**SEP200 Review**

1. You have been given the class **Shape** as well as a **main()** function.
   1. Create the child classes **Square**, **Circle**, and **Rectangle**. Create the **constructors**, **destructors**, the **Calculate** area function if necessary, and anything else that is required.
   2. Could the function **CalculateArea()** be moved to protected?

#include <iostream>

using namespace std;

class Shape {

double width;

protected:

double radius;

double length;

public:

Shape() { length = width = radius = 0.0; };

Shape(double l, double w, double r) {

length = l;

width = w;

radius = r;

cout << "Shape::Shape" << endl;

};

double CalculateArea() {//could this be moved to protected

return length \* width;

};

~Shape() {

cout << "Shape::~Shape" << endl;

}

};

int main() {

Circle circle(0, 0, 7.0);

Square square(6.0, 0, 0);

Rectangle rectangle(5.0, 4.0, 0);

cout << "The area of the circle is " << circle.CalculateArea() << endl;

cout << "The area of the square is " << square.CalculateArea() << endl;

cout << "The area of the rectangle is " << rectangle.CalculateArea() << endl;

return 0;

}

See [CalculateArea.cpp](https://mwatler.github.io/sep200/Week7/CalculateArea.cpp) for the answer.

1. You have been given the class **MathBase** as well as partially implemented classes **Rectangle** and **Circle**.
   1. Complete the implementation of the classes **Rectangle** and **Circle**.
   2. In **main(),** create two objects of type **Rectangle** and **Circle** which are accessible through the base class **MathBase**. Initialize **Rectangle** with **(5.0,6.0,7.0)** and **Circle** with **(4.0,8.0).**
   3. In **main(),** create for-next loop that prints out the perimeter, area and volume for the objects of type **Rectangle** and **Circle**.
   4. What do you expect to see when **PrintGetArea()** is called both times?

See the code on the next page.

See [Geometry.cpp](https://mwatler.github.io/sep200/Week7/Geometry.cpp) for the answer.

#include <iostream>

using namespace std;

class MathBase {

public:

double GetPerimeter() {

cout << "GetPerimeter Error: You have hit the base class" << endl;

return 0.0;

}

virtual double GetArea() {

cout << "GetArea Error: You have hit the base class" << endl;

return 0.0;

}

virtual double GetVolume() = 0;

};

class Rectangle : public MathBase {

double length, width, height;

public:

Rectangle(double l, double w, double h) {

length = l;

width = w;

height = h;

}

**//Add code here**

};

class Circle : public MathBase {

double radius, height;

const double PI = 3.1416;

public:

Circle(double r, double h) {

radius = r;

height = h;

}

**//Add code here**

};

void PrintGetArea(MathBase& shape) {

cout << shape.GetArea() << endl;

}

void PrintGetArea(Rectangle& shape) {

cout << shape.MathBase::GetArea() << endl;

}

int main(void) {

const int NUM = 2;

**//Add code here**

cout << "Testing PrintGetArea()" << endl;

PrintGetArea(\*math[0]);

PrintGetArea((Rectangle&)\*math[1]);

for (int i = 0; i < NUM; ++i) delete math[i];

return 0;

}

1. Create two functions called **division()**.
   1. The first accepts the **numerator** and **denominator** of the same type. It returns the type of both the numerator and denominator.
   2. The second accepts the **numerator** and **denominator** of differing types. It returns the type of the numerator.
   3. Do the arguments to **division()** have to be references?

For a sample run, see the **main()** function.

#include <iostream>

using namespace std;

division() {//Complete the function prototype

//Complete the function

}

division() {//Complete the function prototype

//Complete the function

}

int main(void) {

double a = 10.0;

double b = 4.0;

int c = 3;

double result1, result2;

result1 = division(a, b);

cout << "result1 is " << result1 << endl;

result2 = division(a, c);

cout << "result2 is " << result2 << endl;

return 0;

}

See [Division.cpp](https://mwatler.github.io/sep200/Week7/Division.cpp) for the solution.

1. Create a class called **Average**.
   1. This class has three variables. The first variable is called **result** and is of a certain type. The second and third variables are called **runningTotal** and **Marks[N]** and are of the same type. The size of the array **N** is also of the same type. **runningTotal** is the running total of all values inside the **Marks** array which has **N** elements. **result** is the running total divided by the number of marks.
   2. The class **Average** will have two functions: **AddMarks()** which copies an array of marks into **Marks[]**, and **GetAverage()** which calculates the running total of all marks in **Marks[]** and returns **result** as **runningTotal/N**.
   3. In **main(),** create an object of type **Average** where **result** is of type double, **running** total and **Marks[]** are of type int, and **N** is 5 and is of type int.

See **main()** for a sample run.

#include <iostream>

using namespace std;

class Average {

public:

AddMarks() {//Complete the function prototype

//Complete the function

}

GetAverage() {//Complete the function prototype

//Complete the function

}

};

int main(void) {

const int size = 5;

int mark[] = { 77,66,77,78,76 };

//Create an object called **a** of type Average where result will be of type double

//runningTotal and Marks[] of type int, and N is 5 and is of type int.

a.AddMarks(mark, size);

double result = a.GetAverage();

cout << "result is " << result << endl;

return 0;

}

See [Average.cpp](https://mwatler.github.io/sep200/Week7/Average.cpp) for the solution.

1. Create the class **Student** based on the class **Person**. The class **Person** has been fully implemented. The class **Student** has two variables: a **marks** array of type double, and a **numMarks** of type int. Based on the usage of **Student** in **main(),** complete the class **Student**. This includes:
   1. The **constructors**, the **copy constructor**, the **copy assignment**, and the **destructor**.
   2. Getter and setter functions for **name**. A **SetMarks()** function. A **GetAverage()** function.

//Student.cpp - source code for student

#define \_CRT\_SECURE\_NO\_WARNINGS

#include <string.h>

#include <iostream>

class Person {

char\* name;

protected:

void SetName(const char\* \_name) {

if (name != nullptr) delete[] name;

int len = strlen(\_name) + 1;

name = new char[len];

strcpy(name, \_name);

}

char\* GetName() const { return name; }

public:

Person() {

name = nullptr;

}

Person(const char \*\_name){

int len = strlen(\_name) + 1;

name = new char[len];

strcpy(name, \_name);

}

virtual ~Person() {

if (name != nullptr) delete[] name;

}

};

class Student :public Person {//Complete the class

};

int main(void) {

double marks1[] = { 55.0, 66.0, 66.0, 76.0 };

Student student1("Beth", marks1, 4);

double marks2[] = { 77.0, 66.0, 82.0, 86.0, 90.0 };

Student student2("John", marks2, 5);

Student student3(student2);

student3.SetName("Barry");

Student student4;

student4 = student1;

std::cout << student1.GetName() << " has an average of " << student1.GetAverage() << "%" << std::endl;

std::cout << student2.GetName() << " has an average of " << student2.GetAverage() << "%" << std::endl;

std::cout << student3.GetName() << " has an average of " << student3.GetAverage() << "%" << std::endl;

std::cout << student4.GetName() << " has an average of " << student4.GetAverage() << "%" << std::endl;

return 0;

}

See [Student.cpp](https://mwatler.github.io/sep200/Week7/Student.cpp) for the solution.

1. You have been given the class declaration and function definitions for the class **Player**. You must implement the operators **operator>>**, **operator<<**, **operator>**, and **operator<** according to how they are used in **main()**. Keep in mind that **operator>>** is a friend to the class **Player**.

For the solution, see [Player.h](https://mwatler.github.io/sep200/Week7/Player.h), [Player.cpp](https://mwatler.github.io/sep200/Week7/Player.cpp), and [CardGame.cpp](https://mwatler.github.io/sep200/Week7/CardGame.cpp).

In the file Player.h:

//Player.h - class declaration for a card player

#include <iostream>

class Player {

std::string name;

int numTokens;

int card;

public:

Player();

Player(std::string, int);

void PlayCard();

int GetCard() const;

int GetTokens() const;

void SetTokens(int num);

void DisplayInfo() const;

friend void operator>>(Player& p1, Player& p2);

};

In the file Player.cpp:

//Player.cpp - function definitions for a card player

#include <iostream>

#include "Player.h"

using namespace std;

Player::Player() {

name="";

numTokens=0;

card=0;

}

Player::Player(std::string nm, int tokens) {

name = nm;

numTokens = tokens;

card = 0;

}

void Player::PlayCard() {

if (numTokens > 0) {//21%10 -> 21/10 = 2 remainder 1. 1 is 21%10

card = rand() % 10 + 1;//random number between 1 and 10

}

else {

card = 0;

}

cout << name << " has played a " << card << endl;

}

int Player::GetCard() const {

return card;

}

int Player::GetTokens() const {

return numTokens;

}

void Player::SetTokens(int num) {

numTokens = num;

}

void Player::DisplayInfo() const {

cout << name << " has " << numTokens << " tokens." << endl;

}

In main():

//CardGame.cpp - main function for the card game

#include <iostream>

#include "Player.h"

using namespace std;

int main(void) {

const int NUM = 3;

Player\* player[NUM];

player[0] = new Player("Tony Soprano", 100);

player[1] = new Player("Pauli \"Walnuts\" Gualtieri", 100);

player[2] = new Player("Furio Guinta", 100);

while (player[0]->GetTokens() < 300 && player[1]->GetTokens() < 300 &&

player[2]->GetTokens() < 300) {

for (int i = 0; i < NUM; ++i) {

player[i]->PlayCard();

}

if (\*player[0] > \*player[1] && \*player[0] > \*player[2]) {

\*player[0] << \*player[1];

\*player[0] << \*player[2];

}

else if (\*player[1] > \*player[0] && \*player[1] > \*player[2]) {

\*player[1] << \*player[0];

\*player[1] << \*player[2];

}

else if (\*player[2] > \*player[0] && \*player[2] > \*player[1]) {

\*player[2] << \*player[0];

\*player[2] << \*player[1];

}

else {

cout << "No clear winner" << endl;

}

for (int i = 0; i < NUM; ++i) {

player[i]->DisplayInfo();

}

cout << endl;

}

cout << "Furio steals the tokens from everyone" << endl;

\*player[0] >> \*player[2];

\*player[1] >> \*player[2];

for (int i = 0; i < NUM; ++i) {

player[i]->DisplayInfo();

}

for (int i = 0; i < NUM; ++i) {

delete player[i];

}

return 0;

}

**DEBUGGING**

The following files are debugging exercises. The answers to each are found at the bottom.

1. Debug problem 1: [Debug1.cpp](https://mwatler.github.io/sep200/Week7/Debug1.cpp)
2. Debug problem 2: [Debug3a.cpp](https://mwatler.github.io/sep200/Week7/Debug3a.cpp)
3. Debug problem 3: [Debug3b.cpp](https://mwatler.github.io/sep200/Week7/Debug3b.cpp)
4. Debug problem 4: [Debug4a.cpp](https://mwatler.github.io/sep200/Week7/Debug4a.cpp)
5. Debug problem 5: [Debug4b.cpp](https://mwatler.github.io/sep200/Week7/Debug4b.cpp)
6. Debug problem 6: [Debug5.cpp](https://mwatler.github.io/sep200/Week7/Debug5.cpp)

**OPERATOR OVERLOADING**

1. There is one example with overloading the array operator **[]**. See [College.h](https://mwatler.github.io/sep200/Week7/College.h) and [ArrayOperator.cpp](https://mwatler.github.io/sep200/Week7/ArrayOperator.cpp).

**TEMPLATES and POLYMORPHISM**

1. Look at the series circuit example of Week 5. A simulator for an electronic circuit has been created, where the current through the circuit is set and the voltages across each component is calculated. The circuit consists of a resistor, inductor, and capacitor connected in series. This means the current through them is all the same, but the voltage across each component will be different. Each component will have its own way of calculating its voltage, but each component will keep a record each's current and voltage. We want all components to be accessible through templated functions such that the base class has everything common to all components. This would include variables for voltage and current as well as functions for setting the current, getting the voltage and printing a report. Create a version of this using parametric polymorphism. See the following for a solution: [Component.h](https://mwatler.github.io/sep200/Week7/SeriesCircuitT/Component.h), [Capacitor.h](https://mwatler.github.io/sep200/Week7/SeriesCircuitT/Capacitor.h), [Inductor.h](https://mwatler.github.io/sep200/Week7/SeriesCircuitT/Inductor.h), [Resistor.h](https://mwatler.github.io/sep200/Week7/SeriesCircuitT/Resistor.h), [Capacitor.cpp](https://mwatler.github.io/sep200/Week7/SeriesCircuitT/Capacitor.cpp), [Inductor.cpp](https://mwatler.github.io/sep200/Week7/SeriesCircuitT/Inductor.cpp), [Resistor.cpp](https://mwatler.github.io/sep200/Week7/SeriesCircuitT/Resistor.cpp) and [SeriesCircuitT.cpp](https://mwatler.github.io/sep200/Week7/SeriesCircuitT/SeriesCircuitT.cpp).
2. Create a travel simulator for American cars and European cars. For each type of car you can set information, add fuel, travel, and print a report. For American cars the fuel is recorded in gallons and distance travelled is in miles. For European cars the fuel is recorded in litres and distanced travelled in kilometres. The travel simulator assumes American cars, therefore European cars will have to convert from the imperial system to the metric system.

European cars contain the following information: make, year, isStandard, fuel consumption (LPer100K), and fuel amount. American cars contain the following information: make, year, fuel consumption (milesPerGal), and fuel amount.

The simulator will have them travel 100 miles, print a report, add 5 gallons of gasoline, travel 100 miles again, and print a report.

1. This is to be implemented with an interface using parametric polymorphism.

See the following for a sample run: SampleRun.txt.

See the following for a solution: [iAutomobile.h](https://mwatler.github.io/sep200/Week7/TravelSimulator2/iAutomobile.h), [iAutomobile.cpp](https://mwatler.github.io/sep200/Week7/TravelSimulator2/iAutomobile.cpp), [AmericanAuto.h](https://mwatler.github.io/sep200/Week7/TravelSimulator2/AmericanAuto.h), [AmericanAuto.cpp](https://mwatler.github.io/sep200/Week7/TravelSimulator2/AmericanAuto.cpp), [EuropeanAuto.h](https://mwatler.github.io/sep200/Week7/TravelSimulator2/EuropeanAuto.h), [EuropeanAuto.cpp](https://mwatler.github.io/sep200/Week7/TravelSimulator2/EuropeanAuto.cpp), [TravelSimulator2.cpp](https://mwatler.github.io/sep200/Week7/TravelSimulator2/TravelSimulator2.cpp).

1. This is also to be implemented with an interface using polymorphism.

See the following for a sample run: SampleRun.txt.

See the following for a solution: [iAutomobile.h](https://mwatler.github.io/sep200/Week7/TravelSimulator3/iAutomobile.h), [iAutomobile.cpp](https://mwatler.github.io/sep200/Week7/TravelSimulator3/iAutomobile.cpp), [AmericanAuto.h](https://mwatler.github.io/sep200/Week7/TravelSimulator3/AmericanAuto.h), [AmericanAuto.cpp](https://mwatler.github.io/sep200/Week7/TravelSimulator3/AmericanAuto.cpp), [EuropeanAuto.h](https://mwatler.github.io/sep200/Week7/TravelSimulator3/EuropeanAuto.h), [EuropeanAuto.cpp](https://mwatler.github.io/sep200/Week7/TravelSimulator3/EuropeanAuto.cpp), [TravelSimulator3.cpp](https://mwatler.github.io/sep200/Week7/TravelSimulator3/TravelSimulator3.cpp).