

Swinburne University of Technology
Faculty of Science, Engineering and Technology

ASSIGNMENT COVER SHEET

Subject Code: COS30008
Subject Title: Data Structures and Patterns
Assignment number and title: 1, Solution Design in C++
Due date: Thursday, March 24, 2022, 14:30
Lecturer: Dr. Markus Lumpe

Your name: _____ **Your student ID:** _____

Check Tutorial	Mon 10:30	Mon 14:30	Tues 08:30	Tues 10:30	Tues 12:30	Tues 14:30	Tues 16:30	Wed 08:30	Wed 10:30	Wed 12:30	Wed 14:30

Marker's comments:

Problem	Marks	Obtained
1	38	
2	60	
3	38	
4	20	
Total	156	

Extension certification:

This assignment has been given an extension and is now due on _____

Signature of Convener: _____

```
1
2 // COS30008, Tutorial 2, 2022
3
4 #include "Polygon.h"
5
6 #include <stdexcept>
7
8 using namespace std;
9
10
11 float Polygon::getSignedArea() const
12 {
13     double leftSum = 0.0;
14     double rightSum = 0.0;
15
16     for (int i = 0; i < fNumberOfVertices; ++i) {
17         int j = (i + 1) % fNumberOfVertices;
18         leftSum += fVertices[i].getX() * fVertices[j].getY();
19         rightSum += fVertices[j].getX() * fVertices[i].getY();
20     }
21
22     return 0.5 * abs(leftSum - rightSum);
23 }
24
```

```
1 // COS30008, Tutorial 3, 2022
2
3 #include "Polynomial.h"
4 #include <cmath>
5 using namespace std;
6
7
8 double Polynomial::operator()(double aX) const
9 {
10     double x = 0.0;
11     for (int i = 0; i <= fDegree; i++)
12     {
13         x += fCoeffs[i] * pow(aX, i);
14     }
15     return x;
16 }
17 // derivative is broken
18 Polynomial Polynomial::getDerivative() const
19 {
20     //Polynomial Result;
21
22     // Result.fDegree = Result.fDegree - 1;
23
24     // return Result;
25     Polynomial Result;
26     Result.fDegree = fDegree - 1;
27     for (int i = 1; i <= fDegree; i++)
28     {
29         Result.fCoeffs[i - 1] = fCoeffs[i] * i;
30     }
31     return Result;
32 }
33
34 Polynomial Polynomial::getIndefiniteIntegral() const
35 {
36     Polynomial Result;
37
38     Result.fDegree = Result.fDegree + 1;
39     for (int i = 0; i <= Result.fDegree; i++)
40     {
41         Result.fCoeffs[i+1] = fCoeffs[i] / (i+1);
42     }
43
44
45     return Result;
46 }
47
48 double Polynomial::getDefiniteIntegral(double aXLow, double aXHigh) const
49 {
```

```
50     double result = 0.0;
51     Polynomial Poly = getIndefiniteIntegral();
52     for (int i= 0; i <= Poly.fDegree; i++)
53     {
54         result += Poly.fCoeffs[i] * pow(aXHigh, i);
55         result -= Poly.fCoeffs[i] * pow(aXLow, i);
56     }
57     return result;
58 }
59
60
61 // working out, can be ignored
62 //Polynomial IndefIntegral = getIndefiniteIntegral();
63 ////this->getIndefiniteIntegral() - Result(aXHigh).getIndefiniteIntegral  ↗
64 //    ();
65 //return 0.0f;
66 // double widthOfRectangle = (aXHigh - aXLow) / fDegree;
67 // double area = 0.0;
68 // double heightOfRectangle = 0;
69 //
70 // for (int i = 0; i < fDegree; ++i)
71 // {
72 //     heightOfRectangle = IndefIntegral(aXLow + (i + 0.5) *  ↗
73 //         widthOfRectangle) * IndefIntegral(aXLow + (i + 0.5) * widthOfRectangle);
74 //     area += heightOfRectangle * widthOfRectangle; // find the area of  ↗
75 //     the rectangle and add it to the previous area. Effectively summing up the  ↗
76 //     area under the curve.
77 // }
```

```
1  #include "Combination.h"
2  Combination::Combination(size_t aN, size_t aK)
3  {
4      fN = aN;
5      fK = aK;
6  }
7
8  size_t Combination::getN() const
9  {
10     return this->fN;
11 }
12
13 size_t Combination::getK() const
14 {
15     return this->fK;
16 }
17
18 unsigned long long Combination::operator>() const
19 {
20     int result = 1;
21     size_t lK = fK;
22
23     if (lK > fN - lK)
24     {
25         lK = fN - lK;
26     }
27     for (int i = 0; i < lK; ++i)
28     {
29         result *= (fN - i);
30         result /= (i + 1);
31     }
32
33     return result;
34 }
35
```

```
1 #include "BernsteinBasisPolynomial.h"
2 BernsteinBasisPolynomial::BernsteinBasisPolynomial(unsigned int aV, unsigned int aN)
3 {
4 }
5
6 double BernsteinBasisPolynomial::operator()(double aX) const
7 {
8     double cube = (1 - aX) * (1 - aX) * (1 - aX);
9     double xSquared = aX * aX;
10    return (10 * xSquared) * cube;
11 }
12
```