Notice: Return your C++ source codes into Oma before deadline. Only so you can get credits from this exercise. You can't return these source codes after deadline.

1. Binary operators overloading in C++. Define class Vector which have double types attributes x, y and z. Implement a program where you overload binary operator +. Implement getLength which return the length of vector. Furthermore implement setX, setY and setX which sets the coordinates of vector (x,y,z). Further overload + operator to add two Vector objects. In main program define three Vector objects A, B and C. Further set coordinates to vectors A = (1, 1, 1) and B = (3, 3, 3). Then print lengths of vectors A and B. Further use + operator and add two objects A and B and set the result to C. At the end print length of vector C. Sample print is in figure 1.

Reference: https://www.tutorialspoint.com/cplusplus/binary\_operators\_overloading.htm

Note! The right-hand operand is passed as an argument.

```
L:\Metropolia\shell\public_html\2016-2017\TI00AA50-3010\t... — 

Length of Vector1 : 1.73205
Length of Vector2 : 5.19615
Length of Vector3 : 6.9282

Process exited with return value 0
Press any key to continue . . . _
```

Figure 1. Sample print in Dev C++ -program

Constructor overloading. Implement the class dateT in which constructor accepts
date as a string in format pp/k/vv and pp.kk.vv or as three integer in order day,
month and year. Implement method show, which shows the date in right format. Sample print is in figure 2. Red dates are parameters of the constructor.

```
L:\Metropolia\shell\public_html\2016-2017\Tl00AA50-3010\t... — 

11/1/92 — 11/1/92
13/2/96 — 13.2.92
14/2/96 — 14,2,96

Process exited with return value 0
Press any key to continue . . . 

V
```

Figure 2. Sample print in Dev C++ -program

3. Logical operators overloading. Implement the class coordinate in which are two integer type attributes x and y. In this class is non parametric constructor and two parametric constructor. Furthermore in this class is method **get\_xy**. Next you have to overload operators == and &&. In main function you have to create 4 objects with clause **coordinate c1(1,1), c2(1,1), c3(1,0), c4(0,1)**;. After that you have to print coordinate values **c1, c2, c3** and **c4** (figure 6). You have to make comparisons if (c1 == c2), if (c1 == c3), if (c1 == c4), if (c2 == c3), if (c2 == c4), if (c3 == c4), if (c1 && c2), if (c1 && c3), if (c1 && c3), if (c2 && c3), if (c2 && c4) and if (c3 && c4). Sample print is in figure 3. Note! The right-hand operand is passed as an argument.

```
L:\Metropolia\shell\public html\2016-2017\TI00AA50-3010\t...
c1 = 1.1
c2 = 1,1
c3 = 1,0
c4 = 0,1
c1 = c2
c1 <> c3
c1 <> c4
c2 <> c3
c2 <> c4
c3 <> c4
c1 && c2 on true
c1 && c3 on false
c1 && c4 on false
c2 && c3 on false
c2 && c4 on false
c3 && c4 on false
```

Figure 3. Sample print in Dev C++ -program

4. Single Inheritance (https://www.tutorialcup.com/cplusplus/inheritance.htm#single-inheritance). Implement a base class Staff with two private properties char name[50] and int code. Furthermore class Staff contains two public methods getdata and display. Implement a derived class Typist which is public. This class contains one private property int speed and two public methods getdata and display. In base class method getdata asks name and code (figure 4). In derived class method getdata asks speed (figure 4). In base class method display prints name and code (figure 4). In derived class method display prints speed (figure 4). In main function you must create one Typist object. Then you have to ask name, code and speed with getdata methods. Furthermore you have to print name, code and speed with display methods.



Figure 4. Sample print in Dev C++ -program

5. Hierarchical inheritance (https://www.tutorialcup.com/cplusplus/inheritance.htm#hierarchical-inheritance). Implement a base class **Person**, derived class **Student** and derived class **Employee**. The class **Person** contains properties **name**, **gender** and **age**. It contains also method getdata and display. Method getdata requests values of properties name, gender and age (figure 5, input 1 and input 2). Method display print values of properties name, gender and age (figure 5, output 1 and output 2). The class Student contains properties institute and level. It contains also method getdata and display. Method getdata requests values of properties institute and level (figure 5, input 1 and input 2). Method display print values of properties institute and level (figure 5, output 1 and output 2). The class **Employee** contains properties **company** and **salary**. It contains also method **getdata** and **display**. Method **getdata** requests values of properties company and salary (figure 5, input 1 and input 2). Method display print values of properties company and salary (figure 5, output 1 and output 2). In main program you have to create **Student** and **Employee** object. Then it prints text "Student" and text "Enter data" (figure 5). Furthermore you have to call method getdata of student and print text "Displaying data". After that you have to call method display of student. Then it prints text "Empolyee" and text "Enter data" (figure 5). Furthermore you have to call method getdata of employee and print text "Displaying data". After that you have to call method display of employee. Sample print is in figure 5.

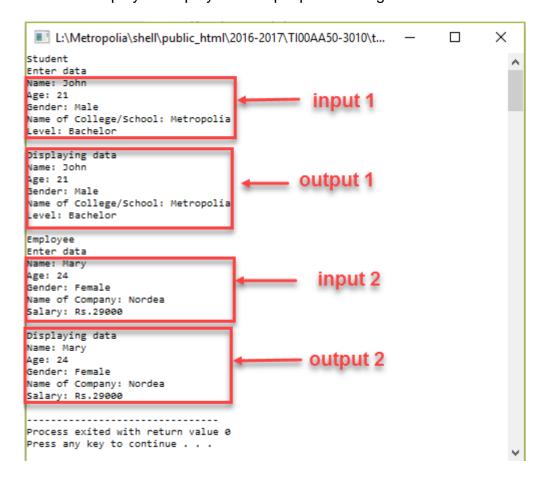


Figure 5. Sample print in Dev C++ -program

6. Multiple Inheritance. Implement a class Petrol which inherits class Fuel and Liquid. In <a href="https://www.tutorialcup.com/cplusplus/inheritance.htm#multiple-inheritance">https://www.tutorialcup.com/cplusplus/inheritance.htm#multiple-inheritance</a> you'll see the idea of multiple Inheritance. In class Liquid is one property specific\_gravity and two methods. Input method request to give value of property specific\_gravity. Output method prints a value of property specific\_gravity. In class Fuel is one property rate and two methods. Input method request to give value of property rate. Output method prints a value of property rate. In class Petrol are two methods. Input method of class Petrol refers to input methods of both base classes. Furthermore Output method of class Petrol refers to output methods of both base classes. In main program you have to create one petrol object. Then you have to print text "Enter data" and refer to input method of Petrol class. In the end you have to print text "Displaying data" and refer to output method of Petrol class. Sample print is in figure 6.

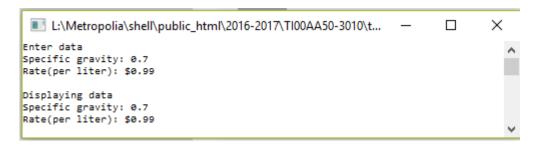


Figure 6. Sample print in Dev C++ -program