# INFSCI 0020 Program Design and Software Tools Homework 5 Due July 12 Total points: 200 Part 1

This assignment involves

- Using the code from the book and making some modifications and/or additions.
- Using a very useful Standard Library Class **Vector**

Each part will constitute 50 points.

- 1. Book's problem 9.3 (page 660)
  - a. Here you do not actually have to rewrite class Point3, but you need to use this class for others.
  - a. Your program should produce the same output as the original one.

Book's example code has been provided for download. There are two zip files.

- b. File HW4-1a.zip contains code to test Circle4
- c. File HW4-1b.zip contains code to test Cylinder

Note that in code for Cylinder, the class for Point3 and Circle4 classes from HW4-1a.zip are used.

*Submission*: You will be submitting two zip files as above (as HW4-1a.zip and HW4-1b.zip) – the file names and number of files will be the same as in the provided zip files. You will only have changed the code of these files.

- 2. Book's problem 10.12 (page 717)
  - a. For this assignment you will need to re-read pages 592-596 (re-reading Chapter 8 is highly recommended)

Book's example code has been provided for download. There are two zip files.

- d. File HW4-2a.zip contains code for the example in Figure 10.23-10.33
- e. File HW4-2b.zip contains code to for example on Date and Employee from chapter 7.

You will use the Date class provided in HW4-2b.zip file and modify files in HW4-2a.zip file.

*Submission*: You will submit HW4-2a.zip file. This will include files related to Date class and files of HW4-2a.zip with needed modification.

## Part 2: Deque, Stack and Queue

### **Deque** Implementation

Files *list.h* and *listnode.h* have been provided for this exercise. By using these files, you will first implement the Deque class. You may want to read carefully the Stack implementation in Chapter 17 using *list.h* and *linknode.h* – it will be a simple modification of the Stack implementation.

A Deque object allows insertions and deletions at both the *front* as well as the *back* of a list and hence is sometimes called a *double ended queue*. The key member functions needed for a Deque class include;

pushFront	: insert an element in the front of the Deque
pushBack	: insert an element in the back of the Deque
popFront	: removes and returns an element from the front of the Deque
popBack	: removes and returns an element from the back of the Deque

Additionally, include the following support functions:

getSize : return the size of the Deque isDequeEmpty: returns true if the Deque is empty printDeque : prints the elements of the Deque from front

You can define any additional member function as you deem fit. You need to define appropriate member variables -a look at the Queue class in Chapter 17 of the book will help you decide appropriate member variables.

### Client program for Deque:

Write a client program that will allow testing for all the functions. Provide the following *menu* to allow choosing the operations users want to perform:

- 1. Create a deque for user defined type (e.g., float, double)
- 2. Push an element at the front of the Deque
- 3. Push an element at the back of the **Deque**
- 4. Pop an element from the front of the Deque
- 5. Pop an element from the back of the Deque
- 6. Print the size of the Deque
- 7. Print the elements of the **Deque**
- 8. Exit the program

Your client program should demonstrate these functionalities for int and double.

### Stacks and Queues implementation

Now on top of the **Deque** class, build the **Stack** and **Queue** classes. For Stack implementation refer to Chapter 17. Only difference now is that, **Stack** class does not need to know about *list.h* and *listnode.h* files. **Queue** class should allow only adding in the front and retrieving elements from the back. Read Fig. 21.24 for a queue client.

Your client programs for the Stack and Queue implementation should demonstrate the functionalities for int and double.