МИНИСТЕРСТВО ОБРАЗОВАНИЯ И НАУКИ РОССИЙСКОЙ ФЕДЕРАЦИИ МОСКОВСКИЙ АВИАЦИОННЫЙ ИНСТИТУТ

(НАЦИОНАЛЬНЫЙ ИССЛЕДОВАТЕЛЬСКИЙ УНИВЕРСИТЕТ)

**ЛАБОРАТОРНАЯ РАБОТА №2**

по курсу “Объектно-ориентированное программирование» 1 семестр, 2021/22 уч. год

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**Задание**

Разработать программу на языке C++ согласно варианту задания. Программа на C++ должна собираться с помощью системы сборки CMake. Программа должна получать данные из стандартного ввода и выводить данные в стандартный вывод. Операции над объектами реализовать в виде перегрузки операторов. Реализовать пользовательский литерал для работы с константами объектов созданного класса.

***Вариант 9:***

Создать класс BritishMoney для работы с денежными суммами в старой британской системе. Сумма денег должна быть представлена тремя полями: типа unsigned long long для фунтов стерлингов, типа unsigned char – для шиллингов, unsigned char – для пенсов (пенни). Реализовать сложение сумм, вычитание, деление сумм, деление суммы на дробное число, умножение на дробное число и операции сравнения. 1 фунт = 20 шиллингов, 1 шиллинг = 12 пенни.

**Описание программы**

Исходный код лежит в 3 файлах:

1. main.cpp: часть программы, отвечающая за взаимодействие с пользователем через консоль. В ней происходит инициализация объектов и вызов функций работы с ними;
2. BritishMoney.h: описание класса сумм британских денег BritishMoney;
3. BritishMoney.cpp: реализация класса BritishMoney.

Также используется файл CMakeLists.txt с конфигурацией CMake для автоматизации сборки программы.

**Дневник отладки**

Проблем не было.

**Вывод**

В данной лабораторной работе я продолжила знакомство с ООП в языке C++.

Впервые реализовала перегрузку операторов в C++, а также задала пользовательские литералы – константы класса BritishMoney.

И переопределила пользовательский класс BritishMoney, реализовав функции-операции над экземплярами класса в виде перегрузки операторов.

Как и в предыдущей лабораторной, в программе не поддерживаются отрицательные суммы, и потому в программу добавлены соотвествующие проверки

**Исходный код**

BritishMoney.h:

#pragma once  
#include <iostream>  
  
using namespace std;  
  
class BritishMoney  
{  
private:  
 unsigned long long pounds;  
 unsigned char shillings;  
 unsigned char pennies;  
  
public:  
 static const unsigned char penniesPerShilling = 12;  
 static const unsigned char shillingsPerPound = 20;  
  
 BritishMoney();  
 BritishMoney(unsigned long long pounds, unsigned char shillings, unsigned char pennies);  
  
 friend BritishMoney BritishMoneyFromPennies(unsigned long long pennies);  
 friend unsigned long long BritishMoneyToPennies(const BritishMoney& money);  
  
 friend BritishMoney operator+ (const BritishMoney& money1, const BritishMoney& money2);  
 friend BritishMoney operator- (const BritishMoney& money1, const BritishMoney& money2);  
 friend BritishMoney operator\* (const BritishMoney& money, const double factor);  
 friend BritishMoney operator\* (const double factor, const BritishMoney& money);  
 friend BritishMoney operator/ (const BritishMoney& money, const double factor);  
 friend double operator/ (const BritishMoney& money1, const BritishMoney& money2);  
  
 friend bool operator== (const BritishMoney& money1, const BritishMoney& money2);  
 friend bool operator!= (const BritishMoney& money1, const BritishMoney& money2);  
 friend bool operator> (const BritishMoney& money1, const BritishMoney& money2);  
 friend bool operator>= (const BritishMoney& money1, const BritishMoney& money2);  
 friend bool operator< (const BritishMoney& money1, const BritishMoney& money2);  
 friend bool operator<= (const BritishMoney& money1, const BritishMoney& money2);  
  
 friend ostream& operator<< (ostream& stream, const BritishMoney& money);  
 friend istream& operator>> (istream& stream, BritishMoney& money);  
};  
  
BritishMoney operator "" \_pound(unsigned long long pounds);  
BritishMoney operator "" \_shilling(unsigned long long shillings);  
BritishMoney operator "" \_penny(unsigned long long pennies);

BritishMoney.cpp:

#include <stdexcept>  
#include "BritishMoney.h"  
  
BritishMoney::BritishMoney()  
{  
 this->pounds = 0;  
 this->shillings = 0;  
 this->pennies = 0;  
}  
  
BritishMoney::BritishMoney(unsigned long long pounds, unsigned char shillings, unsigned char pennies)  
{  
 if (shillings >= shillingsPerPound || pennies >= penniesPerShilling)  
 throw std::out\_of\_range("BritishMoney constructor: invalid values of shillings or pennies");  
 this->pounds = pounds;  
 this->shillings = shillings;  
 this->pennies = pennies;  
}  
  
BritishMoney BritishMoneyFromPennies(unsigned long long pennies)  
{  
 unsigned char pennies2 = pennies % BritishMoney::penniesPerShilling;  
 unsigned long long shillings = pennies / BritishMoney::penniesPerShilling;  
 unsigned char shillings2 = shillings % BritishMoney::shillingsPerPound;  
 unsigned long long pounds = shillings / BritishMoney::shillingsPerPound;  
  
 return BritishMoney(pounds, shillings2, pennies2);  
}  
  
unsigned long long BritishMoneyToPennies(const BritishMoney& money)  
{  
 unsigned long long pennies = (money.pounds \* BritishMoney::shillingsPerPound + money.shillings) \* BritishMoney::penniesPerShilling + money.pennies;  
 return pennies;  
}  
  
BritishMoney operator+(const BritishMoney& money1, const BritishMoney& money2)  
{  
 unsigned long long pennies1 = BritishMoneyToPennies(money1);  
 unsigned long long pennies2 = BritishMoneyToPennies(money2);  
 unsigned long long pennies3 = pennies1 + pennies2;  
 return BritishMoneyFromPennies(pennies3);  
}  
  
BritishMoney operator-(const BritishMoney& money1, const BritishMoney& money2)  
{  
 unsigned long long pennies1 = BritishMoneyToPennies(money1);  
 unsigned long long pennies2 = BritishMoneyToPennies(money2);  
 if (pennies1 < pennies2)  
 throw std::out\_of\_range("BritishMoney operator-: money1 less than money2");  
 unsigned long long pennies3 = pennies1 - pennies2;  
 return BritishMoneyFromPennies(pennies3);  
}  
  
BritishMoney operator\*(const BritishMoney& money, const double factor)  
{  
 if (factor < 0.0)  
 throw std::out\_of\_range("BritishMoney operator\*: second parameter is less than zero");  
 unsigned long long pennies = BritishMoneyToPennies(money);  
 unsigned long long pennies2 = (unsigned long long)(pennies \* factor);  
 return BritishMoneyFromPennies(pennies2);  
}  
  
BritishMoney operator\*(const double factor, const BritishMoney& money)  
{  
 if (factor < 0.0)  
 throw std::out\_of\_range("BritishMoney operator\*: first parameter is less than zero");  
 return money \* factor;  
}  
  
BritishMoney operator/(const BritishMoney& money, const double factor)  
{  
 if (factor == 0.0)  
 throw std::out\_of\_range("BritishMoney operator/: second parameter is zero or less");  
  
 unsigned long long pennies = BritishMoneyToPennies(money);  
 unsigned long long pennies2 = (unsigned long long)(pennies / factor);  
 return BritishMoneyFromPennies(pennies2);  
}  
  
double operator/(const BritishMoney& money1, const BritishMoney& money2)  
{  
 unsigned long long pennies1 = BritishMoneyToPennies(money1);  
 unsigned long long pennies2 = BritishMoneyToPennies(money2);  
 if (pennies2 == 0)  
 throw std::out\_of\_range("BritishMoney operator-: second parameter is zero");  
 double factor = (double)pennies1 / (double)pennies2;  
 return factor;  
}  
  
bool operator==(const BritishMoney& money1, const BritishMoney& money2)  
{  
 unsigned long long pennies1 = BritishMoneyToPennies(money1);  
 unsigned long long pennies2 = BritishMoneyToPennies(money2);  
 bool result = pennies1 == pennies2;  
 return result;  
}  
  
bool operator!=(const BritishMoney& money1, const BritishMoney& money2)  
{  
 unsigned long long pennies1 = BritishMoneyToPennies(money1);  
 unsigned long long pennies2 = BritishMoneyToPennies(money2);  
 bool result = pennies1 != pennies2;  
 return result;  
}  
  
bool operator>(const BritishMoney& money1, const BritishMoney& money2)  
{  
 unsigned long long pennies1 = BritishMoneyToPennies(money1);  
 unsigned long long pennies2 = BritishMoneyToPennies(money2);  
 bool result = pennies1 > pennies2;  
 return result;  
}  
  
bool operator>=(const BritishMoney& money1, const BritishMoney& money2)  
{  
 unsigned long long pennies1 = BritishMoneyToPennies(money1);  
 unsigned long long pennies2 = BritishMoneyToPennies(money2);  
 bool result = pennies1 >= pennies2;  
 return result;  
}  
  
bool operator<(const BritishMoney& money1, const BritishMoney& money2)  
{  
 unsigned long long pennies1 = BritishMoneyToPennies(money1);  
 unsigned long long pennies2 = BritishMoneyToPennies(money2);  
 bool result = pennies1 < pennies2;  
 return result;  
}  
  
bool operator<=(const BritishMoney& money1, const BritishMoney& money2)  
{  
 unsigned long long pennies1 = BritishMoneyToPennies(money1);  
 unsigned long long pennies2 = BritishMoneyToPennies(money2);  
 bool result = pennies1 <= pennies2;  
 return result;  
}  
  
ostream& operator<<(ostream& stream, const BritishMoney& money)  
{  
 unsigned long long pounds = money.pounds;  
 unsigned int shillings = money.shillings;  
 unsigned int pennies = money.pennies;  
  
 stream << "(" << pounds << "," << shillings << "," << pennies << ")";  
 return stream;  
}  
  
istream& operator>>(istream& stream, BritishMoney& money)  
{  
 unsigned long long pounds;  
 unsigned int shillings;  
 unsigned int pennies;  
 char leftBracket, rightBracket, comma1, comma2;  
  
 stream >> leftBracket >> pounds >> comma1 >> shillings >> comma2 >> pennies >> rightBracket;  
 money.pounds = pounds;  
 money.shillings = shillings;  
 money.pennies = pennies;  
  
 return stream;  
}  
  
BritishMoney operator "" \_pound(unsigned long long pounds)  
{  
 unsigned long long shillings = pounds \* BritishMoney::shillingsPerPound;  
 unsigned long long pennies = shillings \* BritishMoney::penniesPerShilling;  
 return BritishMoneyFromPennies(pennies);  
}  
  
BritishMoney operator "" \_shilling(unsigned long long shillings)  
{  
 unsigned long long pennies = shillings \* BritishMoney::penniesPerShilling;  
 return BritishMoneyFromPennies(pennies);  
}  
  
BritishMoney operator ""\_penny(unsigned long long pennies)  
{  
 return BritishMoneyFromPennies(pennies);  
}

CMakeLists.txt:

cmake\_minimum\_required(VERSION 3.21)  
project(oop\_exercise\_02)  
  
set(CMAKE\_CXX\_STANDARD 14)  
  
include\_directories(.)  
  
add\_executable(oop\_exercise\_02  
 BritishMoney.cpp  
 BritishMoney.h  
 main.cpp)