# 11. Exam Preparation

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/1291/11-Exam-Preparation> (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.

# Task 3 – Range

You are tasked with implementing some of the methods for a Range class. The Range class represents a sorted sequence of numbers, by storing how many times each number occurs – the numbers are represented by storing the count of appearances at a corresponding index in an array.

For example, if we have the following sequence of numbers:

**3 2 3 5 3 3 5**

Adding them all to a **Range** will make that range have an internal array, which looks like this:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Index | 0 | 1 | 2 | 3 |
| Value | 1 | 2 | 0 | 4 |

Here, index 0 represents how many times the number 2 (the smallest in the sequence) occurs in the sequence, and index 3 represents how many times the number 5 (the largest in the sequence) occurs in the sequence. If we want the numbers in sorted order, we just iterate over the array, printing out index + 2 (in this case), as many times as the value of the element.

E.g., here for index 0 we print 2, for index 1 we print 3 3, for index 2 we don’t print anything, and for index 3 we print 5 5 5. This gives us 2 3 3 5 5 5 – the sequence sorted in ascending order.

More formally, if we call the smallest number in the range rangeFirst and the largest number in the range rangeLast, then for any value v such that rangeFirst <= v <= rangeLast, the element at index v - rangeFirst tells us how many times v was added to the range.

You are given a skeleton containing the files main.cpp and Range.h. The main.cpp file defines the main() function and solves a task in which multiple arrays are input and the one with the most occurrences of a specific number is printed out sorted to the console. To do that, it uses Range.

Your task is to write a Range.cpp class, which defines the implementations of:

* Range() - constructs an empty range
* void add(T value) – inserts a value into the range (resizing array if necessary)
* size\_t getCount(T value) – returns the number of times value is contained in the range (expected to work in O(1) time, i.e. shouldn’t depend on the size of the range)
* bool empty() – returns true the range contains no values, false otherwise
* Range(const Range& other); - copy-constructs Range from another Range
* Range& operator=(const Range& other); - copy-assigns Range from another Range
* ~Range(); - destructs a range
* There are also clear(), resize(),and getIndex() methods that are optional – they aren’t used by any code in the skeleton, but implementing them will probably help you reuse some code

### Input

The program defined in main.cpp reads the following input:  
One or more lines, containing arrays, ending with a line containing the string "end", followed by a single integer number Q.

### Output

The program defined in main.cpp writes the following output:  
The first array with the largest number of occurrences of the number Q, sorted in ascending order.

### Restrictions

Numbers in the input data are from -100 to 100 (inclusive). Your implementation of the Rangeclass should support containing any number in this range.

The total number of arrays in the input will be no more than 100. The total number of elements in each array will be no more than 10000.

40% of the test cases will contain only non-negative values in the input.

The total running time of your program should be no more than 0.4s

The total memory allowed for use by your program is 4MB (NOTE: "hello world" uses about 1.7MB)

### Instructions

Submit ONLY the Range.cpp file, containing the implementations of all members used in the skeleton. You are NOT allowed to modify the main.cpp or Range.h files (if you do, the Judge system will just overwrite your files with its version of the skeleton).

Some of the members in the Range.h file are already implemented – study them and use them if you find them useful. Study the code in main.cpp to better understand how it uses the Range class you are implementing. This task is not just about writing code, it is also about reading and understanding C++ code you are given.

### Example I/O

|  |  |
| --- | --- |
| Example Input | Expected Output |
| 1 2 3 4 5 6  1 2 3 3 3 6  1 3 3 4 5 6  1 2 4 5 6 7  end  3 | 1 2 3 3 3 6 |
| 10 20 3 4 5 6  6 3 10 3 3 -2  3 4 5 6 1 3  1 5 6 7 2 4  end  3 | -2 3 3 3 6 10 |