Subject: Stop Program Execution When Invalid Delete Is Called?
Posted by davidmccoy on Wed, 01 Mar 2017 18:16:47 GMT
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Quote: You should ignore, but report via stderr, an attempt to delete a word that does not exist in the tree. Thus you ought to be able to randomly generate a large number commands and have your interpreter run without failing.

To be clear, should the program execution should stop when an invalid delete is called, or merely print to stderr? Such that when d "word" is called but "word" is not in the tree, then stderr would report "Value 'word' not found", and then does the program exit or not?

Subject: Re: Stop Program Execution When Invalid Delete Is Called?
Posted by bkaaron on Wed, 01 Mar 2017 19:23:12 GMT
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"Ignore but report"
"run without failing"

This instruction is clear, you do not halt execution.

Subject: Re: Stop Program Execution When Invalid Delete Is Called?
Posted by davidmccoy on Wed, 01 Mar 2017 19:27:04 GMT
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Another question: should the error report be implemented in the delete functions or in bstrees.c? If in the function, it will report the error no matter what project it's used with: if implemented in bstrees, then before calling delete you would call the appropriate find function, then call delete if there is something to delete, or call the error report otherwise (this assumes delete functions can only deal with valid input).

Subject: Re: Stop Program Execution When Invalid Delete Is Called?
Posted by lusth on Thu, 02 Mar 2017 00:18:24 GMT
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I placed it in the delete methods, but your idea would work (and is probably better).