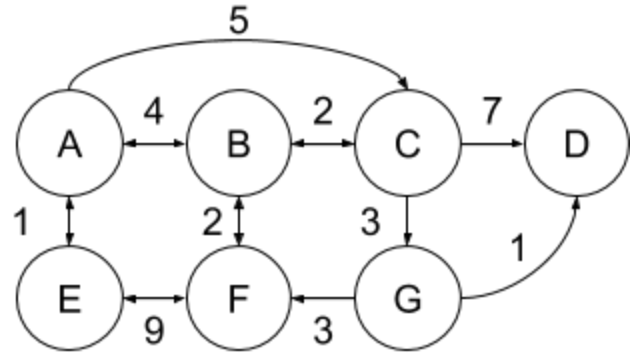


# Week 9 Section Handout

This week's section handout has practice with graphs and inheritance. Follow along at CodeStepByStep: <https://codestepbystep.com/problemset/view?id=72>

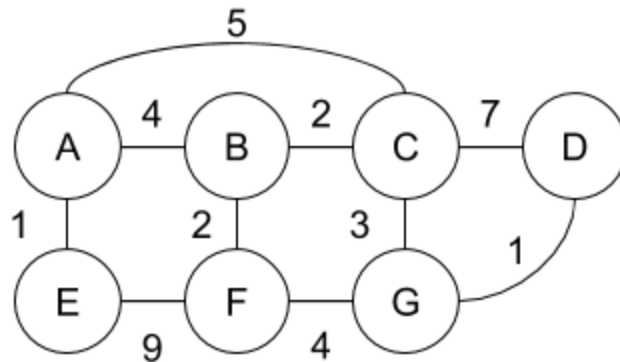
## 1. Dijkstra and A\*

Trace through Dijkstra's algorithm on the following graph to find the least cost paths from node A to each other node in the graph. Then use A\* to find the least cost path from A to G, where the heuristic is defined such that the distance between two nodes is the distance between those two letters in the alphabet. For example, the distance between B and D according to this heuristic is 2.



## 2. Minimum Spanning Tree

For the graph below, use Kruskal's algorithm to find the minimum spanning tree.



## 3. Polymorphism (not on CSBS)

Consider the following classes; assume that each is defined in its own file.

```
class Lettuce {
public:
    void m1() { cout << "L 1" << endl; m2(); }
    void m2() { cout << "L 2" << endl; }
};
class Bacon : public Lettuce {
public:
    void m1() { Lettuce::m1(); cout << "B 1" << endl; }
    void m3() { cout << "B 3" << endl; }
};
```

Thanks to Marty Stepp, Chris Gregg, and other CS106B and X instructors and TAs for contributing problems on this handout.

```

class Hamburger : public Bacon {
public:
    void m2() { cout << "H 2" << endl; Bacon::m2(); }
    void m4() { cout << "H 4" << endl; }
};

class Mayo : public Hamburger {
public:
    void m3() { cout << "M 3" << endl; m1();}
    void m4() { cout << "M 4" << endl; }
};

```

Now assume that the following variables are defined:

```

Lettuce *var1 = new Bacon();
Bacon *var2 = new Mayo();
Lettuce *var3 = new Hamburger();
Bacon *var4 = new Hamburger();

```

For each statement below, indicate the output produced. If the statement does not compile, write "COMPILER ERROR". If a statement would crash at runtime or cause unpredictable behavior, write "CRASH".

```

var1->m1();
var1->m2();
var1->m3();
var2->m1();
var2->m2();
var2->m3();
var2->m4();
var3->m1();
var3->m2();
var4->m2();
var4->m3();
var4->m4();

```

---

#### 4. Polymorphism Mystery 8

Consider the following classes; assume that each is defined in its own file.

```

class Hamilton {
public:
    virtual void m1() { cout << "H1 "; m2(); }

```

```

    virtual void m2() { cout << "H2 "; }
};
class Burr : public Hamilton {
public:
    virtual void m1() { Hamilton::m1(); cout << "B1 "; }
    virtual void m3() { cout << "B3 "; }
};
class Eliza : public Burr {
public:
    virtual void m2() { cout << "E2 "; Hamilton::m2(); }
    virtual void m3() { Burr::m3(); cout << "E3 "; }
};
class George : public Eliza {
public:
    virtual void m1() { cout << "G1 "; Burr::m1(); }
    virtual void m4() { cout << "G4 "; m2(); }
};

```

Now assume that the following variables are defined:

```

Hamilton* var1 = new Burr();
Hamilton* var2 = new Eliza();
Burr* var3 = new Eliza();
Eliza* var4 = new George();

```

For each statement below, indicate the output produced. If the statement does not compile, write "COMPILER ERROR". If a statement would crash at runtime or cause unpredictable behavior, write "CRASH".

```

var1->m1();
var1->m2();
var2->m1();
var2->m2();
var2->m2();
var3->m1();
var3->m2();
var3->m3();
var4->m1();
var4->m4();
((Burr*) var1)->m3();
((Eliza*) var2)->m4();
((George*) var4)->m4();
((George*) var4)->m3();
((George*) var2)->m4();

```

---