

### CSCI 103: Introduction to Programming Lab 5







- Work individually or in teams of 2 to apply knowledge of Pointers and Dynamic Allocation to complete 1-3 coding challenges
- Provide time to work on Project 2 and get help from the TAs



- Modeling the motion of an object in 1 dimension
- Quick physics review:
  - Position = where you're located
  - Velocity = how quickly you're moving and in what direction







Your program is responsible for keeping track of an object's **position** and **velocity** and the current **time**.





Users should be able to...

- elapse time The user says that X units of time pass.
  Update the current time and the object's position.
- cover distance The user says that the object travels X distance. Update the current time and the object's position.
- get time to position Tell the user how long it will take the object to reach a specified position.





**Example 1** > set-position 5 > set-velocity 10 > elapse-time 1 > get-stats Position: 15 Velocity: 10 Time: 1

Example 2 > set-position 5 > set-velocity 10 > cover-distance 100 > get-stats Position: 105 Velocity: 10 Time: 10



## elapseTime() Prototype



void elapseTime(
 double \*position,
 double velocity,
 double \*time,
 double timeChange)





### Exercise 2: To-Do

Goals:

- Build a todo list application
- Practice dynamic memory allocation and de-allocation
- Gain familiarity with pointers to pointers





### Exercise 2: To-Do

Users should be able to...

- **add an item** Add a new item to the end of the to-do list.
- **remove an item** Remove the last item from the to-do list.
- **remove all items** Empty the to-do list.
- **print** Print out each item in the to-do list.





### **To-Do Memory Management**

#### Storage demands:

- Up to 1,000 items in the to-do list
- Each item in the to-do list may consist of up to 200 characters

### **Memory Allocation:**

- You can immediately allocate space for 1,000 pointers to to-do list items
- You should dynamically allocate and de-allocate the to-do list items as they are added and removed





### Data Type Considerations

What data type do you use to store the address of a character array?

What data type would you use to store the address of an array of character arrays?



### Exercise 2: To-Do



**Example 1** > add buy-groceries > add finish-pr2 > add practice-guitar > remove-last > print Todo List: buy-groceries finish-pr2

Example 2 > add buy-groceries > add finish-pr2 > remove-all > add practice-guitar > print Todo List: practice-guitar





### **Exercise 3: Patients**

Goals:

Build a patient data management applicationPractice dynamic memory allocation and de-allocationGain familiarity with pointers to pointersBe exposed to different data structures





### **Exercise 3: Patients**

Premise:

- Implement a database to keep track of numerical info about hospital patients, like height or blood pressure.
- Compute percentiles based on values in database.
- Program should work for hospitals of different sizes, such as a local urgent care clinic vs the Keck network



### **Exercise 3: Patients**

Users should be able to...

- add a patient Store a new patient datum.
- remove a patient Remove the most recently added patient datum.
- compute a percentile Determine what proportion of the stored data are less than or equal to a provided value.
- **print** Print out each stored patient datum.





### Patients Memory Management

#### **Memory Allocation:**

- You should begin with an array with space for just 1 patient datum
- When the patient array is full and there is a new datum to be added, double the size of the patient array.
- When a patient is removed and the patient array becomes at least 75% empty, halve the size of the patient array.
- Be sure to appropriately allocate and de-allocate memory





### Schedule and Checkoff

First hour:

- To get credit: Complete the 1st exercise (physics) and start the second exercise (todo). Feel free to work on patients as a 3rd exercise.
   Second hour:
  - Work on PR2 with TAs available

