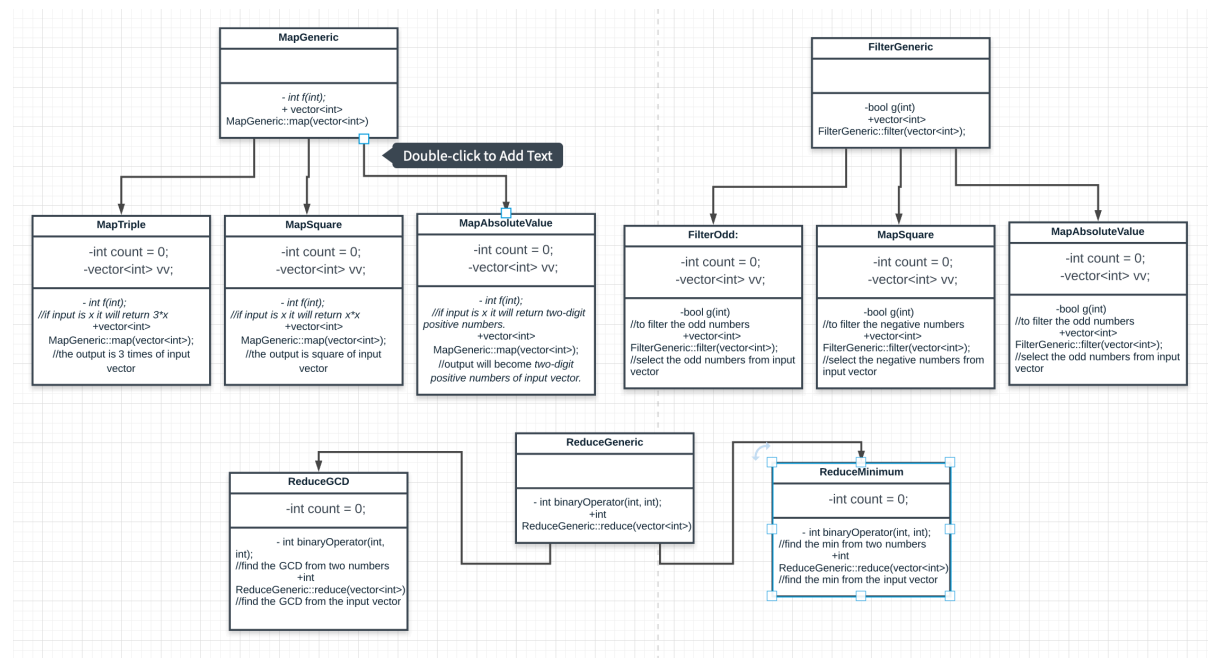


Design

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Description:

MapGeneric: has a private method `int f(int)` that specifies the operation we want to map onto a list. This method is overridden later in the derived classes to deliver specific map operations. The function f can be declared to be pure virtual. There also have a public method `vector<int> MapGeneric::map(vector<int>)`

- `int f(int);`
+ `vector<int> MapGeneric::map(vector<int>)`

MapTriple: this class inherits MapGeneric class. There have two methods:

- `int f(int);` //if input is x it will return $3 \times x$
+ `vector<int> MapGeneric::map(vector<int>);` //the output is 3 times of input vector

MapSquare: this class inherits MapGeneric class. There have two methods:

- `int f(int);` //if input is x it will return $x \times x$
+ `vector<int> MapGeneric::map(vector<int>);` //the output is square of input vector

MapAbsoluteValue: this class inherits MapGeneric class. There have two methods:

- `int f(int);` //if input is x it will return two-digit positive numbers.
+ `vector<int> MapGeneric::map(vector<int>);` //output will become two-digit positive numbers of input vector.

FilterGeneric: has a private method `bool g(int)` that specifies the operation we want to map onto a list. This method is overridden later in the derived classes to deliver specific map operations.

- `bool g(int)`
+ `vector<int> FilterGeneric::filter(vector<int>);`

FilterOdd: this class inherits FilterGeneric, there have two class:

-bool g(int)//to filter the odd numbers

+ vector<int> FilterGeneric::filter(vector<int>);//select the odd numbers from input vector

FilterNonPositive: this class inherits FilterGeneric, there have two class:

-bool g(int)//to filter the negative numbers

+ vector<int> FilterGeneric::filter(vector<int>);//select the negative numbers from input vector

FilterForTwoDigitPositive: this class inherits FilterGeneric, there have two class:

-bool g(int)//to filter the odd numbers

+ vector<int> FilterGeneric::filter(vector<int>);//select the odd numbers from input vector

ReduceGeneric: has a private method int binaryOperator(int, int) that specifies the operator. This method is overridden later in the derived classes to deliver specific map operations.

- int binaryOperator(int, int);

+int ReduceGeneric::reduce(vector<int>)

ReduceMinimum: this class is inherits ReduceGeneric. There have two classes:

- int binaryOperator(int, int);//find the min from two numbers

+int ReduceGeneric::reduce(vector<int>)//find the min from the input vector

ReduceGCD: this class is inherits ReduceGeneric. There have two classes:

- int binaryOperator(int, int);//find the GCD from two numbers

+int ReduceGeneric::reduce(vector<int>)//find the GCD from the input vector

Testing:

Testing for MapGeneric, MapTriple, MapSquare and MapAbsoluteValue classes:

Input: 1, 3, 5, 9, 10

Expect output:

3 9 15 27 30

1 9 25 81 100

25 81

Output:

3 9 15 27 30

1 9 25 81 100

25 81

Input: 6, -11, -15, 50

Expect output:

18 33 45 150

36 121 225 2500

36

Output:

18 33 45 150

36 121 225 2500

36

Testing for FilterGeneric, FilterOdd, FilterNonPositive and FilterForTwoDigitPositive:

Input: 6, -11, 53, -16, 73, 128, 105, 104, -71

Expect output:

-11 53 73 105 -71

-11 -16 -71

53 73

Output:

-11 53 73 105 -71

-11 -16 -71

53 73

Input: -5, -24, -123, -81, 200, 157, -72, 24

Expect output:

-5 -123 -81 157

-5 -24 -123 -81 -72

24

Output:

-5 -123 -81 157

-5 -24 -123 -81 -72

24

Testing for ReduceGeneric, ReduceMinimum and ReduceGCD:

Input: 4 16 18

Expect output: 4 2

Output: 4 2

Input: 15 25 5 225

Expect output: 5 5

Output: 5 5