

**Massey University, Albany**  
**Semester 2 2012**

Student ID \_\_\_\_\_

Student Family Name \_\_\_\_\_

Student Given Names \_\_\_\_\_

**159.234 Object Oriented Programming**  
**Term test**

This test has 3 questions.

Answer all of them. Assume all necessary header files were included and  
using namespace std; was used.

**Maximum possible marks: 20**

**Time: 45 minutes**

Mark      /20

Success!

**Question 1. [6 Marks]** Consider the following class.

```
class Rational {  
    public:  
        //does not matter...  
    private:  
        int d, n //denominator is 3; numerator is 4, so the rational number is 4/3  
};
```

Choose the best answer.

A. The correct prototype for the default constructor of the Rational class is

- i) `Rational(int denum=0.0,int num=0.0);`
- ii) `Rational& Rational();`
- iii) `Rational(int denum=0,int num=1);`
- iv) `Rational(0,1);`

B. The correct prototype for the destructor the Rational class is

- i) `~Rational();`
- ii) `~Rational(0,0);`
- iii) `~Rational(int, int);`
- iv) `~Rational(Rational&);`

C. The correct prototype for the assignment operator for the Rational class is

- i) `Rational operator=(Rational);`
- ii) `Rational operator=(const Rational&);`
- iii) `Rational& operator=(const Rational&);`
- iv) `Rational operator=(const Rational);`

D. The correct prototype for overloading operator- as a member function of the Rational class is

- i) `Rational operator-(Rational&, Rational&)const;`
- ii) `Rational& operator-(const Rational&)const;`
- iii) `const Rational& operator-(Rational&);`
- iv) `const Rational& operator-(Rational&)const;`

E. The correct prototype for overloading operator+ as a global function is

- i) `Rational operator+(Rational, Rational);`
- ii) `Rational operator+(Rational&, Rational&) const;`
- iii) `Rational& operator+(const Rational&, const Rational&);`
- iv) None of the above

F. The function:

```
Rational foo(){int a=9,int b=-7; return Rational(a,b);}
```

- i) Returns the Rational object if the class has a public member with the prototype `Rational(int,int);`
- ii) Returns the Rational object if the class has a private member with the prototype `Rational(int,int);`
- iii) Returns the Rational object if function foo is a friend of the Rational class.
- iv) None of the above.

**Question 2. [6 Marks]** What is the output of the following program?

```
void fun(int& x, int y=3);

int main(){
    int s = 2;
    int a = 1;
    fun(s);
    fun(s,a);
    cout << "\ns is: " << s << " a is: " << a << endl;
}

void fun(int& x, int y){
    int static a = 5;
    x +=a++;
    cout << "\nx is: " << x << " a is: " << a;
}
```

**Your answer:**

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**Question 3. [8 marks]** Assume that you are part of a team that have to write a program that computes the final marks for 159.234 students.

The final mark is computed using the following:

- five assignment marks; each assignment contributes 4% to the final mark and each assignment is out of 10;
- a term test mark that contributes 20% to the final mark; the term test is out of 20;
- a final exam mark that contributes 60% to the final mark; the exam is out of 100.
- all missing assessment components (assignment, test, exam) will get 0 marks.

The program should use the type `Student` defined by the following class:

```
class Student{
public:
    Student(); //everything set to default values (0.0 or empty string)
    void setName(const string &fName) //set the fullName
    //set all 5 assignment marks
    void setAssgMarks(double aMarks[], int size=5);
    void setTestMark(double mt); //set term test mark
    void setExamMark(double ex); //set exam mark
    string getName()const; //returns fullName value
    double getFinalMark()const; //computes and returns final mark
private:
    string fullName; // one word like Calude-Elena
    double assg[5]; // all 5 assignment marks
```

```
double test;      // term test mark
double exam;      // exam mark
};
```

Your task is to write the following two functions. **Write comments to explain your code.**

A) Write the definition of a **global** non-friend function, `input(..)`, to read data for a student from the keyboard. You may assume that all input will be valid input. The function prototype should be:

```
void input(Student& oneStudent);
```

B) Write the definition of the not-inline member function, `getFinalMark`, which computes and returns the final mark for each student.

**Your answer:**

[illegible]

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=====END=====