

# Lab rapport in C++ OOP

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## 1 Preamble

Assignment was to create a Bank which operated the way the lab described.

## 2 The Code

### 2.1 placement

I've decided to keep all files associated with the lab in the root of the project folder.

### 2.2 namespace

I chose to remove

```
1 using namespace std;
```

from all files it was previously used in. I find that this improves readability and clearly separates std functions from self-made ones.

### 2.3 code

Only difference between this lab and Lab 2 is the polymorphism. Only functions from the original project that needed to be changed where:

- savetoFile and loadFrom file
  - needed to alter the functions to work with accountType and amountWithdrawals
- Account class:

- made some functions *virtual* and moved the *private* variables to *protected* as this will be baseclass in a polymorphism.
- added a Menu object in TestApp class
  - to take the values from user for accountType
- All i then needed to do was to create the child classes
  - TransactionAccount
  - SavingsAccount
    - \* *LongTermSavingsAccount*

Still I have not had the need for a shared pointer.

## 2.4 AccountInfo

To easily manage and return account info for all the accountTypes i revised the AccountInfo struct to this:

```

1 struct AccountInfo
2 {
3     const unsigned int accountNo;
4     const std::string accountType;
5     const double balance;
6     const double credit;
7     const double interest;
8     const double available;
9     //default constructor
10    AccountInfo()
11    :accountNo(0),balance(0),credit(0),interest(0),available(0){}
12    //constructor
13    AccountInfo(const unsigned int pAccountNo,const std::string &
14                & pAccountType,const double pBalance, const double
15                pCredit, const double pInterest, const double pAvailable)
16    :accountNo(pAccountNo),accountType(pAccountType),balance(pBalance),
17      credit(pCredit),interest(pInterest),available(pAvailable){}
18 };

```

I return this struct up through the classes:

$$Account \rightarrow Customer \rightarrow Bank$$

All of them contain a function called:

```
1 ClassName::getAccountInfo(const unsigned int)
```

for whenever printing account info on specific account is needed.

I initialize the struct in Account class using the virtual getFunctions for all the values. Like this:

```
1 // this function will follow to the other classes and give ↵
  correct values for all.
2 const AccountInfo Account::getAccountInfo() const
3 {
4     return AccountInfo(accountNo,getTypeText(),balance,getCredit↵
        (),getInterest(),getUsableBalance());
5 }
```

accountNo and balance are the only variables that are in common for all the accounts. Therefore I don't have to use get in their case. The other values return 0 (basecase definition of virtual function) unless the child class contains the variables.

### 3 Question

I'm pretty sure what I did was correct. I did not see a requirement to be able to set interest for any type of account. So I didn't add one. However one requirement was that the *LongTermSavingsAccount* should always have 2% higher interest rate than *SavingsAccount*. I wasn't really sure how I should implement this. I ended up overriding the getInterest function of the *LongTermSavingsAccount* class to return the interest + 2% like this:

```
1 //In SavingsAccount.hpp:
2 protected:
3 static double interest;
4 virtual const double getInterest() const override;
5
6 //In SavingsAccount.cpp
7 const double SavingsAccount::getInterest() const
8 {
9     return interest;
10 }
11
12 //In \emph{LongTermSavingsAccount}.hpp
13 protected:
14 virtual const double & getInterest() const override;
```

```

15
16 // In \emph{LongTermSavingsAccount}.cpp
17 double SavingsAccount::interest;
18 const double & \emph{LongTermSavingsAccount}::getInterest() ←
    const
19 {
20     return interest+0.02;
21 }

```

I ended up with a *LongTermSavingsAccount* class that in every sense (except variable value) always reported having 2% higher interest rate than *SavingsAccounts*.

## 4 Building/Compiling

Just run *make* in the Lab directory. To run the program run *make run* in same directory.

## 5 Enviroment

I'm programming on an Arch linux 64-bit system. I've got the gcc compiler installed and compile using it's g++ alias which links necessary libraries automatically. To compile I use the recommended flags: "-std=c++11 -Wall -pedantic". The flags let me choose to use c++11 standard and give me useful compiling warnings and errors. For editing of code i use VS code.

## 6 Backup

And if anything's missing you can find it on:

github: <https://github.com/Hergeirs/Cpp-Obj/tree/master/Level%202/Lab2>

Cpp-obj/Lab1

September 23, 2017