

IB9N7 C++ for Quantitative Finance

Worksheet 12

Dynamic polymorphism

03 February 2016
(Week 18)

Objectives for this lab session

By the end of this session, you should have completed the following:

- Work through, modify and extend some examples of virtual inheritance.

Exercises

Exercise 1: 'Simple' examples of virtual inheritance

Consider the following classes and `main` function.

Explain the output it produces.

```
1 #include <iostream>
2 #include <cstdlib>
3
4 class A
5 {
6     public :
7         void f () const {std::cout << "A::f" << std::endl;}
8         void g () const {std::cout << "A::g" << std::endl;}
9         virtual void h () const {std::cout << "A::h" << std::endl;}
10 };
11
12 class B : public A
13 {
14     public :
15         void h () const {std::cout << "B::h" << std::endl;}
16     protected :
17         void f () const {std::cout << "B::f" << std::endl;}
18     private :
19         virtual void g () const {std::cout << "B::g" << std::endl;}
20 };
21
22 class C : public B
23 {
24     public :
25         void f () const {g();}
26         void g () const {h();}
27 };
28
29 void invoke_all(const A & a)
30 {
31     a.f();
32     a.g();
33     a.h();
34 }
35
```

```

36 int main ()
37 {
38     ////////////////////////////////////////////////////
39     // Explain the output of each of the following member function calls
40     ////////////////////////////////////////////////////
41
42     for (int i = 0; i != 78; ++i) std::cout << "-"; std::cout << std::endl;
43
44     A a;
45     invoke_all(a);
46
47     for (int i = 0; i != 78; ++i) std::cout << "-"; std::cout << std::endl;
48
49     B b;
50     invoke_all(b);
51
52     for (int i = 0; i != 78; ++i) std::cout << "-"; std::cout << std::endl;
53
54     C c;
55     invoke_all(c);
56
57     for (int i = 0; i != 78; ++i) std::cout << "-"; std::cout << std::endl;
58
59     return EXIT_SUCCESS;
60 }

```

Exercise 2: Numerical integration

- (a) Run the example from the lecture (you may just use one cpp file for everything if you find it easier). You can download the file from the course page.
- (b) Try to understand the numerical integrations that the code is performing.
- (c) Try it without the keyword `virtual` in the base class `segment` function.
- (d) Implement the midpoint quadrature rule in a new class.
Hint: for the grid interval $[a, b]$, the midpoint rule uses the approximation

$$\int_a^b f \approx (b-a)f\left(\frac{a+b}{2}\right).$$

- (e) Modify the `NIntegrate` class so that it is abstract (by making the `segment` function pure virtual), and provide the trapezium rule functionality instead in a separate derived class.
- (f) Currently the code only works for the provided function `f`, and so is not sufficiently general.
Define a pure abstract base class `Integrand` to replace the function `f` in the example. You may use any interface you wish (possibly but not necessarily overloading the parenthesis operator).

Exercise 3: Equity Monte Carlo

- (a) Download and extract 12_EquityMC.zip, and open the project. This is a simple monte carlo pricer for european equity options. Have a look around and try to understand how it works. Ask for help. (There is some mathematical code here, in the `EuropeanOption` class the Black Scholes formula is implemented to price European options analytically, and in the `Pricer` class the Euler step scheme is implemented. I think you have learnt about this in other courses. It is just included to provide a realistic example. Don't focus on it here.)

- (b) Implement a basket of options: create a new class `BasketOfOptions` which owns several `EuropeanOptions` which all expire at the same time, and which implements the `Payoff` interface. Its payoff should be the sum of the payoffs of the options it contains. Do not worry about an analytic price for it.
- (c) Implement a basket Instrument: create a new class `Basket` which owns several `Payoff`'s which all expire at the same time, and which implements the `Payoff` interface. Its payoff should be the sum of the payoffs of the options it contains. Note that you will have to add a virtual destructor to `Payoff` to make this work.