



Assignment 02-B

Operator Overloading

Deadline: **Monday**, 29 Oct, 2018

Submit your work on :

\\sandata\Xeon\Fall 2018\Bismillah Jan\Computer Programming\
Assignment_02B_Submissions

Objectives: In this assignment you will learn operator overloading

Deliverables: You will only submit **one .CPP**, only recent updated file will be accepted.

Total Marks: 20

Weightage: 02

Question:

You need to implement the following class in your assignment

Class VectorType

{

private:

//necessary variables of type **pointers** and dynamic arrays if needed

double * x;

double * y;

double * z;

public:

//Consider **U** and **V** are two objects/Vectors of type VectorType. Now implement the following operations

1. **[1]** Default and parameterized constructor
2. **[1]** Copy Constructor
3. **[1]** Destructor to de-allocate dynamic memories
4. **[1]** Overloaded assignment operator
5. **[2]** Function to find the dot product of two vectors
 - a. For this you will need to overload ***** operator
Dot product between **U** and **V** can be determine by the following mathematical formula
6. **[1]** Function to find length of a vector
 - a. Length **V** can be determine by the following mathematical formula

$$Len V = \sqrt{x^2 + y^2 + z^2}$$

7. **[3]** Function to find angle between two vectors **V** and **U**



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a. Angle can be determine by using the following formula

$$\text{Theta} = \cos^{-1} \left(\frac{U * V}{\text{Len } U \text{ Len } V} \right)$$

Where ^ operator is the overloaded multiplication operator that takes two vectors of type **VectorType** and return the multiplication of their lengths. Do not use "Len V" function here, you are required to overload the operator ^ so that it returns the product of the length of two vectors U and V.

8. [2] Addition, subtraction overloaded operators for vectors
9. [4] Overload pre and post increment and decrement operators (++ and --)
10. [4] Overloaded ==, !=, >> and << operator as non-member function(friend).

};

Best of luck ☺