C++作业二

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一、编写程序验证类的对象的存储结构。包括一个对象中数据成员与成员函数的空间分配的大小和先后顺序,以及同一个类的不同对象之间数据成员与成员函数的空间分配情况。 并根据自己的程序画出各个对象的内存空间分配图

Test1.h

```
# include <iostream>
# include <string>
# include <cstdlib>
using namespace std;
class clock
{
public:
    double hour, minute, second;
public:
    clock(double h, double m, double s);
    double getHour();
};
```

Test1.cpp

```
# include "test1.h"
clock::clock(double h, double m, double s)
{
    hour=h;
    minute=m;
    second=s;
}
double clock::getHour()
{
    return hour;
```

}

Test2.cpp

```
# include"test1.h"
void main() {
     clock clo1(12, 1, 1);
     clock clo2(12, 10, 10);
     cout<<sizeof(clo1.hour)<<endl;</pre>
     cout<<sizeof(clo1.minute)<<endl;</pre>
     cout<<sizeof(clo1.second)<<endl;</pre>
     cout<<sizeof(clo1)<<endl;</pre>
     cout<<&clo1.hour<<endl;</pre>
     cout<<&clo1.minute<<endl;</pre>
     cout<<&clo1.second<<endl;</pre>
     printf("%lx\n", &clock::getHour);
     cout<<&clo2.hour<<endl;</pre>
     cout<<&clo2.minute<<endl;</pre>
     cout<<&clo2.second<<endl;</pre>
     cout<<&clo2<<endl;</pre>
     system("pause");
```

结果:

```
■ 连定 C:\Users\NewiPeak\Desktop\Demo1\Debug\Demo1.exe

- □ ×

8

8

8

24

0021FAB4

0021FAB4

12f1032

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if 按任意键继续 - -
```

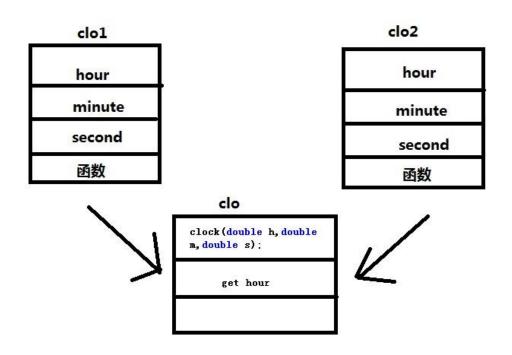
由结果可以看出

(1)对象的数据成员是由书写的顺序开始创建的;

(2)8+8+8=24,

数据成员分配空间的大小相加与对象分配的空间大小是相同的,说明在创建对象时,只分配了数据成员的空间,函数空间是不被分配的,可以得出函数是可以在不同对象之间共享的;

内存空间分配图为



二、完善上一次的计算器程序,用类定义改计算器,使其具有封装性,在程序组织上实现类的接口与类的分离,能够正确的实现计算器实例的初始化,处理运算符"%"和"/"带来的异常错误。在主程序控制中,由用户的输入来控制是否再次创建实现不同运算的计算器,在所有运算器创建结束后统计共执行的运算的次数

Calculator.h

```
# include<iostream>
# include<cstdlib>
using namespace std;
class calculator{
public:
    double a, b;
    char c;

public:
    calculator(double a, double b, char c);
    void addition(calculator cal);
    void subtraction (calculator cal);
    void multiplication(calculator cal);
    void division(calculator cal);
    void remainder(calculator cal);
};
```

Calculator1.cpp

```
# include"calculator.h"
calculator::calculator(double a, double b, char c)
{
    (*this).a=a;
    (*this).b=b;
    (*this).c=c;
```

```
}
void calculator:: addition(calculator num)
   double result=0;
   result=num.a+num.b;
    cout<<"结果为"<<result<<endl;
}
void calculator:: subtraction (calculator num)
    double result=0;
    result=num.a-num.b;
    cout<<"结果为"<<result<<endl;
}
void calculator:: multiplication(calculator num)
    double result=0;
    result=num.a*num.b;
    cout<<"结果为"<<result<<endl;
void calculator:: division(calculator num)
{
    if (num. b==0)
        cout<<"除数不能为零"<<endl;
    }
    else
    {
    double result=0;
    result=num.a/num.b;
    cout<<"结果为"<<result<<endl;
    }
void calculator:: remainder(calculator num)
    if (num. b==0)
        cout<<"除数不能为零."<<endl;
    }
    else
    {
    int result=0;
    result=(int) num. a%(int) num. b;
    cout<<"结果为"<<result<<endl;
```

```
}
```

Calculator2.cpp

```
# include"calculator.h"
void main()
   calculator cal(0, 0, '+');
    while(1) {
        cout<<"请?输?入?你?要瘾进?行D的?操ù作痢?: 阰+,?-,?*,?/,?%"<<endl;
        cin>>cal.c;
        cout<<"请?输?入?两?个?数簓: 阰"<<endl;
        cin>>cal.a>>cal.b;
    switch(cal.c) {
    case '+':cal.addition(cal);
        break;
    case '-':cal.subtraction (cal);
        break;
    case '*':cal.multiplication(cal);
        break;
    case '/':cal.division(cal);
        break;
    case '%':cal.remainder(cal);
    default:
        break;
}
    system("pause");
```

结果:

