

CSCI-1200 Computer Science II — Spring 2006

Homework 8 — City Chase

Note: Like homework 7, this is a two-week assignment that is worth twice as much as the one-week assignments 1-6. You should get started on this assignment as early as possible.

Graph Overview

This problem explores a generalization of linked lists called graphs. Our brief exploration here provides a taste of one of the most important topics in Data Structures and Algorithms. Thus far we have seen nodes in linked lists storing 1 or 2 pointers to other nodes. In graphs, nodes may have any number of pointers to other nodes. Moreover, instead of having a head pointer (and perhaps a tail pointer) through which the rest of the data are accessed, we will be able to access the contents of the graph starting at any node.

We will build a graph data structure to represent cities linked by train service. Once this is implemented, we will play a “Pursuit-Evasion” game. One or more TAs (pursuers) will chase a student (the evader) across the country trying to collect homework. If a TA and student ever end up in the same city, the student must submit his or her homework.

Graph Structure Input and Output

Your program must read from an input file and output to `cout`. To play the game, the program will also take input from `cin`. You will start with an empty graph and modify it as directed by the input requests, one per line, in the input file. In the following description of these requests, **cname** and **pname** refer to strings that give names of cities and people. You may assume the names are strings that contain no whitespace, and you may assume that case matters. There will be nothing tricky about the input formatting for this assignment.

add-city cname : Add the city with the given **cname** to the graph.

remove-city cname : Completely remove city **cname** from the graph, including all of its links.

add-link cname1 cname2 : Add a link from city **cname1** to city **cname2** and a link from city **cname2** to city **cname1**.

remove-link cname1 cname2 : Remove the link from city **cname1** to city **cname2** and from city **cname2** to city **cname1**.

neighbors cname : Output the names of all the cities that city **cname** is linked to. These are its immediate neighbors. The order of the output should be alphabetical.

place-evader pname cname : Add an evader named **pname** to the city **cname**.

place-pursuer pname cname : Add a pursuer named **pname** to the city **cname**.

tick : Move the evader and pursuers through the graph. The evader will be controlled by the user and the pursuers will move randomly. If the evader and pursuer are in the same city at the end of a “clock tick”, the program should exit immediately.

Make sure you do simple error checking to ensure that the operations are allowed. For example, don't add a city if it is already in the graph, and don't remove a link between cities that are not already linked or when at least one of the cities is non-existent. To keep things simple if an error such as these occurs, your output error message does not need to describe it precisely; just indicate that the operation failed. Follow the example output on the course web page for all output formatting.

The Graph Class

The main problem in this assignment is to implement a `Graph` class. A `Graph` object (your program will build only one each time it is run) stores a list of *pointers* to `City` objects, a *pointer* to the evader and a list of *pointers* to the pursuers (who are all of type `Person`). Each `City` object will store its name and a list of *pointers* to the other `City` objects it is linked to. Each `Person` object will store its name and a *pointer* to the `City` where that person is currently located.

Note that you may not use a `std::map` anywhere in your code. At first this might seem to make the program less efficient. However, since the `Graph` object stores pointers to `City` objects and `City` objects store pointers to other `City` objects, your code has direct access to the cities any one city is linked to by simply following the pointers. There may be places where you think a map is useful and you may be right, but to ensure you get practice with pointers, **maps are not allowed on this assignment**.

The `Graph.h` file from our solution is provided. You are free to use as little or as much of it as you choose.

Pointers to Objects and Lists of Pointers

There are several syntactic challenges in this assignment:

- Your `Graph` and `City` class should each store a `std::list` of pointers to `City` objects. This may cause some confusion in the syntax when iterating through the list and accessing pointers. As an example, suppose the `City` class has a `name` member function that simply provides a `std::string&` as its return value. Here is code to print the names of all the cities (from within a member function of the `Graph` class):

```
for (std::list<City*>::iterator p = m_cities.begin(); p!= m_cities.end(); ++p)
    std::cout << (*p)->name() << std::endl;
```

Each iterator refers to a pointer to a `City` object. The `(*p)` uses the iterator to access the `City*` (the pointer). The `->` follows the pointer to the `City` object and calls its `name` member function. The parentheses are required here to ensure that the operators are applied in the correct order. You will need to use the `(*p)->` idiom at several places throughout your code.

- The example just described indicates that there is potential for confusion between pointers and iterators in this assignment. Be careful to keep these straight as you work. One thing that may help when writing the `Graph` class is to write two related `private` member functions that search for a given name within the list of cities, one returning a `City*` and the other returning the iterator (in the `m_cities` list) that refers to the `City*`.
- You may wish to use the `friend` keyword to grant classes or functions access to the private member variables of your classes. This is *not required*. Please think carefully about the private and public interface of your classes and choose an appropriate technique.
- In this course you should be sure to always deallocate (with `delete`) all memory that was dynamically allocated (with `new`), even if you are exiting the program and know that the operating system will clean it up for you.
- When an object (e.g., a `City` object) has multiple pointers to it, a question arises about when it is appropriate to delete the object. In this case it should occur when the city itself is being removed, either through the `remove-city` command or in the destructor when the `Graph` is being destroyed. It is not appropriate to delete the `City` object when links (pointers) to it are being eliminated.

Playing the Game

Once your graph data structure has been implemented and debugged, you will add the pursuit-evasion game component of the assignment. At each timestep, or “tick”, of the game the evader and pursuers may move up to one link along the graph. The moves of the different `Person` objects within one timestep are defined to happen *simultaneously*.

First the user is queried as to how the evader should move. You will list all of the possibilities, starting with the option to stay at the current city followed by the cities that are directly linked to the current city. Each option will be numbered starting with 0. See the sample output for examples of how to format this query to the user. The program should then pause for the user to enter an integer. Once the evader has moved, all of the pursuers will select a move *uniformly at random* from the possible moves. If the pursuer is in a city that is linked to 3 other cities, then there is a 1/4 chance of the pursuer staying at the current city and a 1/4 chance of the pursuer moving to each of the neighboring cities.

To implement this random choice you will use the `rand()` function that returns an integer between 0 and `RAND_MAX` (a constant defined by your system). To use this function `#include <stdlib>`. You can use modulo arithmetic to convert this to a random number in the range you need. You may also need to *seed* the random number generator using `srand()`. If you’re interested you can read up on pseudo-random number generators and why some methods of generating random numbers are better than others.

At the end of the timestep you should check to see if any of the pursuers is in the same city as the evader. If a pursuer and the evader “pass each other” riding in trains going in opposite directions between two cities, the evader has not been captured. If the evader is caught, the program should exit immediately.

Since city removals may occur at any time within the program, you will also need to consider what happens if there are any `Person` objects in the city at that time. The simplest thing to do in these cases is to also remove these people from the game (don’t forget to `delete` memory as appropriate.) Another strategy would be to force the people to get on a train out of town. You may implement this for extra credit.

Extra Credit

For extra credit you may implement a simple strategy for the evader, or the pursuers, or both! How does the game change if the evader knows where all the pursuers are? What if the pursuers know where the evader is? What if the evader knows the strategy of the pursuers? How can the pursuers work together to corner the evader? What if the structure of the graph is known or unknown? *Warning: Versions of these questions are open problems in theoretical computer science research!* Submit any new input datasets you create and describe your extensions in your `README.txt` file.

Submission

Do all of your work in a new folder named `hw8` inside of your CSII homeworks directory. Please use the provided template `README.txt` file for any notes you want the grader to read. **You must do this assignment on your own, as described in the “Academic Integrity for Homework” handout. If you did discuss the problem or error messages, etc. with anyone, please list their names in your `README.txt` file.** When you are finished please zip up your folder exactly as instructed for the previous assignments and submit it through the course webpage.

**CONGRATULATIONS! You’ve finished
the last homework assignment for CSII!**