

## Homework 3

Object-Oriented Design

Due Wednesday Feb. 26 at 23:59 pm

Instruction: Please use either Visual C++ or g++ compiler. Please hand it in through Canvas. If necessary, please include a short readme.txt file. For Visual C++, please zip the whole directory of the project (exclude the Debug directory) and submit the zip file.

**Zero point if your code cannot be compiled**

**Zero point if you hand it in late**

**Hint1: You can download the source code examples from the textbooks webpage that is on the syllabus.**

**Hint2: google is a friend. If you search how to use C++ functions, compiling errors, and even tutorials.**

**Five** questions total. All the questions are in the required textbook:

9.17 (10 pts) (Constructor Overloading) Explain in text file. Name the file 9\_17.txt.

9.12 (30 pts) (Enhancing Class Rectangle)

\* The file name contains the main function should be “pro1.cc” or “pro1.cpp.” The class *Point* should have Point.h as its header and Point.cpp as its implement. The class *Rectangle* should have Rectangle.h as its header and Rectangle.cpp as its implement. The pro1.cpp is provided.

9.19 (30 pts) (Date Class Modification)

\* The file name contains the main function should be “pro2.cc” or “pro2.cpp.” The class *Date* should have Date.h as its header and Date.cpp as its implement. The pro2.cpp is provided.

9.20 (30 pts) (SavingsAccount Class)

\* The file name contains the main function should be “pro3.cc” or “pro3.cpp.” The class *SavingsAccount* should have SavingsAccount.h as its header and SavingsAccount.cpp as its implement. The pro3.cpp is provided.

9.23 (**Extra** 10 pts) (Card Shuffling and Dealing)

\* The file name contains the main function should be “pro4.cc” or “pro4.cpp.” The class *Card* should have Card.h as its header and Card.cpp as its implement. The class *DeckOfCards* should have DeckOfCards.h as its header and DeckOfCards.cpp as its implement. The pro4.cpp is provided.