

## POO (10:00-11:00)

Write the class **Function** so that the following code

```
#include "Function.h"

int main()
{
    std::vector<Function> functions = {
        Function("5"),
        Function("3 + 2 - 6 + 15"),
        Function("a + 2"),
        Function("3 * 2"),
        Function("3 +"),
    };
    for (auto function : functions)
    {
        try {
            function.validate();
            std::cout << function.eval() << std::endl;
        }
        catch (const std::exception& e) {
            std::cout << e.what() << std::endl;
        }
    }
    try {
        std::cout << "4th value of f1 is " << functions[0].value(4) << std::endl;
    }
    catch (const std::exception& e) {
        std::cout << e.what() << std::endl;
    }
    try {
        std::cout << "4th value of f2 is " << functions[1].value(4) << std::endl;
    }
    catch (const std::exception& e) {
        std::cout << e.what() << std::endl;
    }
    auto count = 0;
    auto func = ... {
        if (val > 5) count++;
    };
    functions[1].iterate_values(func);
    std::cout << "Found " << count << " values over 5";
}
```

compiles and upon execution prints the following to the screen:

```
5
14
invalid stoi argument
Invalid expression, wrong operator
Invalid expression, incorrect number of tokens
Invalid value position
4th value of f2 is 15
Found 2 values over 5
```

Carefully read the main function to deduce what methods/operators should be included in Function class.

**Observations:**

- Use STL to solve this problem
- Function supports only addition and subtraction
- Exception messages can be different as long the error can clearly be understood and matches the idea in the example

**Grading (informative):**

<b>G1</b>	Organize your project in 3 files: <b>main.cpp</b> , <b>Function.h</b> and <b>Function.cpp</b>	2p
<b>G2</b>	Function to split the given argument into an array of tokens	3p
<b>G3</b>	Constructor that splits the text into tokens	1p
<b>G4</b>	Method validate using exceptions	5p
<b>G5</b>	Method eval	4p
<b>G6</b>	Method value	2p
<b>G7</b>	Exception for method value	2p
<b>G8</b>	Method iterate_values	3p
<b>G9</b>	Fill the blank space in order for func to be properly defined	5p
<b>G10</b>	Code compiles and upon execution prints the correct output	3p