实验九:多态&文件&模板&异常

实验目的

- 1. 掌握虚函数、多态、静态绑定和动态绑定
- 2. 掌握函数模板和函数模板的特化、类模板和类模板的特化
- 3. 掌握顺序文件的读写
- 4. 理解异常的处理机制,掌握如何声明新的异常

实验作业

作业一(习题 12.12, Employee 类继承层次)

1. 问题描述

Modify the payroll system of Figs. 12.9–12.17 to include private data member birthDate in class Employee. Use class Date from Figs. 10.6–10.7 to represent an employee's birthday. Assume that payroll is processed once per month. Create a vector of Employee references to store the various employee objects. In a loop, calculate the payroll for each Employee (polymorphically), and add a \$100.00 bonus to the person's payroll amount if the current month is the month in which the Employee's birthday occurs.

2. 实验提示

取当前时间函数:

方法一:

```
return 0;
}
```

方法二:

```
#include <iostream>
#include <ctime>
using namespace std;
int main()
{
    time_t nowtime;
    struct tm* ptm;
    time(&nowtime);
    ptm = localtime(&nowtime);
    cout<<ptm->tm_year + 1900<<"-"<<ptm->tm_mon + 1<<"-"
        <<ptm->tm_mday<<" "
        <<ptr>        <<ptr>            <<pre>cptm->tm_hour<<":"<<ptm->tm_min<<":"<<ptm->tm_sec;
            return 0;
}
```

3. 结果示例

```
Employees processed polymorphically via dynamic binding:
salaried employee: John Smith
birthday: June 15, 1944
social security number: 111-11-1111
weekly salary: 800.00
earned $800.00
hourly employee: Karen Price
birthday: April 29, 1960
social security number: 222-22-2222
hourly wage: 16.75; hours worked: 40.00
HAPPY BIRTHDAY!
earned $770.00
commission employee: Sue Jones
birthday: September 8, 1954
social security number: 333-33-3333
gross sales: 10000.00; commission rate: 0.06
earned $600.00
base-salaried commission employee: Bob Lewis
birthday: March 2, 1965
social security number: 444-44-4444
gross sales: 5000.00; commission rate: 0.04; base salary: 300.00 earned $500.00
deleting object of class SalariedEmployee
deleting object of class HourlyEmployee
deleting object of class CommissionEmployee
```

作业二 (顺序文件的读写)

1. 问题描述

用 for 结构为 ASCII 字符集中 ASCII 码值从 33~126 的字符打印出一张 ASCII 码 表到一个**顺序文件** "ascii.txt"中。要求输出十进制值、八进制值、十六进制值和 ASCII 码值,并在程序中使用流操纵算子 dec、oct 和 hex。写入文件后,再次从文件中读取每一行并打印到屏幕。

2. 实验提示

表头打印:

```
cout << setw( 7 ) << "Decimal" << setw( 9 ) << "Octal " << setw( 15 ) << "Hexadecimal " << setw( 13 ) << "Character" << showbase << '\n';
```

3. 结果示例

结果的部分拷屏如下图,实际结果应显示33~126之间的字符。

Decimal	Octal	Hexadecimal	Character
33	041	0x21	*
34	042	0×22	
35	043	0×23	#
36	044	0×24	\$
37	045	0×25	%
38	046	0×26	&
39	047	0x27	
40	050	0x28	(
41	051	0×29)
42	052	0x2a	×
43	053	0x2b	+
44	054	0x2c	
45	055	0x2d	
46	056	0x2e	
47	057	0x2f	/
48	060	0×30	0
49	061	0x31	1
50	062	0x32	2
51	063	0x33	3
52	064	0×34	4
53	065	0×35	5
54	066	0x36	6
55	067	0x37	7
56	070	0x38	8
	•		•

作业三(Array 类模板)

1. 问题描述

修改图 10.10~11 的 Array 类,写一个类模板 Array,增加一个非类型参数: int 类型的普通参数,表示数组的大小。此类模板支持任意基本数据类型的元素,测试将类模板特化为 int 和 float 元素,并测试成员函数。

2. 结果示例

```
Enter 5 integer values:
1 2 3 4 5
The values in intArray are:
1 2 3 4 5
Enter 5 floating point values:
3.4 1.0 2.6 3.0 34
The values in the doubleArray are:
3.4 1 2.6 3 34
```

作业四(异常处理的逻辑流程)

1. 问题描述

Suppose a program throws an exception and the appropriate exception handler begins executing. Now suppose that the exception handler itself throws the same type of exception. Does this create infinite recursion? Write a program to check your observation.

2. 实验提示

- a) 定义一个 runtime_error 派生类 class TestException : public runtime_error{}
- b) main 函数

参考教材的 main 函数 16.2, 在 try 语句块中抛出异常,并且在异常处理部分重新抛出该异常。

3. 结果示例

```
This is a test
abnormal program termination
```

作业五(构造函数、析构函数和异常处理)

1. 问题描述

Write a program illustrating that member object destructors are called for only those member objects that were constructed before an exception occurred.

2. 实验提示

a) 定义类 Item, 并包含整型成员变量 value, 并在 Item 的构造函数中定义 条件判断语句以抛出异常, 例如:

if (value == 3) throw runtime_error("An exception was thrown");

b) main 函数 main 函数中构建若干 Item 对象,并在合适位置打印测试语句。

3. 结果示例

```
Constructing an object of class ItemGroup
Item 1 constructor called
Item 2 constructor called
Item 3 constructor called
Item 2 destructor called
Item 1 destructor called
An exception was thrown
```