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| End of Semester Review |
| August 8, 2005 |
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```
Continuing in Computer Science
- Courses at the University of Delaware
    > CISC 181: Introduction to Computer
        Science
        - C++: object-oriented programming
        - Similar structure to this course
        - Some review because you'll have a programming
        background
    > CISC 220: Data structures
        C++
        - More data structures
        Introduction to algorithms (e.g., more efficient
        sorting based on data structures)
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```


## Final Review: Topics

| - File I/O | command-line |
| :--- | :--- |
| arguments |  |

## Pointers

- What are they?
- How do we use them?
- What are the names of the relevant operators?

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| Using command-line arguments |
| :--- |
| - int main( int argc, char *argv[] ) |
| - What do argc and argv represent? |
| - How do we access the 2nd word in argv? |
| $>$ How do we access the 3rd character in the 2nd |
| word in argv? |
|  |
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## Clearing up some confusion

NOTE: When we are working with parameters, as in the command line parameters for main(int argc, char *argv[]), the behavior of argv INSIDE the function is the same as if argv were a parameter listed as char argv[][SIZE] for some SIZE constant.

- However, the declarations $>$ char a[SIZE][SIZE];
$>$ char *b[SIZE];
- are very different. The first declares a two-D array of char: space for SIZE strings SIZE long each. The second declares a 1-D array of pointers, with no allocated space.

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## Clearing up some confusion

- However, the declarations
> char a[SIZE][SIZE];
> char *b[SIZE];
- are very different. The first declares a two-D array of char: space for SIZE strings SIZE long each. The second declares a 1-D array of pointers, with no allocated space.
- We can use b in a parameter list because someone else already made the space and is passing us the address (or we can declare our own space dynamically).

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Sort
In a function, sort three number parameters
and put them in the appropriate order, so
that $\mathrm{a}<\mathrm{b}<\mathrm{c}$
$>$ Prototype of function?
$>$ Implementation?

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## Sorting

- What three algorithms did we discuss for sorting?
$>$ Describe their important features


## Searching

- What searching methods did we discuss?
$>$ How do they work?
$>$ How fast are they?
$>$ Are there any limitations on these methods?


## Practice Problems

- Write a function strcpy that takes two char arrays of unknown size as parameters and copies the contents of the second parameter into the first. You do not need to check for erroneous input.


## Practice Problems

int $\mathrm{x}=5$;
int *xPtr = \&x;
$>$ (a) Declare a variable $y$ and use xPtr to put the value from $x$ into $y$.
$>$ (b) Can you change the value in $x$ by using $x P t r$ ? If yes, write a statement that does so. If not, say why not.
$>$ (c) Can xPtr be used to point to a different integer? If yes, make xPtr point to $y$. If not, say why not.
(d) Write a statement to print the address of $x$. August 8, 2005 Sara Sprenkle - CISC105

## Practice Problems

- For the array "word" write a single complete statement that will:
char word[][] = \{"eat", "the", "dead", "vegetable"\};
(a) Change the ' t ' in "eat" to a ' p '
(b) Print the letter ' $g$ ' from "vegetable"
(c) Change the third word to "spam"
(d) Print out the third word


## Practice Problems

```
    struct Student {
        int idNum;
        char name[30];
        struct Student *next;
    };
```

- Write a single line of code to do the following:
(a) Declare a struct Student $x$
(b) Declare a struct Student $y$ and initialize it to id number 37 for a student named Akbar.
(c) Put all the values in $y$ into $x$.
(d) Change the name in $x$ to Jeff.
(e) Declare a one dimensional struct array a and give a[0] the values of $y$.
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