Short test – basic knowledge C++ and SQL

**Prerequisits:**

* C++ compiler / linker
* Standard c libraries / boost / STL / MFC / VCL
* No preference for any framework / clean and “easy” code is the goal
* NO INTERNET CONNECTION

**#1 SQL:**

* Describe the difference between “LEFT JOIN” and “INNER JOIN”
* Which of both “can” result in a larger result set, if the rest of the query is identical and why?

**Solution:**

Left join and Inner join are two types of SQL joins used to combine data from multiple tables.

When tables are combined with Left join then that join return all the rows from first table and the matching rows from the second table. If there is no match for a row in the left table then the result will still include the row with null values for columns from right table.

When tables are combined with the Inner join then only those rows returned where there is a match between the columns being joined in both tables. Through inner join only common record between the tables returned.

Left join return a large set result.

**#2 SQL:**

* Given tables: (id is always the primary key of the table, strings are indicated by quotation marks)

Tablename: customerdata

Columns: id,tid,name // (tid is just a special device identifier)

Row 1: 1,”69500000”,”Martin”

Row 2: 2,”69500001”,”Christian”

Tablename: card

Columns: id,name

Row 1: 1,”MASTER”

Row 2: 3,”VISA”

Tablename: customercards

Columns: id,customerdata\_id,card\_id,contractnumber (card\_id refers to card.id, customerdata\_id refers to customerdata.id)

Row 1: 1,1,1,”ABC123”

Row 2: 2,1,3,”DEF456”

Row 3: 3,2,1,”GHI789”

* **Create a SQL query, that will produce THIS output:**

Columns: tid, name of customerdata, name of VISA card, visa contractnumber, name of Master card, mastercard contractnumber

Row 1: “69500000”,”Martin”,”VISA”,”DEF456”,”MASTER”,”ABC123”

Row 2: “69500001”,”Christian”,”VISA”,<null>,”MASTER”,”GHI789”

Comment: You can use constants ‘1’ and ‘3’ for VISA and MASTER – no other constants are allowed

Comment: please sort by TID

* **Advanced: Can you identify a second possibility to create this output? If yes, just describe it with a few sentences – no query needed**

**#3 SQL:**

* Use the same tables as in #2
* Please create with one query a resultset like this:

Columns: tid, number of card contracts for this customer (how many card configurations are present for this customer in in table customercards?)

Row 1: “69500000”, 2

Row 2: “69500001”, 1

Comment: Please sort the result in the way, that the customers with the highest number of card contracts is on top

**#4 C++:**

* What is the purpose of ‘delete’ operator?

**ANSWER:** “delete” operator is used to deallocate memory which is associated with the object and array created by new keyword in c++.

* Which members of the base class are visible in a derived class?

**ANSWER:** “public” and “protected” members of base class are visible in derived class.

**#5 C++:**

* Please create a little subroutine, that will convert an integer (32 bit unsigned) into a “BCD” format with variable length (if it does not fit, your subroutine should abort the conversion)
* BCD background:

In a “binary compressed data” string, every number (0 – F) is stored in a “nibble” (4 Bit). One byte (8 bits = unsigned char) can carry 2 numbers. Example: integer value 98 would fit into one byte: unsigned char b=0x98; (or decimal = 152).

! BCD strings can only contain numbers 0-9 and the characters A-F – otherwise it would not fit into a nibble.

Function header:

unsigned int convert\_int\_to\_bcd(unsigned char\* destination\_buffer,usigned int bufferlength, unsigned int value);

Parameters:

[out] unsigned int = used buffer size in bytes (0 in case of error or equal to bufferlength, if successful)

[in] destination\_buffer = please write the result into this buffer

[in] bufferlength = length of buffer – please do not convert the value, if this buffer is too small

The length of the buffer must be used completely – it indicates how many bytes should be used for the new BCD string (prefill with zeros)

[in] value = value to convert into BCD

format

Example value: value = 9873432, bufferlength = 4 (bytes)

Example result: 4 (HEXDUMP): 09873432 // destination\_buffer[0]==0x09; destination\_buffer[1]==0x87; …

**Solution**

unsigned int convert\_int\_to\_bcd(unsigned char\* destination\_buffer, unsigned int bufferlength, unsigned int value) {  
 if (bufferlength == 0) {  
 return 0; *// Error: Buffer length is 0* }  
  
 *// Calculate the number of bytes needed to store the BCD representation* unsigned int bcdBytes = 0;  
 unsigned int tempValue = value;  
 while (tempValue > 0 && bcdBytes < bufferlength) {  
 tempValue /= 100; *// Each 2 digits in the integer require one BCD byte* bcdBytes++;  
 }  
  
 *// Check if the buffer is large enough* if (bcdBytes > bufferlength) {  
 return 0; *// Error: Buffer is too small* }  
  
 *// Convert the integer to BCD and store it in the buffer in the correct order* for (unsigned int i = 0; i < bcdBytes; i++) {  
 unsigned char bcdByte = 0;  
 for (int j = 0; j < 2; j++) {  
 bcdByte = (bcdByte << 4) | (value % 10);  
 value /= 10;  
 }  
 destination\_buffer[i] = bcdByte;  
 }  
  
 *// Fill the remaining buffer with zeros* for (unsigned int i = bcdBytes; i < bufferlength; i++) {  
 destination\_buffer[i] = 0;  
 }  
  
 return bufferlength;  
}

**#6 C++:**

* Create a little subroutine that sorts an integer vector in descending order.
* Input parameters: pointer to an array, number of elements
* Result: no result, just sort the array.

e.g. int a[5]; (content:{5,-3,1,9,2} after sort: {9,5,2,1,-3})

**SOLUTION:**

void sortDescending(int arr[], int size) {  
 for (int i = 0; i < size - 1; i++) {  
 for (int j = 0; j < size - i - 1; j++) {  
 if (arr[j] < arr[j + 1]) {  
 *// Swap the elements if they are in the wrong order* int temp = arr[j];  
 arr[j] = arr[j + 1];  
 arr[j + 1] = temp;  
 }  
 }  
 }  
}

int main() {  
 int a[] = {8, -11, 5, 22, -6, -5, -6,2};  
 int size = sizeof(a) / sizeof(a[0]);  
  
 std::cout << "Original array: ";  
 for (int i = 0; i < size; i++) {  
 std::cout << a[i] << " ";  
 }  
 std::cout << std::endl;  
  
 sortDescending(a, size);  
  
 std::cout << "Sorted in descending order: ";  
 for (int i = 0; i < size; i++) {  
 std::cout << a[i] << " ";  
 }  
 std::cout << std::endl;  
  
 return 0;  
}

#7 C++:

* Create a subroutine, that prints out (console? GUI? File – does not matter) a complete directory tree (displaying also the files and directories of subfolders)
* Please use standard Windows routines (FindFirstFile, FindNextFile, FindClose – see next page) – include <windows.h>
* INPUT PARAMATERS: a string, indicating the PATH to start with
* OUTPUT VALUE: an integer, indicating the number of printed lines
* No SORT needed
* Example: Start path: “c:\\windows\\debug\\”

Result (line count = 6):

Line 1: Setup

Line 2: Setup\Backup

Line 3: Setup\Backup\INTPPM\_Backup

Line 4: Setup\UpdSh.log

Line 5: passwd.log

Line 6: NetSetup.log

DONE!

**SOLUTION:**

#include <windows.h>  
  
int PrintDirectoryTree(const std::string& path) {  
 WIN32\_FIND\_DATA findFileData;  
 HANDLE hFind = **FindFirstFile**((path + "\\\*").c\_str(), &findFileData);  
 int lineCount = 0;  
  
 if (hFind == **INVALID\_HANDLE\_VALUE**) {  
 return 0;  
 }  
  
 do {  
 if (findFileData.dwFileAttributes & **FILE\_ATTRIBUTE\_DIRECTORY**) {  
 if (strcmp(findFileData.cFileName, ".") != 0 && strcmp(findFileData.cFileName, "..") != 0) {  
 std::cout << "Line " << ++lineCount << ": " << path << "\\" << findFileData.cFileName << std::endl;  
 lineCount += PrintDirectoryTree(path + "\\" + findFileData.cFileName);  
 }  
 } else {  
 std::cout << "Line " << ++lineCount << ": " << path << "\\" << findFileData.cFileName << std::endl;  
 }  
 } while (**FindNextFile**(hFind, &findFileData) != 0);  
 FindClose(hFind);  
 return lineCount;  
}  
  
int main() {  
 std::string startPath = "C:\\gitLab\\X2\\app\\src\\main\\cpp\\framework”;  
 int lineCount = PrintDirectoryTree(startPath);  
 std::cout << "DONE!" << std::endl;  
 return 0;  
}

# FindFirstFile Function

Searches a directory for a file or subdirectory with a name that matches a specific name (or partial name if wildcards are used).

### Syntax

HANDLE WINAPI FindFirstFile(

\_\_in   LPCTSTR lpFileName,

\_\_out  LPWIN32\_FIND\_DATA lpFindFileData

);

### Parameters

lpFileName [in]

The directory or path, and the file name, which can include wildcard characters, for example, an asterisk (\*) or a question mark (?).

This parameter should not be NULL, an invalid string (for example, an empty string or a string that is missing the terminating null character), or end in a trailing backslash (\).

If the string ends with a wildcard, period (.), or directory name, the user must have access permissions to the root and all subdirectories on the path.

lpFindFileData [out]

A pointer to the [**WIN32\_FIND\_DATA**](http://msdn.microsoft.com/en-us/library/aa365740%28v=vs.85%29.aspx) structure that receives information about a found file or directory.

### Return Value

If the function succeeds, the return value is a search handle used in a subsequent call to [**FindNextFile**](http://msdn.microsoft.com/en-us/library/aa364428%28v=vs.85%29.aspx) or [**FindClose**](http://msdn.microsoft.com/en-us/library/aa364413%28v=vs.85%29.aspx), and the lpFindFileData parameter contains information about the first file or directory found.

If the function fails or fails to locate files from the search string in the lpFileName parameter, the return value is INVALID\_HANDLE\_VALUE and the contents of lpFindFileData are indeterminate. To get extended error information, call the [**GetLastError**](http://msdn.microsoft.com/en-us/library/ms679360%28v=vs.85%29.aspx) function.

If the function fails because no matching files can be found, the [**GetLastError**](http://msdn.microsoft.com/en-us/library/ms679360%28v=vs.85%29.aspx) function returns ERROR\_FILE\_NOT\_FOUND.

# APPENDIX…

# WIN32\_FIND\_DATA Structure

Contains information about the file that is found by the [**FindFirstFile**](http://msdn.microsoft.com/en-us/library/aa364418%28v=vs.85%29.aspx), [**FindFirstFileEx**](http://msdn.microsoft.com/en-us/library/aa364419%28v=vs.85%29.aspx), or [**FindNextFile**](http://msdn.microsoft.com/en-us/library/aa364428%28v=vs.85%29.aspx) function.

### Syntax

typedef struct \_WIN32\_FIND\_DATA {

DWORD    dwFileAttributes;

FILETIME ftCreationTime;

FILETIME ftLastAccessTime;

FILETIME ftLastWriteTime;

DWORD    nFileSizeHigh;

DWORD    nFileSizeLow;

DWORD    dwReserved0;

DWORD    dwReserved1;

TCHAR    cFileName[MAX\_PATH];

TCHAR    cAlternateFileName[14];

} WIN32\_FIND\_DATA, \*PWIN32\_FIND\_DATA, \*LPWIN32\_FIND\_DATA;

### Members

**dwFileAttributes**

The file attributes of a file.

For possible values and their descriptions, see [File Attribute Constants](http://msdn.microsoft.com/en-us/library/gg258117%28v=vs.85%29.aspx).

**ftCreationTime**

A [**FILETIME**](http://msdn.microsoft.com/en-us/library/ms724284%28v=vs.85%29.aspx) structure that specifies when a file or directory was created.

If the underlying file system does not support creation time, this member is zero.

**ftLastAccessTime**

A [**FILETIME**](http://msdn.microsoft.com/en-us/library/ms724284%28v=vs.85%29.aspx) structure.

For a file, the structure specifies when the file was last read from, written to, or for executable files, run.

For a directory, the structure specifies when the directory is created. If the underlying file system does not support last access time, this member is zero.

On the FAT file system, the specified date for both files and directories is correct, but the time of day is always set to midnight.

**ftLastWriteTime**

A [**FILETIME**](http://msdn.microsoft.com/en-us/library/ms724284%28v=vs.85%29.aspx) structure.

For a file, the structure specifies when the file was last written to, truncated, or overwritten, for example, when [**WriteFile**](http://msdn.microsoft.com/en-us/library/aa365747%28v=vs.85%29.aspx) or [**SetEndOfFile**](http://msdn.microsoft.com/en-us/library/aa365531%28v=vs.85%29.aspx) are used. The date and time are not updated when file attributes or security descriptors are changed.

For a directory, the structure specifies when the directory is created. If the underlying file system does not support last write time, this member is zero.

**nFileSizeHigh**

The high-order **DWORD** value of the file size, in bytes.

This value is zero unless the file size is greater than MAXDWORD.

The size of the file is equal to (**nFileSizeHigh** \* (MAXDWORD+1)) + **nFileSizeLow**.

**nFileSizeLow**

The low-order **DWORD** value of the file size, in bytes.

**dwReserved0**

If the **dwFileAttributes** member includes the FILE\_ATTRIBUTE\_REPARSE\_POINT attribute, this member specifies the reparse point tag.

Otherwise, this value is undefined and should not be used.

For more information see [Reparse Point Tags](http://msdn.microsoft.com/en-us/library/aa365511%28v=vs.85%29.aspx).

IO\_REPARSE\_TAG\_DFS (0x8000000A)

IO\_REPARSE\_TAG\_DFSR (0x80000012)

IO\_REPARSE\_TAG\_HSM (0xC0000004)

IO\_REPARSE\_TAG\_HSM2 (0x80000006)

IO\_REPARSE\_TAG\_MOUNT\_POINT (0xA0000003)

IO\_REPARSE\_TAG\_SIS (0x80000007)

IO\_REPARSE\_TAG\_SYMLINK (0xA000000C)

**dwReserved1**

Reserved for future use.

**cFileName**

The name of the file.

**cAlternateFileName**

An alternative name for the file.

This name is in the classic 8.3 file name format.

# FindNextFile Function

Continues a file search from a previous call to the [**FindFirstFile**](http://msdn.microsoft.com/en-us/library/aa364418%28v=vs.85%29.aspx) function.

### Syntax

BOOL WINAPI FindNextFile(

\_\_in   HANDLE hFindFile,

\_\_out  LPWIN32\_FIND\_DATA lpFindFileData

);

### Parameters

hFindFile [in]

The search handle returned by a previous call to the [**FindFirstFile**](http://msdn.microsoft.com/en-us/library/aa364418%28v=vs.85%29.aspx) function.

lpFindFileData [out]

A pointer to the [**WIN32\_FIND\_DATA**](http://msdn.microsoft.com/en-us/library/aa365740%28v=vs.85%29.aspx) structure that receives information about the found file or subdirectory.

The structure can be used in subsequent calls to **FindNextFile** to indicate from which file to continue the search.

### Return Value

If the function succeeds, the return value is nonzero and the lpFindFileData parameter contains information about the next file or directory found.

If the function fails, the return value is zero and the contents of lpFindFileData are indeterminate. To get extended error information, call the [**GetLastError**](http://msdn.microsoft.com/en-us/library/ms679360%28v=vs.85%29.aspx) function.

If the function fails because no more matching files can be found, the [**GetLastError**](http://msdn.microsoft.com/en-us/library/ms679360%28v=vs.85%29.aspx) function returns ERROR\_NO\_MORE\_FILES.

### Remarks

This function uses the same search filters that were used to create the search handle passed in the hFindFile parameter. For additional information, see [**FindFirstFile**](http://msdn.microsoft.com/en-us/library/aa364418%28v=vs.85%29.aspx) and [**FindFirstFileEx**](http://msdn.microsoft.com/en-us/library/aa364419%28v=vs.85%29.aspx).

The order in which the search returns the files, such as alphabetical order, is not guaranteed, and is dependent on the file system. If the data must be sorted, the application must do the ordering after obtaining all the results.

# FindClose Function

Closes a file search handle opened by the [**FindFirstFile**](http://msdn.microsoft.com/en-us/library/aa364418%28v=vs.85%29.aspx), [**FindFirstFileEx**](http://msdn.microsoft.com/en-us/library/aa364419%28v=vs.85%29.aspx), [**FindFirstFileNameW**](http://msdn.microsoft.com/en-us/library/aa364421%28v=vs.85%29.aspx), [**FindFirstFileNameTransactedW**](http://msdn.microsoft.com/en-us/library/aa364420%28v=vs.85%29.aspx), [**FindFirstFileTransacted**](http://msdn.microsoft.com/en-us/library/aa364422%28v=vs.85%29.aspx), [**FindFirstStreamTransactedW**](http://msdn.microsoft.com/en-us/library/aa364423%28v=vs.85%29.aspx), or [**FindFirstStreamW**](http://msdn.microsoft.com/en-us/library/aa364424%28v=vs.85%29.aspx) functions.

### Syntax

BOOL WINAPI FindClose(

\_\_inout  HANDLE hFindFile

);

### Parameters

hFindFile [in, out]

The file search handle.

### Return Value

If the function succeeds, the return value is nonzero.

If the function fails, the return value is zero. To get extended error information, call [**GetLastError**](http://msdn.microsoft.com/en-us/library/ms679360%28v=vs.85%29.aspx).