Московский Авиационный Институт

(Национальный исследовательский Университет)

Факультет: «Информационные технологии и прикладная математика»

Кафедра: 806 «Вычислительная математика и программирование»

**Лабораторная работа**

**по курсу «ООП»**

**Тема:**

**Проектирование структуры классов.**

|  |  |
| --- | --- |
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**1. Постановка задачи**

Спроектировать простейший графический векторный редактор.

Требование к функционалу редактора:

* создание нового документа
* импорт документа из файла
* экспорт документа в файл
* создание графического примитива (согласно варианту задания)
* удаление графического примитива
* отображение документа на экране (печать перечня графических объектов и их характеристик)
* реализовать операцию undo, отменяющую последнее сделанное действие. Должно действовать для операций добавления/удаления фигур.

Требования к реализации:

* Создание графических примитивов необходимо вынести в отдельный класс – Factory.
* Сделать упор на использовании полиморфизма при работе с фигурами;
* Взаимодействие с пользователем (ввод команд) реализовать в функции main;

Вариант 17:

Треугольник, квадрат, прямоугольник.

**2. Код программы на языке C++**

**main.cpp:**

#include <iostream>

#include <string>

#include "editor.h"

void menu() {

std::cout << "\nMenu\n";

std::cout << "Create\n";

std::cout << "Load\n";

std::cout << "Save <fileName>\n";

std::cout << "Add <figureType>\n";

std::cout << "Remove <figure ID>\n";

std::cout << "Undo\n";

std::cout << "Print\n\n";

}

void create(Editor &editor) {

std::string cmd;

if (editor.DocumentExist()) {

std::cout << "Save old document or don't save? Yes/No\n";

std::cin >> cmd;

if (cmd == "Yes") {

std::string filename;

std::cout << "Enter name of file\n";

std::cin >> filename;

try {

editor.SaveDocument(filename);

std::cout << "Document save in file " << filename << "\n";

} catch (std::runtime\_error &err) {

std::cout << err.what() << "\n";

}

}

std::cout << "Enter name of new project\n";

}

std::cin >> cmd;

editor.CreateDocument(cmd);

std::cout << "Document " << cmd << " is created\n";

}

void save(Editor &editor) {

if (!editor.DocumentExist()) {

throw std::runtime\_error("Document does not exist");

}

std::string filename;

std::cin >> filename;

try {

editor.SaveDocument(filename);

std::cout << "Document save if file " << filename << "\n";

} catch (std::runtime\_error &err) {

std::cout << err.what() << "\n";

}

}

void load(Editor &editor) {

std::string cmd;

std::string filename;

if (editor.DocumentExist()) {

std::cout << "Save old document or don't save? Yes/No\n";

std::cin >> cmd;

if (cmd == "Yes") {

std::cout << "Enter name of file\n";

std::cin >> filename;

try {

editor.SaveDocument(filename);

std::cout << "Document save in file " << filename << "\n";

} catch (std::runtime\_error& err) {

std::cout << err.what() << "\n";

}

}

std::cin >> filename;

try {

editor.LoadDocument(filename);

std::cout << "Document loaded from file " << filename << "\n";

} catch (std::runtime\_error& err) {

std::cout << err.what() << "\n";

}

}

}

void add(Editor &editor) {

if (!editor.DocumentExist()) {

throw std::runtime\_error("Document does not exist");

}

char type;

std::cin >> type;

if (type == 'T') {

std::pair<double, double> \*vertices = new std::pair<double, double>[3];

for (int i = 0; i < 3; i++) {

std::cin >> vertices[i].first >> vertices[i].second;

}

try {

editor.InsertPrimitive(TRIANGLE, vertices);

} catch (std::logic\_error &err) {

std::cout << err.what() << "\n";

return;

}

}

else if (type == 'S') {

std::pair<double, double> \*vertices = new std::pair<double, double>[4];

for (int i = 0; i < 4; i++) {

std::cin >> vertices[i].first >> vertices[i].second;

}

try {

editor.InsertPrimitive(SQUARE, vertices);

} catch (std::logic\_error &err) {

std::cout << err.what() << "\n";

return;

}

}

else if (type == 'R') {

std::pair<double, double> \*vertices = new std::pair<double, double>[4];

for (int i = 0; i < 4; i++) {

std::cin >> vertices[i].first >> vertices[i].second;

}

try {

editor.InsertPrimitive(RECTANGLE, vertices);

} catch (std::logic\_error &err) {

std::cout << err.what() << "\n";

return;

}

}

else {

std::cout << "Primitive isn't added\n";

std::cin.clear();

std::cin.ignore(30000, '\n');

return;

}

std::cout << "Primitive is added\n";

}

void remove(Editor &editor) {

if (!editor.DocumentExist()) {

throw std::runtime\_error("Document does not exist");

}

int id;

std::cin >> id;

try {

editor.RemovePrimitive(id);

} catch (std::exception &err) {;

return;

}

std::cout << "Primitive with " << id << " is removed\n";

}

int main(int argc, char \*\*argv) {

/\*SDL\_Window \*gWindow = nullptr;

SDL\_Renderer \*gRenderer = nullptr;\*/

Editor editor;

std::string cmd;

while(std::cin >> cmd) {

if (cmd == "Menu") {

menu();

}

else if (cmd == "Create") {

create(editor);

}

else if (cmd == "Save") {

try {

save(editor);

} catch (std::runtime\_error &err) {

std::cout << err.what() << "\n\n";

}

}

else if (cmd == "Load") {

try {

load(editor);

} catch (std::runtime\_error &err) {

std::cout << err.what() << "\n\n";

}

}

else if (cmd == "Add") {

try {

add(editor);

} catch (std::runtime\_error &err) {

std::cout << err.what() << "\n\n";

}

}

else if (cmd == "Remove") {

try {

remove(editor);

} catch (std::exception &err) {

std::cout << err.what() << "\n";

}

}

else if (cmd == "Undo") {

try {

editor.Undo();

std::cout << "OK\n";

} catch (std::logic\_error &err) {

std::cout << err.what() << "\n\n";

}

}

else if (cmd == "Print") {

if (!editor.DocumentExist()) {

std::cout << "Document does not exist" << "\n\n";

continue;

}

editor.PrintDocument();

}

else {

std::cin.clear();

std::cin.ignore(30000, '\n');

}

std::cout << "\n";

}

return 0;

}

**figures.h:**

#ifndef FIGURES\_H

#define FIGURES\_H 1

#include <iostream>

#include <fstream>

#include <utility>

#include <cmath>

#include <memory>

enum FigureType {

TRIANGLE,

SQUARE,

RECTANGLE

};

class Figure {

public:

virtual double Area() const = 0;

virtual std::pair<double, double> Center() const = 0;

virtual std::ostream &Print(std::ostream &out) const = 0;

virtual void Serialize(std::ofstream &os) const = 0;

virtual void Deserialize(std::ifstream &is) = 0;

virtual int getId() const = 0;

virtual ~Figure() = default;

};

namespace Geometry {

using Vertex = std::pair<double, double>;

double Product(const Vertex &v1, const Vertex &v2) {

return v1.first \* v2.first + v1.second \* v2.second;

}

double PointDistance(const Vertex &v1, const Vertex &v2) {

return sqrt(pow((v2.first - v1.first), 2) +

pow((v2.second - v1.second), 2));

}

class Vector {

double x, y;

public:

Vector(double x\_cord, double y\_cord) : x{x\_cord}, y{y\_cord} {};

Vector(Vertex &v1, Vertex &v2) : x{v2.first - v1.first},

y{v2.second - v1.second} {};

double operator\*(const Vector &a) const {

return (x \* a.x) + (y \* a.y);

}

Vector &operator=(const Vector &a) {

x = a.x;

y = a.y;

return \*this;

}

friend double LengthVector(const Vector &a);

friend bool VectorsAreParallel(const Vector &a, const Vector &b);

};

double LengthVector(const Vertex &v1, const Vertex &v2) {

return PointDistance(v1, v2);

}

double LengthVector(const Vector &a) {

return sqrt(pow(a.x, 2) + pow(a.y, 2));

}

bool VectorsAreParallel(const Vector &a, const Vector &b) {

return (a.x \* b.y) - (a.y \* b.x) == 0;

}

double Area(const Vertex \*vertices, int n) {

double res = 0;

for (int i = 0; i < n - 1; i++) {

res += (vertices[i].first \* vertices[i + 1].second -

vertices[i + 1].first \* vertices[i].second);

}

res += (vertices[n - 1].first \* vertices[0].second -

vertices[0].first \* vertices[n - 1].second);

return 0.5 \* std::abs(res);

}

Vertex Center(const Vertex \*vertices, int n) {

double x = 0, y = 0;

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

x += vertices[i].first;

y += vertices[i].second;

}

return std::make\_pair(x / n, y / n);

}

}

std::ostream &operator<<(std::ostream &out, std::pair<double, double> v) {

out << "(" << v.first << ", " << v.second << ")";

return out;

}

class Triangle : public Figure {

using Vertex = std::pair<double, double>;

int Id;

Vertex \*vertices;

public:

Triangle() : Id{0}, vertices{new Vertex[3]} {

for (int i = 0; i < 3; i++) {

vertices[i] = std::make\_pair(0, 0);

}

}

Triangle(Vertex a, Vertex b, Vertex c, int id) : Id{id},

vertices{new Vertex[3]} {

vertices[0] = a;

vertices[1] = b;

vertices[2] = c;

double AB = Geometry::PointDistance(a, b), BC =

Geometry::PointDistance(b, c), AC = Geometry::PointDistance(a, c);

if (AB >= BC + AC || BC >= AB + AC || AC >= AB + BC) {

throw std::logic\_error("Points must not be on the same line.");

}

}

double Area() const override {

return Geometry::Area(vertices, 3);

}

Vertex Center() const override {

return Geometry::Center(vertices, 3);

}

std::ostream &Print(std::ostream &out) const override{

out << "Id: " << Id << "\n";

out << "Figure: Triangle\n";

out << "Coords:\n";

for (int i = 0; i < 3; i++) {

out << vertices[i] << "\n";

}

return out;

}

void Serialize(std::ofstream &os) const override{

FigureType type = TRIANGLE;

os.write((char \*) &type, sizeof(type));

os.write((char \*) &Id, sizeof(Id));

for (int i = 0; i < 3; i++) {

os.write((char \*) &(vertices[i].first),

sizeof(vertices[i].first));

os.write((char \*) &(vertices[i].second),

sizeof(vertices[i].second));

}

}

void Deserialize(std::ifstream &is) override {

is.read((char \*) &Id, sizeof(Id));

for (int i = 0; i < 3; i++) {

is.read((char \*) &(vertices[i].first),

sizeof(vertices[i].first));

is.read((char \*) &(vertices[i].second),

sizeof(vertices[i].second));

}

}

int getId() const override {

return Id;

}

};

class Square : public Figure {

using Vertex = std::pair<double, double>;

int Id;

Vertex \*vertices;

public:

Square() : Id{0}, vertices{new Vertex[4]} {

for (int i = 0; i < 4; i++) {

vertices[i] = std::make\_pair(0, 0);

}

}

Square(Vertex a, Vertex b, Vertex c, Vertex d, int id) :

Id{id}, vertices{new Vertex[4]} {

vertices[0] = a;

vertices[1] = b;

vertices[2] = c;

vertices[3] = d;

Geometry::Vector AB{ a, b }, BC{ b, c }, CD{ c, d }, DA{ d, a };

if (!Geometry::VectorsAreParallel(DA, BC)) {

std::swap(vertices[0], vertices[1]);

AB = { vertices[0], vertices[1] };

BC = { vertices[1], vertices[2] };

CD = { vertices[2], vertices[3] };

DA = { vertices[3], vertices[0] };

}

if (!Geometry::VectorsAreParallel(AB, CD)) {

std::swap(vertices[1], vertices[2]);

AB = { vertices[0], vertices[1] };

BC = { vertices[1], vertices[2] };

CD = { vertices[2], vertices[3] };

DA = { vertices[3], vertices[0] };

}

if (AB \* BC || BC \* CD || CD \* DA || DA \* AB) {

throw std::logic\_error("The sides of the square should be perpendicular");

}

if (LengthVector(AB) != LengthVector(BC) || LengthVector(BC) != LengthVector(CD) || LengthVector(CD) != LengthVector(DA) || LengthVector(DA) != LengthVector(AB)) {

throw std::logic\_error("The sides of the square should be equal");

}

if (!LengthVector(AB) || !LengthVector(BC) || !LengthVector(CD) || !LengthVector(DA)) {

throw std::logic\_error("The sides of the square must be greater than zero");

}

}

double Area() const override {

return Geometry::Area(vertices, 4);

}

Vertex Center() const override {

return Geometry::Center(vertices, 4);

}

std::ostream &Print(std::ostream &out) const override{

out << "Id: " << Id << "\n";

out << "Figure: Square\n";

out << "Coords:\n";

for (int i = 0; i < 4; i++) {

out << vertices[i] << "\n";

}

return out;

}

void Serialize(std::ofstream &os) const override{

FigureType type = SQUARE;

os.write((char \*) &type, sizeof(type));

os.write((char \*) &Id, sizeof(Id));

for (int i = 0; i < 4; i++) {

os.write((char \*) &(vertices[i].first),

sizeof(vertices[i].first));

os.write((char \*) &(vertices[i].second),

sizeof(vertices[i].second));

}

}

void Deserialize(std::ifstream &is) override {

is.read((char \*) &Id, sizeof(Id));

for (int i = 0; i < 4; i++) {

is.read((char \*) &(vertices[i].first),

sizeof(vertices[i].first));

is.read((char \*) &(vertices[i].second),

sizeof(vertices[i].second));

}

}

int getId() const override {

return Id;

}

};

class Rectangle : public Figure {

using Vertex = std::pair<double, double>;

int Id;

Vertex \*vertices;

public:

Rectangle() : Id{0}, vertices{new Vertex[4]} {

for (int i = 0; i < 4; i++) {

vertices[i] = std::make\_pair(0, 0);

}

}

Rectangle(Vertex a, Vertex b, Vertex c, Vertex d, int id) :

Id{id}, vertices{new Vertex[4]} {

vertices[0] = a;

vertices[1] = b;

vertices[2] = c;

vertices[3] = d;

Geometry::Vector AB{ a, b }, BC{ b, c }, CD{ c, d }, DA{ d, a };

if (!Geometry::VectorsAreParallel(DA, BC)) {

std::swap(vertices[0], vertices[1]);

AB = { vertices[0], vertices[1] };

BC = { vertices[1], vertices[2] };

CD = { vertices[2], vertices[3] };

DA = { vertices[3], vertices[0] };

}

if (!Geometry::VectorsAreParallel(AB, CD)) {

std::swap(vertices[1], vertices[2]);

AB = { vertices[0], vertices[1] };

BC = { vertices[1], vertices[2] };

CD = { vertices[2], vertices[3] };

DA = { vertices[3], vertices[0] };

}

if (AB \* BC || BC \* CD || CD \* DA || DA \* AB) {

throw std::logic\_error("The sides of the square should be perpendicular");

}

if (!LengthVector(AB) || !LengthVector(BC) || !LengthVector(CD) || !LengthVector(DA)) {

throw std::logic\_error("The sides of the square must be greater than zero");

}

}

double Area() const override {

return Geometry::Area(vertices, 4);

}

Vertex Center() const override {

return Geometry::Center(vertices, 4);

}

std::ostream &Print(std::ostream &out) const override{

out << "Id: " << Id << "\n";

out << "Figure: Rectangle\n";

out << "Coords:\n";

for (int i = 0; i < 4; i++) {

out << vertices[i] << "\n";

}

return out;

}

void Serialize(std::ofstream &os) const override{

FigureType type = RECTANGLE;

os.write((char \*) &type, sizeof(type));

os.write((char \*) &Id, sizeof(Id));

for (int i = 0; i < 4; i++) {

os.write((char \*) &(vertices[i].first),

sizeof(vertices[i].first));

os.write((char \*) &(vertices[i].second),

sizeof(vertices[i].second));

}

}

void Deserialize(std::ifstream &is) override {

is.read((char \*) &Id, sizeof(Id));

for (int i = 0; i < 4; i++) {

is.read((char \*) &(vertices[i].first),

sizeof(vertices[i].first));

is.read((char \*) &(vertices[i].second),

sizeof(vertices[i].second));

}

}

int getId() const override {

return Id;

}

};

class Factory {

public:

using Vertex = std::pair<double, double>;

virtual std::shared\_ptr<Figure> FigureCreate() const = 0;

virtual std::shared\_ptr<Figure> FigureCreate(Vertex \*vertices, int id)

const = 0;

};

class TriangleFactory : public Factory {

public:

std::shared\_ptr<Figure> FigureCreate() const override {

return std::shared\_ptr<Figure>(new Triangle{});

}

std::shared\_ptr<Figure> FigureCreate(Vertex \*vertices, int id) const

override {

return std::shared\_ptr<Figure>(new Triangle{vertices[0], vertices[1],

vertices[2], id});

}

};

class SquareFactory : public Factory {

public:

std::shared\_ptr<Figure> FigureCreate() const override {

return std::shared\_ptr<Figure>(new Square{});

}

std::shared\_ptr<Figure> FigureCreate(Vertex \*vertices, int id) const

override {

return std::shared\_ptr<Figure>(new Square{vertices[0], vertices[1],

vertices[2], vertices[3], id});

}

};

class RectangleFactory : public Factory {

public:

std::shared\_ptr<Figure> FigureCreate() const override {

return std::shared\_ptr<Figure>(new Rectangle{});

}

std::shared\_ptr<Figure> FigureCreate(Vertex \*vertices, int id) const

override {

return std::shared\_ptr<Figure>(new Rectangle{vertices[0], vertices[1],

vertices[2], vertices[3], id});

}

};

#endif // FIGURES\_H

**editor.h:**

#ifndef EDITOR\_H

#define EDITOR\_H

#include "document.h"

#include "command.h"

#include <stack>

class Editor {

public:

Editor() : Doc(nullptr), History() {};

void CreateDocument(const std::string &name) {

Doc = std::make\_shared<Document>(name);

}

void InsertPrimitive(FigureType type, std::pair<double, double> \*vertices) {

std::shared\_ptr<Command> command = std::shared\_ptr<Command>(

new InsertCommand(type, vertices));

command->SetDocument(Doc);

command->Execute();

History.push(command);

}

void RemovePrimitive(int id) {

try {

std::shared\_ptr<Command> command = std::shared\_ptr<Command>(new RemoveCommand(id));

command->SetDocument(Doc);

command->Execute();

History.push(command);

} catch (std::exception &err) {

std::cout << err.what() << "\n";

throw;

}

}

void SaveDocument(const std::string &filename) {

Doc->Save(filename);

}

void LoadDocument(const std::string &filename) {

Doc = std::make\_shared<Document>(filename);

Doc->Load(filename);

}

void Undo() {

if (History.empty()) {

throw std::logic\_error("History is empty");

}

std::shared\_ptr<Command> lastCommand = History.top();

lastCommand->UnExecute();

History.pop();

}

void PrintDocument() {

Doc->Print();

}

bool DocumentExist() {

return Doc != nullptr;

}

~Editor() = default;

private:

std::shared\_ptr<Document> Doc;

std::stack<std::shared\_ptr<Command>> History;

};

#endif //EDITOR\_H

**command.h:**

#ifndef COMMAND\_H

#define COMMAND\_H 1

#include "document.h"

#include <stack>

class Command {

protected:

std::shared\_ptr<Document> Doc;

public:

virtual void Execute() = 0;

virtual void UnExecute() = 0;

virtual ~Command() = default;

void SetDocument(std::shared\_ptr<Document> doc) {

Doc = doc;

}

};

class InsertCommand : public Command {

public:

InsertCommand(FigureType type, std::pair<double, double> \*vertices) :

Type{type}, Vertices{vertices} {};

void Execute() override {

Doc->InsertPrimitive(Type, Vertices);

}

void UnExecute() override {

Doc->RemoveLastPrimitive();

}

private:

FigureType Type;

std::pair<double, double> \*Vertices;

};

class RemoveCommand : public Command {

public:

RemoveCommand(int id) : Id(id), Pos(0), figure(nullptr) {};

void Execute() override {

if (Id > Doc->Id || Id < 1 || (Id == Doc->Id && Id== 1)) {

throw std::out\_of\_range("Invalid id");

}

figure = Doc->GetFigure(Id);

Pos = Doc->GetPos(Id);

Doc->RemovePrimitive(Id);

}

void UnExecute() override {

Doc->InsertPrimitive(Pos, figure);

}

private:

int Id;

int Pos;

std::shared\_ptr<Figure> figure;

};

#endif // COMMAND\_H

**document.h:**

#ifndef DOCUMENT\_H

#define DOCUMENT\_H 1

#include <fstream>

#include <list>

#include <stdexcept>

#include <string>

#include <algorithm>

#include <utility>

#include "figures.h"

class Document {

public:

Document() : Id(1), Name(""), Buffer(0), triangleFactory(),

squareFactory(), rectangleFactory() {};

Document(std::string name) : Id(1), Name(std::move(name)), Buffer(0),

triangleFactory(), squareFactory(), rectangleFactory() {};

~Document() = default;

void Rename(const std::string &newName) {

Name = newName;

}

void Save(const std::string &filename) {

SerializeImpl(filename);

}

void Load(const std::string &filename) {

DeserializeImpl(filename);

}

void Print() {

std::for\_each(Buffer.begin(), Buffer.end(), [](std::shared\_ptr<Figure>

shape) {

shape->Print(std::cout) << "\n";

});

}

void RemovePrimitive(int id) {

auto it = std::find\_if(Buffer.begin(), Buffer.end(),

[id](std::shared\_ptr<Figure> shape) -> bool {

return id == shape->getId();

});

if (it == Buffer.end()) {

throw std::logic\_error("Figure with this id doesn't exist");

}

Buffer.erase(it);

}

void InsertPrimitive(FigureType type, std::pair<double, double> \*

vertices) {

switch (type) {

case TRIANGLE:

Buffer.push\_back(triangleFactory.FigureCreate(vertices,

Id++));

break;

case SQUARE:

Buffer.push\_back(squareFactory.FigureCreate(vertices,

Id++));

break;

case RECTANGLE:

Buffer.push\_back(rectangleFactory.FigureCreate(vertices,

Id++));

break;

}

}

private:

int Id;

std::string Name;

std::list<std::shared\_ptr<Figure>> Buffer;

TriangleFactory triangleFactory;

SquareFactory squareFactory;

RectangleFactory rectangleFactory;

friend class InsertCommand;

friend class RemoveCommand;

void SerializeImpl(const std::string &filename) const {

std::ofstream os(filename, std::ios::binary | std::ios::out);

if (!os) {

throw std::runtime\_error("File is not opened");

}

size\_t nameLen = Name.size();

os.write((char \*) &nameLen, sizeof(nameLen));

os.write((char \*) Name.c\_str(), nameLen);

for (const auto &shape : Buffer) {

shape->Serialize(os);

}

}

void DeserializeImpl(const std::string &filename) {

std::ifstream is(filename, std::ios::binary | std::ios::in);

if (!is) {

throw std::runtime\_error("File is not opened");

}

size\_t nameLen;

is.read((char \*) &nameLen, sizeof(nameLen));

char \*name = new char[nameLen + 1];

name[nameLen] = 0;

is.read(name, nameLen);

Name = std::string(name);

delete [] name;

FigureType type;

while (true) {

is.read((char \*) &type, sizeof(type));

if (is.eof()) {

break;

}

switch (type) {

case TRIANGLE:

Buffer.push\_back(triangleFactory.FigureCreate());

break;

case SQUARE:

Buffer.push\_back(squareFactory.FigureCreate());

break;

case RECTANGLE:

Buffer.push\_back(rectangleFactory.FigureCreate());

break;

}

Buffer.back()->Deserialize(is);

}

Id = Buffer.size();

}

std::shared\_ptr<Figure> GetFigure(int id) {

/\*if (id > Id || id == 0) {

throw std::runtime\_error("Invalid id");

}\*/

auto it = std::find\_if(Buffer.begin(), Buffer.end(),

[id](std::shared\_ptr<Figure> shape) -> bool {

return id == shape->getId();

});

return \*it;

}

int GetPos(int id) {

auto it = std::find\_if(Buffer.begin(), Buffer.end(),

[id](std::shared\_ptr<Figure> shape) -> bool {

return id == shape->getId();

});

return std::distance(Buffer.begin(), it);

}

void InsertPrimitive(int pos, std::shared\_ptr<Figure> figure) {

auto it = Buffer.begin();

std::advance(it, pos);

Buffer.insert(it, figure);

}

void RemoveLastPrimitive() {

if (Buffer.empty()) {

throw std::logic\_error("Document is empty");

}

Buffer.pop\_back();

}

};

#endif //DOCUMENT\_H

**3. Ссылка на репозиторий на GitHub.**

<https://github.com/Markov-A-N/oop_exercise_07.git>

**4. Набор testcases.**

**test\_01.test:**

Menu

Create newDoc

Add T 0 0 0 1 1 1

Add S 0 0 1 1 0 1 1 0

Add R 2 2 0 0 0 2 2 0

Print

Remove 1

Print

Remove 2

Print

Remove 1

Print

**test\_02.test:**

Create p

Add T -1 -1 0 0 0 -1

Add S 0 0 0 1 1 1 1 0

Add R 0 0 0 2 4 0 4 2

Print

Save newFile

Undo

Undo

Print

load

No

newFile

**5. Результаты выполнения тестов.**

**Test\_01.test:**

Menu

Create

Load

Save <fileName>

Add <figureType>

Remove <figure ID>

Undo

Print

Document newDoc is created

Primitive is added

Primitive is added

Primitive is added

Id: 1

Figure: Triangle

Coords:

(0, 0)

(0, 1)

(1, 1)

Id: 2

Figure: Square

Coords:

(0, 0)

(0, 1)

(1, 1)

(1, 0)

Id: 3

Figure: Rectangle

Coords:

(2, 2)

(0, 2)

(0, 0)

(2, 0)

ERROR

Add primitive at id: 1

Id: 1

Figure: Triangle

Coords:

(0, 0)

(0, 1)

(1, 1)

Id: 2

Figure: Square

Coords:

(0, 0)

(0, 1)

(1, 1)

(1, 0)

Id: 3

Figure: Rectangle

Coords:

(2, 2)

(0, 2)

(0, 0)

(2, 0)

Add primitive at id: 2

Id: 1

Figure: Triangle

Coords:

(0, 0)

(0, 1)

(1, 1)

Id: 3

Figure: Rectangle

Coords:

(2, 2)

(0, 2)

(0, 0)

(2, 0)

ERROR

Add primitive at id: 1

Id: 1

Figure: Triangle

Coords:

(0, 0)

(0, 1)

(1, 1)

Id: 3

Figure: Rectangle

Coords:

(2, 2)

(0, 2)

(0, 0)

(2, 0)

**test\_02.txt:**

Document p is created

Primitive is added

Primitive is added

Primitive is added

Id: 1

Figure: Triangle

Coords:

(-1, -1)

(0, 0)

(0, -1)

Id: 2

Figure: Square

Coords:

(0, 0)

(0, 1)

(1, 1)

(1, 0)

Id: 3

Figure: Rectangle

Coords:

(0, 2)

(0, 0)

(4, 0)

(4, 2)

Document save if file newFile

OK

OK

Id: 1

Figure: Triangle

Coords:

(-1, -1)

(0, 0)

(0, -1)

**6. Объяснение результатов работы программы.**

В проекте есть 6 файлов. Файл document.h, в котором реализован класс Document, содержащий следующие методы-члены:

* Конструкторы
* Деструктор
* Переименование
* Сохранение файла в бинарном виде
* Загрузка бинарного файла
* Добавление примитива в документ
* Удаление примитива из документа

И следующие переменные:

* Id документа. Нужен для удаления примитивов.
* Name. Имя документа.
* Buffer. Буфер для хранения указателей на фигуры.

Файл figures.h используется для представления фигур.

Файл factory.h необходим для создания графических примитивов.

Файл editor.h содержит основной функционал редактора.

Файл command.h содержит команды добавления и удаления.

Файл main.cpp основной файл, в котором находится функция main.

**7. Вывод.**

Выполняя данную лабораторную, я получил практические навыки в проектировании структуры классов приложения. На мой взгляд умение правильно проектировать классы приложения — это очень нужный навык, т. к. правильно структированные классы, на мой взгляд, добавляют гибкости программе, её гораздо легче будет исправлять.