OBJECT ORIENTED PROGRAMMING

SECTION – C [WEDNESDAY OCTOBER 06, 2021: 2:00 PM – 5:00 PM]

ASSIGNMENTS – 06 (RP06) CODE: ASSIGN06 NOTES:

i) Create files with the following file naming conventions: If your roll number ends with **abc**, year of admission is 20**19** and assignment code is **Assign06** then, use the file name as follows: Assign062019abc.cpp (use appropriate extension .cpp suitably).

For example, if the roll number ends with 127; year of admission is 2019 & the assignment code is Assign06, then the file name should be **Assign062019127.cpp**

ii) Strictly follow the file naming convention. Otherwise, it would attract a penalty up to 20%.

PROBLEM: [Total Marks: 20]

You should choose C++ (.cpp) to solve these problems using Constructors and 2D Arrays Define a class and methods with the same name as suggested above for the file name.

- a) [4 Marks] Define a class: Matrix consisting m rows and n columns
- b) [4 Marks] Write a method to populate the following values: void populateValues(); You may use getter and setter methods as necessary within the above method.

| 2 | 7 | 5 | 11 | 17 | 9 | 3 | 17 | 4 | 3 |
|----|----|----|----|----|----|----|----|----|---|
| 4 | 5 | 3 | 83 | 7 | 8 | 4 | 3 | 7 | 9 |
| 6 | 6 | 11 | 9 | 5 | 15 | 7 | 13 | 23 | 3 |
| 3 | 4 | 8 | 1 | 2 | 7 | 5 | 9 | 4 | 6 |
| 15 | 7 | 3 | 2 | 8 | 8 | 5 | 6 | 89 | 7 |
| 8 | 7 | 13 | 7 | 3 | 1 | 7 | 7 | 41 | 7 |
| 3 | 97 | 7 | 6 | 4 | 7 | 11 | 6 | 2 | 3 |
| 5 | 2 | 5 | 3 | 8 | 4 | 6 | 5 | 1 | 8 |
| 2 | 4 | 3 | 2 | 4 | 9 | 2 | 3 | 5 | 2 |

c) [5 Marks] There is a pattern among the highlighted numbers with white background: Let x be the minimum of three numbers. The pattern follows the property: x, x+1, x+(x+1) and these three elements are organized in 'L' shape. This 'L' shaped pattern may have been rotated either clockwise or anticlockwise once or several times. Now write a function to find and print all such patterns. For example, for the highlighted pattern: 5, 6, 11, you may print the output as follows: 5 – 6 – 11 (one per line).

void findPatterns();

d) [2 Marks] Write a method to find whether a given number is a prime number or not? This method should return 1, if num is a prime number and 0, otherwise.

int isPrime(int num);

e) [5 Marks] There is a pattern among the highlighted numbers with grey background: Let x, y, and z be three prime numbers. The pattern follows the property: x < y < z and these three elements are organized in 'L' shape. This 'L' shaped pattern may have been rotated either clockwise or anticlockwise once or several times. Now write a function to find all such patterns having prime numbers. For example, for the highlighted pattern with grey background: 2 - 5 - 7, you may print the output as follows: 2 - 5 - 7 (one per line)

void findPatternsWithPrimes();