



Data Structures and Algorithms in C++
(Second Edition)
M. T. Goodrich, R. Tamassia, and D. M. Mount
John Wiley & Sons

Solution of Exercise R-1.1

All are valid except the one containing a \$ sign.

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Solution of Exercise R-1.3

```
struct Pair {  
    int first;  
    double second;  
};
```

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Solution of Exercise R-1.4

After execution, `s` contains "abcabcbabc". The last seven characters, "abcdabc", arises from operation `s + t[1] + s`, and the first "abc" arises from the fact that the assignment uses `+=` to concatenate the contents to `s`.

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Solution of Exercise R-1.5

$(y + (2 * (z ++))) < (3 - (w / 5)).$

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Solution of Exercise R-1.6

Each pointer `dp[i]` points to a variable that first needs to be allocated before being initialized. Once allocated, we need to use `*dp[i]` to access the double.

```
double* dp[10]
for (int i = 0; i < 10; i++) {
    dp[i] = new double;
    *dp[i] = 0.0;
}
```

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Solution of Exercise R-1.7

```
int sumToN(int n) {  
    int sum = 0;  
    for (int i = 1; i <= n; i++)  
        sum += i;  
    return sum;  
}
```

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Solution of Exercise R-1.8

[bool isMultiple(long n, long m) if (n else return false

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Solution of Exercise R-1.9

```
void printArray(int** A, int m, int n) {  
    for (int i = 0; i < m; i++) {  
        for (int j = 0; j < n; j++) {  
            std::cout << A[i][j] << ' ';  
        }  
        std::cout << endl;  
    }  
}
```

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Solution of Exercise R-1.10

Both functions produce the same output. Because its argument is called by reference, the function `g` modifies the contents of its actual argument (by incrementing it). In contrast, the argument to function `f` is passed by value, and hence its value does not change.

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Solution of Exercise R-1.12

```
bool CreditCard::charge(double price) {
    if ((price <= 0) || (price + balance > double(limit)))
        return false; //price not positive or limit is met
    balance += price;
    return true; // the charge goes through
}

void makePayment(double payment) {
    if (payment <= 0) return; // ignore negative payment
    balance -= payment;
}
```

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Solution of Exercise R-1.13

This solution assesses a fixed interest rate. A better solution would involve creating an interest rate member variable, which could be adjusted.

```
void makePayment(double payment) {           // pay with interest
    const double interestRate = 0.10;       // 10 percent interest
    if (payment <= 0) return;               // ignore negative payment
    balance -= payment * (1 + interestRate);
}
```

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Solution of Exercise R-1.14

Processing of dates would involve a number of additional elements. To simplify things, let us assume that there is a special class `Date`, which has a comparison function `isLaterThan`. Each payment transaction is provided with two additional arguments, the due date and the payment date. Finally, we assume a fixed late fee of \$10.00.

```
void makePayment(  
    double payment,           // payment amount  
    const Date& dueDate,     // payment due date  
    const Date& paymentDate) // date of payment  
{  
    const double lateFee = 10.00; // 10 dollar late fee  
    if (payment <= 0) return; // ignore negative payment  
    balance -= payment;  
    if (paymentDate.isLaterThan(dueDate)) // past due?  
        balance -= lateFee;  
}
```

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Solution of Exercise R-1.15

The following functions can be added to the end of the class definition.

```
class CreditCard {  
    // ... add these new modifier functions in the public section  
    void setNumber(const string& newNumber) { number = newNumber; }  
    void setName(const string& newName) { name = newName; }  
    void setBalance(double newBalance) { balance = newBalance; }  
    void setLimit(int newLimit) { limit = newLimit; }  
};
```

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Solution of Exercise R-1.16

```
for (int j=1; j <= 58; j++) {  
    wallet[0]->chargelt(double(i));  
    wallet[1]->chargelt(2.0 * i);  
    wallet[2]->chargelt(double(3 * i));  
}
```

This change will cause credit card 2 to go over its limit.