This fifth programming project will give you experience writing programs that involve for loops and arrays. This programming project will use the same development process as in Programming Projects #2, #3 and #4, and will be subject to the same rules and grading criteria, along with some new criteria.

This specification will be less detailed than for previous programming projects. YOU ARE EXPECTED TO KNOW HOW TO PERFORM BASIC TASKS WITHOUT HAVING TO BE TOLD EXPLICITLY, based on your experience with previous programming projects.

To get full credit on this programming project, you MUST use for loops and dynamically allocated arrays appropriately.

NOTE: The next programming project (#6) will be BASED ON PP#5, and you will use your program for PP#5 as the starting point.

IMPORTANT IMPORTANT IMPORTANT IMPORTANT IMPORTANT IMPORTANT!!!

For this project, you are ABSOLUTELY FORBIDDEN to have any user-defined functions. (We’ll use those in PP#6.)

I. PROJECT DESCRIPTION

You’ve been hired to develop statistics software. Specifically, your software will calculate various statistics, the same statistics as in the statistics program in PP#3.

In each individual run of your software, you will input two lists of numbers, and these two lists will have the same length, a length that will be input (and idiotproofed) at runtime, just before inputting the lists. For each of the two lists of numbers, you will need to calculate the following statistics: the arithmetic mean, the geometric mean, the root mean square and the harmonic mean.

HOW TO COPY-AND-PASTE IN PUTTY

In PP#5, you’ll find that using copy-and-paste will be EXTREMELY helpful.

Here’s how to copy-and-paste in PuTTY:

1. Using your mouse (or laptop touchpad), position the mouse cursor at the very left of the text that you want to copy.
2. Hold down the left mouse button.
3. To copy, while holding down the left mouse button, drag the mouse cursor over the text that you want to copy, which will highlight it. The text is now copied (so no need to Ctrl-C or anything).
4. Release the left mouse button.
5. Position the green text cursor where you want to paste.
6. To paste, (single) click the right mouse button.

NOTE: This method only works with PuTTY.
II. PROGRAM DESCRIPTION

Write a program to calculate the statistics from input data. The body of the program **MUST** be broken into **THREE** subsections, rather than the usual four subsections (there **WON’T** be a greeting subsection):

1. an input subsection;
2. a calculation subsection;
3. an output subsection.

Because of how data will be input (see below), **THERE WON’T BE A GREETING SUBSECTION.**

You are **ABSOLUTELY FORBIDDEN** to have:

- **ANY** calculations in the input subsection (and the only outputs should be idiotproofing error messages);
- **ANY** inputs or outputs in the calculation subsection;
- **ANY** inputs or calculations in the output subsection.

That is, the three subsections **MUST BE COMPLETELY SEPARATE,** and **MUST BE CLEARLY LABELED.**

For this project, **if** blocks can occur in any subsection of the execution section (body) of the program, and the same is true of **for** loops.
A. ARRAY DECLARATIONS
You **MUST** use **DYNAMIC** memory allocation and deallocation for **ALL** arrays. (See “Array Lesson 2,” slides #26-33.) Any statically allocated arrays will be **SEVERELY PENALIZED**.

Therefore, **ALL** arrays **MUST** be declared as **POINTERS**. For example:

```c
float* list1_input_value = (float*)NULL;
```

B. INPUT SUBSECTION
The program will take its input from a data file, rather than from a user typing live at the keyboard (see part III, **INPUT DATA FILES**, below).

The input data will be in the following format:
1. a single length, which is shared by both of the lists of numbers (for example, if the length value that is input is 22, then the first list will have length 22 and the second list will also have length 22).
2. for each element in the two lists:
   (a) the value of that element of the first list;
   (b) the value of that element of the second list.

Several such data files will be provided, each representing an individual run. **YOU** should determine how to input the data **BY EXAMINING THE INPUT DATA FILES** (see **HOW TO FIND AND EXAMINE THE INPUT DATA FILES**, below).

**IMPORTANT IMPORTANT IMPORTANT IMPORTANT IMPORTANT IMPORTANT!!!**
Because of how the data will be input, **YOU WON’T PROMPT THE USER FOR THE INPUTS** (see **HOW THE DATA WILL BE INPUT**, below).

**YOU** MUST store the input data in appropriate one-dimensional arrays. You are **ABSOLUTELY FORBIDDEN** to use multidimensional arrays in PP#5.

C. ALLOCATING ARRAYS
You **MUST** use **DYNAMIC** memory allocation and deallocation for **ALL** arrays. (See “Array Lesson 2,” slides #26-33.) Any statically allocated arrays will be **SEVERELY PENALIZED**.

Therefore, **ALL** arrays **MUST** be declared as **POINTERS**.

**IMPORTANT IMPORTANT IMPORTANT IMPORTANT IMPORTANT IMPORTANT!!!**
Note that **ALL** of the arrays **MUST** be allocated, at runtime, in the execution section, **IMMEDIATELY AFTER INPUTTING AND IDIOTPROOFING THE LENGTH OF THE ARRAYS**.

In other words, once you have input and idiotproofed the length of the arrays, you **MUST IMMEDIATELY** allocate both of the arrays.

After allocating each array, the program **MUST IMMEDIATELY** check whether the array was allocated successfully, and if not, the program **MUST** output a suitable, **UNIQUE** error message and then **MUST EXIT**.

For details on dynamically allocating and deallocating arrays, see the lecture slide packet “Array Lesson 2,” slides 26-33.
D. IDIOTPROOFING

YOU MUST IDIOTPROOF ANY input that needs idiotproofing, to make sure that it has an appropriate value. YOU are responsible for figuring out all of the possible cases of idiocy that could come up. ALL IDIOTPROOFING MUST BE COMPLETED BEFORE ANY CALCULATIONS ARE PERFORMED; that is, idiotproofing belongs in the input subsection.

Note that, for this programming project, you are ABSOLUTELY FORBIDDEN to use while loops for your idiotproofing; that is, upon detecting idiocy, the program MUST EXIT.

Idiotproofing error messages MUST be clear, complete English sentences that COMPLETELY AND UNAMBIGUOUSLY state the nature of the error. Thus, EACH ERROR MESSAGE MUST BE UNIQUE. For example, an error message might be:

ERROR: You cannot have a list length of -3.

E. CALCULATION SUBSECTION

In the calculation subsection, the program MUST calculate the following values, in the following order:

- for each list of numbers:
  1. their arithmetic mean;
  2. their geometric mean;
  3. their root mean square;
  4. their harmonic mean.

In any for loop in the calculation subsection, you MUST calculate EXACTLY ONE kind of result; that is, you are ABSOLUTELY FORBIDDEN to calculate multiple kinds of results in a single for loop.

For example, the for loop that calculates the arithmetic mean of the first list CANNOT also calculate the the arithmetic mean of the second list, nor the geometric mean of either list, etc.

However, within a particular for loop, you may choose to calculate temporary scalar variables representing various subexpressions.
F. OUTPUT SUBSECTION

In the program’s output subsection, you **MUST** output the following:

- the (shared) length of the lists;
- all of the values of the first list;
- all of the values of the second list;
- each of the items calculated, in the same order as in the calculation subsection.

Each output **MUST** be accompanied by helpful explanatory text; for example, the OUTPUT might look like this:

The arithmetic mean of the first list is 110.125000.

You may output these quantities in any format that you like, as long as the meaning of the quantities is **CLEARLY EXPLAINED** in the outputs. You are welcome to use format descriptors on your placeholders (for example, "%.10f"), but you **AREN’T** required to use them.

G. DEALLOCATING ARRAYS

At the end of the program, after the output subsection, you **MUST** deallocate each of the arrays that were allocated in the input subsection, using a `free` statement for each, and then nullifying the pointer, like so:

```c
free(list1_input_value);
list1_input_value = (float*)NULL;
```

The deallocations **MUST** occur in the **OPPOSITE ORDER** from the allocations; that is, whichever array was allocated first **MUST** be deallocated last, and so on.

For details, see the lecture slide packet “Array Lesson 2,” slides 26-33.
III. INPUT DATA FILES

A. HOW TO FIND AND EXAMINE THE INPUT DATA FILES

The input files for your runs can be found on ssh.ou.edu in the directory ~neem1883/CS1313pp5. You can find the names of all of the data files using the ls command:

    ls ~neem1883/CS1313pp5

The directory contains several data files; some are actual data and some are idiotproofing test files. You MUST perform the runs in alphabetical order.

Actual (non-idiotproofing) test files have file names beginning with the prefix

    actual_

Idiotproofing test files have file names beginning with the prefix

    idiot_

You SHOULD CLOSELY EXAMINE (but not change) the contents of each of the data files using nano:

    nano ~neem1883/CS1313pp5/actual_2.txt

B. HOW THE DATA WILL BE INPUT

For this programming project, YOU WON’T PROMPT THE USER FOR THE INPUTS, because there won’t be a user as such. Instead, the inputs will come from a file. To get the inputs from the file, you’ll use a command like this at the Unix prompt:

    big_statistics < ~neem1883/CS1313pp5/actual_2.txt

This use of a file is referred to as redirecting input. The less than symbol < indicates that the input will come from the file named actual_2.txt. In other words, as far as the program is concerned, the file will appear to be a user typing at the keyboard, and the program will accept input from the file exactly as if that input were being typed at the keyboard by a real live user. Thus, you MUST write your scanf statements exactly as if a user were going to be typing the data at the keyboard, but without the user needing to be prompted.

However, because there isn’t actually a real live user, it isn’t necessary to greet the user nor to prompt for inputs; the data file won’t understand the prompts anyway, so to speak.

Your run commands MUST look like this example:

    big_statistics < ~neem1883/CS1313pp5/idiot_1.txt

This means, “run the executable named big_statistics, redirecting input from the file named idiot_1.txt that’s in the directory named ~neem1883/CS1313pp5.”
IV. RUNS

Run this program several times, using the several different input files that are available (see below). The runs must be in alphabetical order according to the input file names.

The order of the runs in your script file must be:

- all actual_ files, in alphabetical order, followed by
- all idiot_ files, in alphabetical order.

V. ADDITIONAL GRADING CRITERIA

All grading criteria for Programming Projects #2, #3 and #4 apply. In addition:

1. **Declaration order:**
   In the declaration section, the order of declarations must be:
   
   (a) named constants: float scalars followed by int scalars;
   
   (b) variables, in the following order:
       
       i. arrays: float arrays followed by int arrays;
       
       ii. scalars: float scalars followed by int scalars.

2. **Block closes of for statements:**
   All block closes associated with for statements must be followed, on the same line, by a space, a comment open, a space, the keyword for, a space, the counter variable, a space, and a comment close. For example:

   ```
   for (element = first_element; element < number_of_elements; element++) {
       scanf("%f %f",
           &list1_input_value[element], &list2_input_value[element]);
   } /* for element */
   ```

3. **Indenting for statements and their associated block closes:**
   For a given for loop, the for statement and its associated block close must be indented identically, and this indentation amount must be appropriate with respect to their position within the program.

4. **Indenting inside for loops:**
   For a given for loop, all statements inside the for loop must be indented four spaces farther than the for statement and its associated block close. For example:

   ```
   sum = initial_sum;
   for (element = first_element; element < number_of_elements; element++) {
       sum = sum + list1_input_value[element];
   } /* for element */
   list1_arithmetic_mean = sum / number_of_elements;
   ```
5. **Commenting** for loops:
   Each **for** loop **MUST** be preceded by a comment that describes what the loop as a whole does. For example:

   /*
   * Calculate the sum of the first list of input values.
   */
   sum = initial_sum;
   for (element = first_element; element < number_of_elements; element++) {
       sum = sum + list1_input_value[element];
   } /* for element */

6. **Commenting inside** for loops:
   A statement inside a **for** loop **MUST** be preceded by a comment that describes what the statement does. The comment **MUST** be properly indented, so that the asterisk of the comment lines up with the statement. For example:

   sum = initial_sum;
   for (element = first_element; element < number_of_elements; element++) {
       /*
       * Increase the sum for the first list
       * by the value of the current element
       * of the first list.
       */
       sum = sum + list1_input_value[element];
   } /* for element */

**VI. DEBUGGING VIA printf STATEMENTS**

The best mechanism for debugging this program is to put in lots of **printf** statements that show where in the program the run currently is. For example:

   for (element = first_element; element < number_of_elements; element++) {
       printf("About to input data for element #d.\n", element);
       scanf("%f %f", &list1_input_value[element], &list2_input_value[element]);
       printf("Done inputting data for element #d: \n", element);
       printf(" list1_input_value[%d]=%f, list2_input_value[%d]=%f\n", element, list1_input_value[element], element, list2_input_value[element]);
   } /* for element */

**IMPORTANT IMPORTANT IMPORTANT IMPORTANT IMPORTANT IMPORTANT!!!**

Once you’ve completed debugging, you **MUST** delete ALL debugging **printf** statements. **EXTRANEOUS OUTPUTS WILL BE SEVERELY PENALIZED.**
VII. EXTRA CREDIT

You can receive an extra credit bonus of as much as 5% of the total value of PP#5 by doing the following:

1. Attend at least one CS1313 help session for at least 30 minutes, through Wed Nov 7.
2. During the help session that you attend, work on CS1313 assignments (ideally PP#5, but any CS1313 assignment is acceptable). **YOU CANNOT GET EXTRA CREDIT IF YOU DON’T WORK ON CS1313 ASSIGNMENTS DURING THE HELP SESSION.**
3. Before you leave the help session, fill out **BOTH** halves of the form on the last page of this project specification and have the help session leader (instructor or TA) sign **BOTH** halves. **THE FORM CANNOT BE SIGNED UNTIL IT IS COMPLETELY FILLED OUT.**
4. If you leave the help session without getting the form signed, you **CANNOT** get extra credit for attending that help session; your form **CANNOT** be signed later.
5. Attach the bottom half of the form to your PP#5 script printout, **AFTER** the script itself, and keep the top half for your own records.

**BONUS VALUE NOTICE:** Up through Wed Oct 31, the extra credit bonus will be worth 5% of the total value of PP#5, but from Mon Nov 5 through Wed Nov 7, the extra credit bonus will be worth only 2.5% of the total value of PP#5. That is, **YOU’LL GET TWICE AS MUCH EXTRA CREDIT DURING THE FIRST WEEK AS DURING THE SECOND WEEK.**
CS1313 PROGRAMMING PROJECT #5 BONUS REQUEST FORM

Name ___________________________________________ Lab ____________
Help Session Date ________________
Help Session Time (Arrive) ________________  Help Session Time (Depart) ________________

Instructor Signature ____________________________________________

Keep this copy for your records.

CS1313 PROGRAMMING PROJECT #5 BONUS REQUEST FORM

Name ___________________________________________ Lab ____________
Help Session Date ________________
Help Session Time (Arrive) ________________  Help Session Time (Depart) ________________

Instructor Signature ____________________________________________

Submit this copy.
In your submission, attach this copy AFTER your script file printout.
If you put this in the wrong place in your submission, then you WON’T get the extra credit.