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SFWR ENG 2S03
Exercise Sheet 5
Solution Hints

SFWR ENG 2S03 — Principles of Programming

11 October 2006

Exercise 5.1 — Top 10 Lists (55% of Midterm 3, 2003)

A computer game maintains its **top 10 list** in **two** arrays, declared **globally** by:

```
#define TOPLEN 10
int top10scores[TOPLEN];
char * top10names[TOPLEN];
```

(These are global arrays and need not be passed as arguments to the functions below.)

Scores in this game are always non-negative, so negative entries in *top10scores* indicate *empty* positions, i.e., positions that have not been claimed yet. For example, after the first player plays this game, achieving the non-negative score s_1 only the entry for the "top position" will be occupied by s_1; all other entries in the array *top10scores* will be negative.

Players who provide their name will have their name listed in the array *top10names* in the same positions that their scores occupy in *top10scores*. Players can play ***anonymously***; instead of their names, the *NULL* pointer value will be stored in their positions in the array *top10names*.

(a) [≈10%] Some possible states of the two arrays *top10scores* and *top10names* make no sense. For example, there should be no "empty" entries between real scores.

Define precisely which states of the two arrays *top10scores* and *top10names* you consider as legal, and how you interpret these states. In particular, where will the best score be stored?

(b) [≈20%] **Define the interface** of a function *insertIntoTop* that attempts to insert a new score into the top 10 lists — it will insert only if the new score deserves it, and it will inform the caller of the following:

- whether insertion was successful,
- whether the score of a **different** non-anonymous player was expunged from the list, and if yes, who this was, and what their score was (so the system can, for example, send them an e-mail to ask them to play again),
- the difference between the supplied score and the previous best score.

Document how the caller of the function *insertIntoTop* will be able to access all this information after a call, and **document** the arguments the function *insertIntoTop* accepts and which assumptions it makes about those arguments. — **Hint:** Pass-by-reference may be useful.

(c) [≈25%] Implement the function *insertIntoTop* from (b).

(d) (***not on the original midterm — independent*** from (b) and (c))

Implement the function *displayTop10* that produces a sensible display of legal states — see (a) — of the top 10 list.

(e) (***not on the original midterm***) Implement an appropriate *main* program to test your functions.

Solution Hints

Legal states:

- Specify where the highest score is stored, for example at index 0 — we assume this throughout the following.
- The sequence of scores is monotonically decreasing
- Decision: negative scores are all -1
- Decision: positions with negative score have *NULL* as name
- Possible decisions (not implemented in the example solution to (b,c) below): (Consecutive) entries with the same score must not have the same name
- Possible decision (not implemented in the example solution to (b,c) below): equal names are represented by equal pointers.
- Intuitively desirable: Correspondence between names and scores.

  However, instead of a static condition on states, this is a condition relating the states before and after insertion. Mentioning this is therefore not expected in (a).

The **interface of a function** consists of prototype and specification of behaviour. Beyond the insertion aspect covered in the question (insertion of key-value-pair into list of key-value-pairs sorted by keys), the arguments and return values need to be documented, here as comments in the code:

```
#include <stdbool.h>
#include <stdio.h>
#include <string.h>
#define TOPLEN 10
int top10scores[TOPLEN];
char * top10names[TOPLEN];

bool insertIntoTop(          /* return value: success (Boolean) */
    int score,               /* in: new score — non-negative */
    char * name,             /* in: name of score winner, or NULL */
    int * diff,              /* out: difference, always set */
    int * outscore,          /* out: expunged score: -1 if none, or if the expunged score belongs to name */
    char ** outname)         /* out: expunged name — non-NULL possible only if *outscore ≠ –1*/
{
  int i = 0, j;

  if (top10scores[0] > 0)
    *diff = score – top10scores[0];
  else
    *diff = score; /* maximum of empty set of non-negative scores is 0. Alternative choice: *diff = 0; */

  while( i < TOPLEN && top10scores[i] > score) { i++; }
  if (i == TOPLEN)
```

```
    return false;     /* score does not belong into top 10 */

  /* Now, for all j with 0 ≤ j < i, we have top10scores[j] > score,
       and for all j with i ≤ j < TOPLEN, we have top10scores[j] ≤ score.
       We decide that in the case of equal scores, the latest comer is top.
       Therefore, i is the position where score and name have to be entered. */


  /* shift scores that are not better than new score */
  for (j=i ; j < TOPLEN ; j++) {
    /* swap (score,name) with top10[j] using *out... as temporary variables;
         this way, *outscore and *outname contain the expungend entry at the end, or are empty */

    *outscore = top10scores[j];
    *outname = top10names[j];
    top10scores[j] = score;
    top10names[j]  = name;
    score = *outscore;
    name = *outname;
  }
  /* clear *out...  if name pushed out their own score */
  if (*outscore > 0 && /* not necessary since otherwise *outname = NULL */
      *outname && name && !strcmp(*outname,name) ) /* *outname == name is acceptable in the
test */
    { *outname = NULL;  *outscore = −1; }
  return true;
}
```

Exercise 5.2 — Find Errors (15% of Midterm 3, 2003)

Find and describe the error in each of the following program segments. If the error can be corrected, explain how.

(a)
```
char *s;
printf( "%s\n", s );
```

(b)
```
char s[] = "Some string.";
printf( "%s\n". &s[ 1] );
```

(c)
```
float * x, y;
x = y;
```

(d)
```
char s[4] = {'a', 'b', 'd', 'e'};
printf("%s\n", s);
```

(e)
```
int z = 5;
int * p, q;    /* integer pointers p and q */
p = &z;
q = *p;
```

Solution Hints

(a) The poiner s is not initialised — initialise it by assigning the start address of some string, e.g., `s = ""`.

(b) The period "." should be a comma ",".

(c) Type error — change to `x = &y;`.

(d) There is no terminating zero character in the array s — when changing to string initialisation, take care to allow enough space for the terminating zero character, e.g., `char s[5] = "abde"`

(e) The comment is wrong — change it!

Exercise 5.3 — Typing (8% of Midterm 2, 2004)

Let the following declarations bee given:

```
char z[100];
char * c[15];
int ** p;
```

Give the types of the following expressions:

(a) `p[42]`
(b) `z + 4`
(c) `*(c+5)`
(d) `&(c[1])`

Solution Hints

(a) A pointer to T cab ne treated as an array of T elements, so p is treated here as an array p : `int *[]`, and we have $p[42]$: `int *`

(b) As argument to pinter addition, z is considered as a pointer, i.e., z : `char *`, so $z + 4$: `char *`

(c) Analogously, $(c+5)$: `char **`, so $(*(c+5))$: `char *`

(d) $(c[1])$: `char *`, so $\&(c[1])$: `char **`
