Lab 5 – Money class object – 2021 SP CS-116

Define class object Money with the following characteristics:

Private attribute:

- int dollars;
- int cents

Define any Methods/functions/operators you need for this program.

The class object should also have the following overloaded operators:

Subtraction operator. If one Money object is subtracted from another, the operator should give the difference between the two Money. For example, if \$5.80 is subtracted from \$8.75, the result will be \$2.95.
 Addition operator. If one Money object is added from another, the operator should give the sum between the two Money. For example, if \$5.80 is subtracted from \$8.75, the result will be \$14.55.
 Multiplication operator. If one Money object is multiplying by x the operator should return x * Money object. For example, \$8.75 * 2 will return \$17.50.
 Equality operator. If one Money object is compared from another (x == y), the operator should return true if x is same as y. For example, \$10.01 == 10.01 will return true.

Use the following test driver program:

```
int main()
 printMeFirst("Ron Sha", "CS-116 2021SP"); // change to your name
 Money m(2, 2); // $2.02
 cout << "Original value is " << m << endl;
 Money n = 50 \% m;
 cout << "50% of value is " << n << endl;
                                                            int main()
 n = 10 * m;
                                                             printMeFirst("Ron Sha", "CS-116 2021SP"); // change to your name
 cout << "10 times value is " << n << endl;
                                                              Money m(2, 2); // $2.02
 Money a (8, 75);
                                                               cout << "Original value is " << m << endl;
 Money b (5, 80);
                                                               Money n = 50 % m;
                                                              cout << "50% of value is " << n << endl;
 cout << "\nTesting arithmetic operators: \n" << endl;</pre>
                                                              n = 10 * m;
 Money t;
                                                               cout << "10 times value is " << n << endl;
                                                              Money a (8, 75);
 double c;
                                                              Money b (5, 80);
 t = a + b;
                                                               cout << "\nTesting arithmetic operators: \n" << endl;</pre>
                                                              Money t;
 cout << a << " + " << b << " = " << t << endl;
                                                               double c:
 t = a - b;
                                                              cout << a << " + " << b << " = " << t << endl;
 cout << a << " - " << b << " = " << t << endl;
                                                               t = a - b;
 cout << b << " - " << a << " = " << b-a << endl;
                                                               cout << a << " - " << b << " = " << t << endl;
                                                               cout << b << " - " << a << " = " << b-a << endl;
 c = 2;
                                                               c = 2:
 t = a * c;
                                                               cout << a << " * " << c << " = " << t << endl;
 cout << a << " * " << c << " = " << t << endl;
                                                               c = 2:
 c = 2;
                                                               cout << a << " / " << c << " = " << t << endl;
 t = a / c;
                                                               cout << a << " - " << t << " = " << a-t << endl;
 cout << a << " / " << c << " = " << t << endl;
                                                               if (a == b)
 cout << a << " - " << t << " = " << a-t << endl;
                                                                  cout << a << " = " << b << endl;
                                                               else
                                                                  cout << a << " not equal to " << b << endl;</pre>
 if (a == b)
                                                               return 0;
   cout << a << " = " << b << endl;
                                                        Program written by: Ron Sha
   cout << a << " not equal to " << b << endl;
 return 0;
```

Your program should have similar output:

```
Program written by: Ron Sha
Course Info: CS-116 2021SP
Date: Fri Mar 05 09:02:39 2021

Original value is $2.02
50% of value is $1.01
10 times value is $20.20

Testing arithmetic operators:

$8.75 + $5.80 = $14.55
$8.75 - $5.80 = $2.95
$5.80 - $8.75 = - $2.95
$8.75 * 2 = $17.50
$8.75 / 2 = $4.37
$8.75 - $4.37 = $4.38
$8.75 not equal to $5.80
```

Lab Submission: See the lab submission requirements published in canvas.

To submit your assignment in canvas, you must submit TWO files (one pdf and one zip) as follows:

1. Attach pdf file which contains source codes you have written and program output screenshot so I can easily read in one file. You can use a word editor to place all the required programs and screenshots, and then use 'Print' to 'Microsoft Print to PDF' to save to a pdf file



The pdf file MUST have the following sections (1. Program Description, 2. Program Source Code and 3. Program Output).

1. Program Description

- brief description of the purpose of the program and
- an explanation of what your software does and what problem it solves

2. Program Source Code

- Include all the source codes (program files) you have written for this lab (screenshots are ok)
- Your program must have adequate documentation for your source codes:
 - O Program description see above on Program Description
 - You must put the following function headers for each function (including class member functions) the function header MUST be placed just above the function declarationin your source code). For Functions, it must have:
 - Function name: name of this function
 - Function description: the purpose of this function and how to use it
 - @param param_name and what the parameter/argument is used for

- @return what is returned from the function
- Separate all .h (definition files) from .cpp (implementation files).
- All member functions MUST be defined outside the class definition. You CAN NOT define member function as inline (inside the class definition) declaration.
- Make sure your screenshots are readable (not too small)

Below is an example of source code

File: print_me_first_main.cpp (list the program file individually)

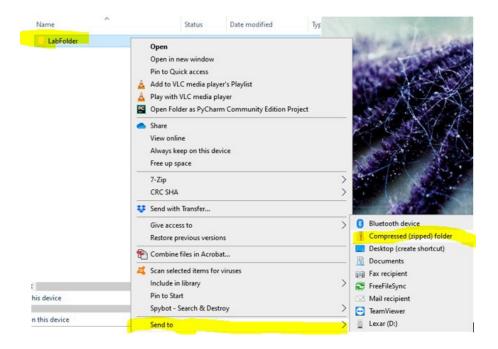
```
//print me first main.cpp
      #include <iostream>
     #include <string>
3
     #include <iomanip>
6
    using namespace std;
9
      * @Purpose - this function print out the person who wrote the program,
      * and date/time the program run.
10
11
      * @parm - name - the author of the program
      * @parm - courseInfo - the name of the course
12
      * @return - none
13
      * @author - Ron Sha
14
15
16
17
     void PrintMeFirst(string name, string courseInfo)
18
19
          cout <<" Program written by: "<< name << endl; // put your name here
          cout <<" Course info: "<< courseInfo << endl;</pre>
20
          time t now = time(0); // current date/time based on current system
21
22
          char* dt = ctime(&now); // convert now to string for
          cout << " Date: " << dt << endl;
23
24
```

File: list other cpp files separately

3. Program Output

- Attach all the program outputs (screenshots)
- Don't place Source code and program output side by side as it is not readable in screenshot
- Make sure your screenshots are readable (not too small)
- Your main program outputs MUST include your name printout (use the print_me_first function/program).
- 2. **Attach Zip file** which contains all your source code (you can zip the folder) and functions. Even if you only have one source file, you MUST still do a zip file of the folder. I must be able to compile and run your program from all the source code programs after I unzip your zip file.

You should create a folder for each lab, and place all your programs, functions and all other files related to this lab in this lab folder. To submit the lab folder, you can use "Send to -> compress" in window file explorer to create a zip file of the folder.



3. Now you can upload both the **pdf file** and **zip file** separately as your assignmentsubmission in canvas.