# **Object Oriented Programming**

# Week 01 Object & Class



# 1

### **Notes**

Create a single solution/folder to store your source code in a week.

Then, create a project/sub-folder to store your source code of each assignment.

The source code in an assignment should have at least 3 files:

- A header file (.h): class definition, function prototypes.
- A source file (.cpp): function implementation.
- Another source file (.cpp): named YourlD\_Ex01.cpp (for main function). Replace 01 by id of an assignment.

Make sure your source code was built correctly before submitting.

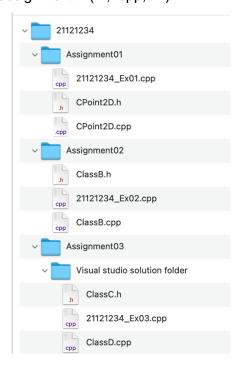
Folder structure for submitting file "StudentID XX.zip"

Folder named Student ID

- + Folder contains assignment 1 (.h; .cpp; ...)
- + Folder contains assignment 2 (.h; .cpp; ...)

. . .

+ Folder contains assignment n (.h; .cpp; ...)



# 2

# Content

In this lab, we will review the following topics:

• Implement classes, attributes and methods in C++.

# 3 Assignments

A: YY: 01

H: YY: 04

Implement the following assignments in C++ language.

## 3.1. Fraction

Class: Fraction

Attribubtes:

- 1. Numerator
- 2. Denominator

#### Methods:

- 1. Input
- 2. Output
- 3. Add 2 fractions
- 4. Substract 2 fractions
- 5. Multiply 2 fractions
- 6. Divide 2 fractions. throw; if divided by zero
- 7. Reduce
- 8. Compare
- 9. IsPositive
- 10. IsNegative
- 11. IsZero

## 3.2. Triangle

Class Point.

Attributes:

- 1. x
- 2. y

#### Methods:

- 1. Input
- 2. Output
- 3. Distance from point A to point B
- 4. Distance to Ox
- 5. Distance to Oy

Class: Triangle

#### Attributes:

- 1. Point A
- 2. Point B
- 3. Point C

#### Methods:

- 1. Input
- 2. Output
- 3. IsValidTriangle
- 4. Type of a triangle.
  - a. https://www.dkfindout.com/us/math/geometry/types-triangle/
- 5. Perimeter
- 6. Area
- 7. Center G

### 3.3. Queue / LinkedList

Class: LinkedListQueue

#### Attributes:

- 1. Node \*head
- 2. Node \*tail
- 3. int capacity: max number of elements in the queue
- 4. int num: current number of elements in the queue

#### Methods:

- 1. init(int capacity)
- 2. enqueue(x) / push(x)
- 3. int x = dequeue()
- 4. peek(): return the top element but do not enqueue
- 5. isEmpty
- 6. isFull
- 7. clear

## 3.4. Online shopping website app

Pickup a well-known eCommerce website/app (Tiki, Shopee, Lazada, ShopeeNow, Grab, MoMo...). Then, list information for each class:

- At least 5 classes
- At least 5 attributes in each class
- At least 5 method in each class (excluding getters and setters)