

Exercise 9

1. Max

- Implement function `Max`
- Main code is implemented as below
- You should submit your `Max` function with the main code below
- `Max` function gets 2 input with same type : int, float, char, char*
- `Max` function returns the value bigger than the other

Main code

```
int main() {
    cout << Max(20, 50) << endl;
    cout << Max('A', 'Z') << endl;
    cout << Max(2.2, 9.9) << endl;
    cout << Max(string("Programming"), string("Computer")) << endl;
    string str1 = "computer";
    string str2 = "programming";
    cout << Max(str1, str2) << endl;
    return 0;
}
```

Output

```
50
Z
9.9
Programming
programming
```

2.DB

- Implement class for simple database

```
Database<T> data;
```

- You can use `vector` to contain data
- Your database can insert, select, delete data
- The output order in `select` is the same as the input order

```
void insert_data(T input) {
}

// (*checker) is function pointer. You can use it same as normal function inside the implementation of select
void select_data(bool (*checker)(const T)) {
    //If the checker is null, print every element inside the database

    //T input;
    //boolean cmp = checker(input);
}

// (*checker) is function pointer. You can use it same as normal function inside the implementation of delete
void delete_data(bool (*checker)(const T)) {
    //If the checker is null, delete every element inside the database
    //T input;
    //boolean cmp = checker(input);
}
```

- Main code is implemented as below
- You have to implement class Database with template

Main code

```
bool checker_function_1(const int x) {
    return x > 10;
}

bool checker_function_2(const int x) {
    return x < 5;
}

int main() {
    const string menu = "1. insert\n2. select\n3. delete\n4. Quit\nChoose action : ";
    const string checker_menu = "1. All\n2. function1(select/delete bigger than 10)\n"
        "3. function2(select/delete smaller than 5)\nChoose checker function : ";

    Database<int> data_int;
    int input_int;
    int argument_int;

    while (true) {
        cout << menu;

        cin >> input_int;

        switch (input_int) {
            case 1:
                cout << "Enter the value : ";
                cin >> argument_int;

                data_int.insert_data(argument_int);
                break;

            case 2:
                cout << checker_menu;
                cin >> input_int;

                if (input_int == 1) {
                    data_int.select_data(nullptr);
                }
                else if (input_int == 2) {
                    data_int.select_data(checker_function_1);
                }
                else if (input_int == 3) {
                    data_int.select_data(checker_function_2);
                }
                break;

            case 3:
                cout << checker_menu;
                cin >> input_int;

                if (input_int == 1) {
                    data_int.delete_data(nullptr);
                }
                else if (input_int == 2) {
                    data_int.delete_data(checker_function_1);
                }
                else if (input_int == 3) {
                    data_int.delete_data(checker_function_2);
                }
                break;

            case 4:
                return 0;
        }
    }
}
```

Input

```
15
14
13
12
11
21
22
23
33
21
31
21
4
```

Output(ignoring printed strings)

```
5
4
3
2
1
4
3
2
1
5
```