  E.g. if the current text is som3. text   
  and we are given the command uppercase 1 7  
  the current text will change to sOM3. Text  
  Note: if startIndex == endIndex, the command has no effect

Your task is to add the following commands:

* cut – cuts (removes) characters in the text in the range [startIndex, endIndex), and remembers the last thing that was removed (Hint: std::string::erase)  
  E.g. if the current text is som3. text   
  and we execute the command cut 1 7  
  the current text will change to sext (… *I honestly didn’t plan in advance for this to be the result*)  
  Note: if startIndex == endIndex, the command has no effect on the text, but “clears” the last remembered cut
* paste – replaces the characters in the text in the range [startIndex, endIndex) with the characters which were removed by the last cut (Hint: std::string::replace)  
  E.g. if we have the text som3. Text and the commands  
  cut 1 7 (text changed to sext)  
  paste 3 4  
  the current text will change to sexom3. t  
  (we paste the last cut – "om3. t" – over the 't' at the end of the text)  
  Note: if startIndex == endIndex, paste will insert the text at position startIndex, meaning that any text at startIndex will be pushed to the right by the inserted text. E.g. if the last command was paste 0 0 (not paste 3 4), the text would be om3. Tsext

### Input

The program defined in WordMain.cpp reads the following input:

A line of text, followed by a sequence of lines containing commands of the format   
commandName startIndex endIndex,   
ending with the command exit.

### Output

The program defined in WordMain.cpp writes the following output:

The modified line of text.

### Restrictions

The input text will be no more than 30 characters long and there will be no more than 10 commands in the input (this task is not about algorithm optimization).

For currentTextLength equal to the current number of characters in the text, for any command:  
0 <= startIndex <= endIndex < currentTextLength  
(i.e. the input will always be valid)

There will always be at least 1 cut command before any paste command. Consecutive paste commands (without cut between them) will paste the same text (just like in any text editor – you can cut something and paste it several times).

The total running time of your program should be no more than 0.1s

The total memory allowed for use by your program is 16MB

### Example I/O

|  |  |
| --- | --- |
| Example Input | Expected Output |
| som3. text  cut 1 7  paste 3 4  exit | sexom3. t |
| abc d e  cut 0 4  uppercase 1 3  paste 1 2  exit | dabc E |