

13.1 User-defined data types

Name: _____ Class: _____ Date: _____

Total: 31 marks

KEY WORDS class 类 • object 对象 • record 记录 • enumerated type 枚举类型
• user-defined data types 用户定义类型

Objective

Build the skills to answer exam questions on **user-defined data types** 用户定义类型 — enumerated, pointer, set, record and class.

You must be able to:

- explain **why** user-defined types are needed
- define and use **enumerated** and **pointer** (non-composite) types
- define and use **set**, **record** and **class** (composite) types

1 Worked examples

Study these first. Each one shows the method for a question type used later — follow the steps and you can do the Practice and Exam-style questions yourself.

■ Why and the enumerated type

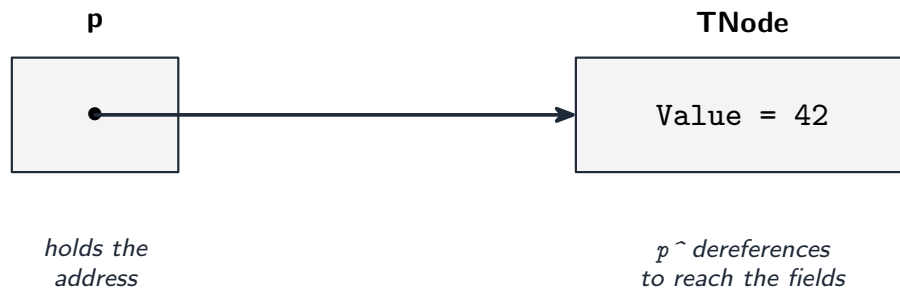
User-defined types make code **clearer** and let the compiler **reject illegal values**. An **enumerated** type is a fixed list of named constants:

```
TYPE Vehicle = (M100, M230, T101, T102, T120, T150)
DECLARE MyTaxi : Vehicle
MyTaxi ← T102
```

You cannot assign anything outside the list (the names are stored as small integers).

■ Pointer type

A **pointer** holds the **memory address** of another variable (or NULL). **p[^] dereferences** it — reaches the variable it points to:



TYPE Vehicle =



MyTaxi may only hold one of these named values

An enumerated type is another user-defined type

```
TYPE PNode = ^TNode
DECLARE p : PNode
p ← NEW TNode
p^.Value ← 42
```

■ Composite types: set and class

A **set** is an unordered collection of unique values (operations: add, remove, membership, union):

```
DECLARE Available : SET OF Colour
Available ← {Red, Blue}
IF Green IN Available THEN
    OUTPUT "ok"
ENDIF
```

A **class** combines **attributes** (data) with **methods** (operations); an **object** is an instance of a class.

2 Practice

Now apply the methods above.

2.1 State **one** reason user-defined types are useful.

[1]

2.2 Declare an **enumerated** type **Day** holding the seven days of the week. [2]

2.3 State what a **pointer** holds. [1]

2.4 State what it means to **dereference** a pointer. [1]

3 Exam-style questions

3.1 Declare an enumerated type **Vehicle** with values **M100**, **M230**, **T101**, **T102**. Then declare a variable **MyTaxi** of that type and assign it **T101**. [3]

3.2 (i) Declare a **pointer** type **PNode** that points to a **TNode**. [1]

(ii) Write pseudocode to create a **new TNode** using a pointer **p** and set its **Value** to **5**. [2]

3.3 A program records which of {Red, Green, Blue} are available. State why a **SET** is suitable, and write a line that tests whether **Green** is available. [3]

3.4 State the difference between a **class** and an **object**. [2]

3.5 A booking system stores one record for each activity choice. A user-defined type **Choice** holds a member's name, the activity chosen and the date.

(a) **Write** the pseudocode type declaration for **Choice**. [4]

(b) **Write** the pseudocode statement that sets up a **single variable** **ThisChoice** of type **Choice**. [1]

(c) **Write** the pseudocode statements that assign the name "**Ahmed**", the activity "**Tennis**" and the date 12/03/2027 to that variable. [3]

(d) A separate type **Activity** must hold the **names of up to 20 members** who have chosen one activity. **Write** its type declaration. [3]

(e) **Choice** must now also record whether the booking has been **paid for**. **Write** the new statement required in the declaration, and **state** the data type you chose and why. [2]

(f) **Explain** one advantage of a user-defined record type over holding the same values in three separate variables. [2]