

Class Manual: BinNum

Public Members:

Constructors

BinNum(): Default constructor initializing a binary number to 0000.

BinNum(int num): Creates a binary number based on the given integer (0-1111).

BinNum(const BinNum &initBinNum): Copy constructor for creating a copy of a BinNum object.

Operators

BinNum& operator=(const BinNum &initBinNum): Overloaded assignment operator.

BinNum operator+(BinNum &b): Overloaded addition operator.

BinNum operator*(BinNum &b): Overloaded multiplication operator.

Utility Functions

int bin2Base10(): Converts the binary number to its integer equivalent.

char getBit(int i): Retrieves the bit at a specific position.

void foo(): A placeholder function with no specific purpose.

Friend Functions

friend ostream &operator<<(ostream &s, BinNum &b): Overloaded insertion operator for output.

friend istream &operator>>(istream &s, BinNum &b): Overloaded extraction operator for input.

Private Members:

char the_num[SIZE]: Array storing the binary number as characters.

void shiftBinNumBy(int shiftNum, BinNum& initBinNum): Helper function for shifting a BinNum object left by a specified number of places.