Actividad 4.1: Memoria Dinámica en atributos de clase

CECS2222 Computer Programming II

Nombre: _____ # Est:_____ Sec: _____

Instrucciones para el estudiante:

1. Diseñar una clase, donde sus atributos son apuntadores
2. Implementar la función miembro copy constructor.
3. Implementar el efecto cascado, al momento de entrar la información.
4. Use el apuntador this para acceder los contenidos de los atributos e invocar los métodos dentro de la clase.
5. Tabla Descriptiva
6. Diagrama UML
7. Salida de programa con los datos originales del problema.
8. Envíe su solución en formato PDF.

Descripción de los problemas:

1. (Malik,2017) Programming Exersices Problem 16, pág. 740, Cap 10
   Write the definition of a class, swimmingPool, to implement the properties of a swimming pool. Your class should have the instance variables to store the length (in feet), width (in feet), depth (in feet), the rate (in gallons per minute) at which the water is filling the pool, and the rate (in gallons per minute) at which the water is draining from the pool. Add appropriate constructors to initialize the instance variables. Also add member functions to do the following: determine the amount of water needed to fill an empty or partially filled pool, determine the time needed to completely or partially fill or empty the pool, and add or drain water for a specific amount of time.

Malik, D. S.(2017). C++ Programming: From Problem Analysis to Program Design, 8th Edition.

Valor Total = 100 pts.