

Section 1 (Week 2) Handout

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Welcome to CS106X Section!

Weekly section is your time to get a small-group experience within our ever-growing-enrollment CS courses. Your section leader is an outstanding alum of the CS106 courses, has undergone an entire quarter of intensive teaching training, and has completed at least one quarter of section leading in a different CS106 course before moving up to section leading for CS106X. I hope you take advantage of this opportunity to learn from these outstanding individuals and talented programmers.

How Section Works

Today, you'll spend some time getting to know your section leader and fellow sectionees. Then you'll solve one of the two section problems below. Section handouts (like this one) typically include more problems than can reasonably be expected to complete in section. The other problems are included to help you develop a bank of practice problems to use for extra practice in personal study and exam review.

You should bring a laptop to section, if possible, so you can participate in coding some of the problems alongside your section leader. Most section leaders solve some problems on the whiteboard, and some problems in "lab" style on a laptop. Sometimes I will suggest to the section leader certain approaches to take on certain problems from the handout, and other times I will leave the choice of problems and approaches up to your section leader.

Problem 1: Publishing Stories

Social networking sites like Facebook, LinkedIn, Strava, and Google+ typically record and publish stories about actions taken by you and your friends. Stories like:

Eric Ehizokhale commented on Jeffrey Spehar's status.
Dylan Hunn wrote a note called "Because Faiz told me to".
Sydney Li accepted your friend request.
Kensen Shi is listening to Green Day on Spotify.
Amy Xu gave The French Laundry a 5-star review.
Wen Zhang ran 5 miles this morning.

are created from story templates like

{name} accepted your friend request.
{name} is listening to {band} on {application}.
{name} wrote a note called "{title}".
{name} commented on {target}'s status.

{actor} gave {restaurant} a {rating}-star review.

The specific story is generated from the skeletal one by replacing the tokens—substrings like "{name}", "{title}", and "{rating}"—with event-specific values, like "Eric Yu", "Because Ilan told me to", and "5". The token-value pairs can be packaged in a `Map<string, string>`, and given a story template and a data map, it's possible to generate an actual story.

Write the `generateStory` function, which accepts a story template (like "{actor} gave {restaurant} a {rating}-star review.") and a `Map<string, string>` (which might map "actor" to "Kaidi Yan", "restaurant" to "Reposado", and "rating" to "5"), and builds a string just like the story template, except the tokens have been replaced by the text they map to.

Assume the following is true:

- '{' and '}' exist to delimit token names, but won't appear anywhere else. In other words, if you encounter the '{' character, you can assume it marks the beginning of a token that ends with a '}'.
- We guarantee that all tokens are in the `Map<string, string>`. You don't need to do any error checking.

The prototype is:

```
string generateStory(string storyTemplate, Map<string, string>& data);
```

Problem 2: Keith Numbers

A Keith number is any n -digit number that appears in the Fibonacci-like sequence that starts off with the number's n digits and then continues such that each subsequent number is the sum of the preceding n .

All of the one digit numbers are—trivially so—Keith numbers. The number 7385 is more interesting. It's a Keith number, because the following sequence says so:

7, 3, 8, 5, 23, 39, 75, 142, 279, 535, 1031, 1987, 3832, 7385

The sequence starts out 7, 3, 8, 5, because those are the digits making up 7385. Each number after the 5 is the sum of the four numbers that precede it (four, because 7385 has four digits). The fact that 7385—the number whose digits spawned it all—happens to be in the sequence is the happy accident that tells us it's a Keith number.

For this exercise, you should write a program that prints out all of the Keith numbers between 1 and 10000, inclusive, and for each also print out the Fibonacci-like sequence that proves it's Keith.

The meat of your program's output should basically be this:

```

1: [1]
2: [2]
3: [3]
4: [4]
5: [5]
6: [6]
7: [7]
8: [8]
9: [9]
14: [1, 4, 5, 9, 14]
19: [1, 9, 10, 19]
28: [2, 8, 10, 18, 28]
47: [4, 7, 11, 18, 29, 47]
61: [6, 1, 7, 8, 15, 23, 38, 61]
75: [7, 5, 12, 17, 29, 46, 75]
197: [1, 9, 7, 17, 33, 57, 107, 197]
742: [7, 4, 2, 13, 19, 34, 66, 119, 219, 404, 742]
1104: [1, 1, 0, 4, 6, 11, 21, 42, 80, 154, 297, 573, 1104]
1537: [1, 5, 3, 7, 16, 31, 57, 111, 215, 414, 797, 1537]
2208: [2, 2, 0, 8, 12, 22, 42, 84, 160, 308, 594, 1146, 2208]
2580: [2, 5, 8, 0, 15, 28, 51, 94, 188, 361, 694, 1337, 2580]
3684: [3, 6, 8, 4, 21, 39, 72, 136, 268, 515, 991, 1910, 3684]
4788: [4, 7, 8, 8, 27, 50, 93, 178, 348, 669, 1288, 2483, 4788]
7385: [7, 3, 8, 5, 23, 39, 75, 142, 279, 535, 1031, 1987, 3832, 7385]
7647: [7, 6, 4, 7, 24, 41, 76, 148, 289, 554, 1067, 2058, 3968, 7647]
7909: [7, 9, 0, 9, 25, 43, 77, 154, 299, 573, 1103, 2129, 4104, 7909]

```

Of course, you shouldn't actually print this verbatim, but instead include the logic needed to generate these numbers. You should be able to change the range of interest—perhaps from [1, 10000] to [10, 10000000]—and have the program still work.

The starter file for this—cleverly named **keith-numbers.cpp**—actually prints out all numbers between 1 and 10000, inclusive. You should update the program to identify which numbers are Keith and print just them.