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CS360L

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LAB #9

1.

Source code:

```
// Definition of base class Car and
// of the derived class PassCar
// -----
#include <iostream>
#include <vector>
#include <string>
using namespace std;

class Car { // Base class
public: // Constructor:
    int nr; //identification number
    string producer;
    Car( int n = 0, const string& prod = ""): nr(n), producer(prod) {};
    Car(const Car& c): nr(c.nr), producer(c.producer) {};
    // Access methods:
    long getNr(void) const { return nr; }
    void setNr( long n ) { nr = n; }
    const string& getProd() const{ return producer; }
    void setProd(const string& p){ producer = p; }
    virtual void display() const {
        cout << "Car: " << nr << endl;
        cout << "Producer: " << producer << endl;
    }; // Display a car
};

class PassCar : public Car { // Derived class
private:
    string passCarType;
```

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        bool sunRoof;
    public: // Constructor:
        PassCar(): Car() {
            passCarType = "";
            sunRoof = false;
        };
        PassCar( const string& tp, bool sd, int n, const string& h): Car(n,h),
passCarType(tp), sunRoof(sd) {};
        PassCar(const PassCar& pc): Car(pc), passCarType(pc.passCarType),
sunRoof(pc.sunRoof) {};
        ~PassCar() {}; // Destructor
        // Access methods:
        const string& getType() const{ return passCarType; }
        void setType( const string s) { passCarType = s; }
        bool getSunRoof() const { return sunRoof; }
        void setSunRoof( bool b ) { sunRoof = b; }
        void display() const{
            Car::display();
            cout << "PassCar: " << passCarType << endl;
            cout << "SunRoof: " << sunRoof << endl;
        };
        void getPassCar() {
            char b;
            cout << "Enter the identification number and producer: " << endl;
            cin >> nr;
            cin >> producer;
            cout << "Enter pass car type: " << endl;
            cin >> passCarType;
            cout << "Does the car have sun roof? (y/n)" << endl;
            cin >> b;
            if (b == 'y') {
                sunRoof = true;
            }
            else {
                sunRoof = false;
            }
        }
    };

    class Truck : public Car {
    private:
        int axles;
        double tons;
    public:
        Truck(): Car() {
            axles = 0;

```

```

        tons = 0;
    };
    Truck( int a, double t, int n, const string& hs) : Car(n,hs), axles(a),
tons(t) {};
    Truck(const Truck& t): Car(t), axles(t.axles), tons(t.tons) {};
    ~Truck() {};
    void setAxles(int l){ axles = l;}
    int getAxles() const { return axles; }
    void setCapacity( double t) { tons = t;}
    double getCapacity() const { return tons; }
    void display() const{
    Car::display();
    cout << "Axles: " << axles << endl;
    cout << "Capacity: " << tons << endl;
    };
    void getTruck(){
    bool bl;
    cout << "Enter the identification number and producer: " << endl;
    cin >> nr;
    cin >> producer;
    cout << "Enter the number of axles: " << endl;
    cin >> axles;
    cout << "Enter the truck capacity: " << endl;
    cin >> tons;
    }
};

class CityCar {
public:
    Car* cars[100];
    int numCars;
    CityCar() {
    numCars = 0;
    }
    ~CityCar() {
    for (int i = 0; i < numCars; i++) {
        delete cars[i];
    }
    }
    bool insertCar() {
    if (numCars < 100) {
        PassCar* pc = new PassCar();
        pc->getPassCar();
        cars[numCars] = pc;
        numCars++;
    }
}

```

```

else {
    return false;
}
return true;
}

bool insertTruck() {
if (numCars < 100) {
    Truck* tk = new Truck();
    tk->getTruck();
    cars[numCars] = tk;
    numCars++;
}
else {
    return false;
}
return true;
}

void display() {
for (int i = 0; i < numCars; i++) {
    cars[i]->display();
}
}

int menu(){
    bool bl;
    int choice;
    cout << "Welcome to City Car" << endl;
    cout << "Please choose one option below: " << endl;
    cout << "----- " << endl;
    cout << "1. Insert a car" << endl;
    cout << "2. Insert a truck" << endl;
    cout << "3. Display all cars" << endl;
    cout << "4. Exit" << endl;
    cin >> choice;
    if (choice == 1) {
        bl = insertCar();
        if (bl == true) {
            cout << "Car inserted" << endl;
        }
        else {
            cout << "No more space" << endl;
        }
    }
    else if (choice == 2) {
        bl = insertTruck();
    }
}

```

```

        if (bl == true) {
            cout << "Truck inserted" << endl;
        }
        else {
            cout << "No more space" << endl;
        }
    }
    else if (choice == 3) {
        display();
    }
    else if (choice == 4) {
        cout << "Goodbye" << endl;
    }
    else {
        cout << "Invalid choice" << endl;
    }
    return 0;
}

};

int main() {
    CityCar a;
    a.menu();
    a.menu();
    a.menu();
    a.menu();

    return 0;
}

```

Run program & result:

```
PS D:\VS CODE\C C++\CS360L\Lab9> cd "d:\VS CODE\C C++\CS360L\Lab9\" ;
Welcome to City Car
Please choose one option below:
-----
1. Insert a car
2. Insert a truck
3. Display all cars
4. Exit
1
Enter the identification number and producer:
24589
Toyota
Enter pass car type:
mini
Does the car have sun roof? (y/n)
y
Car inserted
Welcome to City Car
Please choose one option below:
-----
1. Insert a car
2. Insert a truck
3. Display all cars
4. Exit
2
Enter the identification number and producer:
48692
Hyundai
Enter the number of axles:
4
Enter the truck capacity:
2500
Truck inserted
```

```

Welcome to City Car
Please choose one option below:
-----
1. Insert a car
2. Insert a truck
3. Display all cars
4. Exit
3
Car: 24589
Producer: Toyota
PassCar: mini
SunRoof: 1
Car: 48692
Producer: Hyundai
Axles: 4
Capacity: 2500
Welcome to City Car
Please choose one option below:
-----
1. Insert a car
2. Insert a truck
3. Display all cars
4. Exit
4
Goodbye
PS D:\VS CODE\C C++\CS360L\Lab9>

```

2.

Source code:

```

#include <iostream>
#include <string>
#include <iomanip>
using namespace std;
class Product{
private:
    long bar;

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```

    string name;
public:
    Product(long b = 0L, const string& s = ""): bar(b), name(s){ }
    virtual ~Product(){}
    // Access methods as previously used.
    virtual void scanner(){
        cout << "Enter the barcode: ";
        cin >> bar;
        cout << "Enter the name: ";
        cin >> name;
    }; // Virtual now!
    virtual void printer() const{
        cout << "Barcode: " << bar << endl;
        cout << "Name: " << name << endl;
    };
    virtual double getProductPrice() const { return 0.0; }
};

class PrepackedFood : public Product{
private:
    double pce_price;
public:
    PrepackedFood(double p = 0.0, long b = 0L, const string& s = ""): Product(b, s),
pce_price(p) {}
    void setPrice(double p) { pce_price = p; }
    double getPrice()const { return pce_price; }
    double getProductPrice() const{ return pce_price; }
    void scanner(){
        Product::scanner();
        cout << "Price per piece: "; cin >> pce_price;
    }
    void printer() const{
        Product::printer();
        cout << fixed << setprecision(2)
            << "Price per piece: " << pce_price << endl;
    }
};

class FreshFood : public Product{
private:
    double wght;
    double lbs_price;
public:
    FreshFood(double g = 0.0, double p = 0.0, long b = 0L, const string& s = ""):
Product(b, s), wght(g), lbs_price(p) {}
    void setWght(double g) { wght = g; }
    double getWght()const { return wght; }

```



```

void setPrice(double p) { lbs_price = p;}
double getPrice()const { return lbs_price; }
double getProductPrice() const{ return lbs_price * wght; }
void scanner(){
    Product::scanner();
    cout << "Weight(lbs): "; cin >> wght;
    cout << "Price/lbs: "; cin >> lbs_price;
    cin.sync(); cin.clear();
}
void printer() const{
    Product::printer();
    cout << fixed << setprecision(2)
        << "Price per Lbs: " << lbs_price
        << "\nWeight: " << wght
        << "\nTotal: " << lbs_price * wght
        << endl;
}
};

void record(){
    // create an array of 100 pointers to Product objects
    Product* products[100];
    int numProducts = 0;
    int choice;
    double total_price = 0.0;
    cout << "PrePackaged Food (1), Fresh Food (2), or Quit (0): "; cin >> choice;
    while (choice != 0){
        if (choice == 1){
            PrepackedFood* p = new PrepackedFood;
            p->scanner();
            products[numProducts] = p;
            numProducts++;
        }
        else if (choice == 2){
            FreshFood* f = new FreshFood;
            f->scanner();
            products[numProducts] = f;
            numProducts++;
        }
        else{
            cout << "Invalid choice" << endl;
        }
        cout << "PrePackaged Food (1), Fresh Food (2), or Quit (0): "; cin >>
choice;
    }
}

```

```
    for (int i = 0; i < numProducts; i++){
        products[i]->printer();
        total_price += products[i]->getProductPrice();
    }
    cout << "Total price: " << total_price << endl;
}

int main(){
    int a;
    a = 1;
    cout << "Welcome to the supermarket!" << endl;
    while (a != 0){
        record();
        cout << "Next customer? (1) or (0): "; cin >> a;
    }
    cout << "Goodbye!" << endl;
    return 0;
}
```

Run program & result:

```
PS D:\VS CODE\C C++\CS360L\Lab9> cd "d:\VS CODE\C C++\CS360L\Lab9\" ;  
Welcome to the supermarket!  
PrePackaged Food (1), Fresh Food (2), or Quit (0): 1  
Enter the barcode: 123456  
Enter the name: chips  
Price per piece: 5  
PrePackaged Food (1), Fresh Food (2), or Quit (0): 2  
Enter the barcode: 987654  
Enter the name: fish  
Weight(lbs): 3  
Price/lbs: 4  
PrePackaged Food (1), Fresh Food (2), or Quit (0): 0  
Barcode: 123456  
Name: chips  
Price per piece: 5.00  
Barcode: 987654  
Name: fish  
Price per Lbs: 4.00  
Weight: 3.00  
Total: 12.00  
Total price: 17.00  
Next customer? (1) or (0): 0  
Goodbye!  
PS D:\VS CODE\C C++\CS360L\Lab9> 
```