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## LAB#6

1.

Source code:

```
// Complex.h
// Complex class definition.
#include <string>
#include <iostream>
using namespace std;
#ifndef COMPLEX_H
#define COMPLEX_H
class Complex{
public:
    explicit Complex( double = 0.0, double = 0.0 ); // constructor
    Complex operator+( const Complex & ) const; // addition
    Complex operator-( const Complex & ) const; // subtraction
    Complex operator*( const Complex & ) const; // multiplication
    Complex operator/( const Complex & ) const; // division
    friend istream& operator>>(istream & input, Complex & cNumber); // input
    friend ostream& operator<<(ostream & output, const Complex & cNumber); // output
    bool operator==( const Complex & ) const; // equality
    bool operator!=( const Complex & ) const; // inequality
    void print() const; // output
private:
    double real; // real part
    double imaginary; // imaginary part
}; // end class Complex
#endif
// Complex.cpp
// Complex class member-function definitions.
#include <iostream>
```

```

#include "Complex.h" // Complex class definition
using namespace std;
// Constructor
Complex::Complex( double realPart, double imaginaryPart ):
real( realPart ),imaginary( imaginaryPart ){
    // empty body
} // end Complex constructor
// addition operator
Complex Complex::operator+( const Complex &operand2 ) const{
    return Complex( real + operand2.real,imaginary + operand2.imaginary );
} // end function operator+
// subtraction operator
Complex Complex::operator-( const Complex &operand2 ) const{
    return Complex( real - operand2.real,imaginary - operand2.imaginary );
} // end function operator-
// multiplication operator
Complex Complex::operator*( const Complex &operand2 ) const{
    Complex result;
    result.real = real * operand2.real - imaginary * operand2.imaginary;
    result.imaginary = real * operand2.imaginary + imaginary * operand2.real;
    return result;
} // end function operator*
// division operator
Complex Complex::operator/( const Complex &operand2 ) const{
    Complex result;
    result.real = (real * operand2.real + imaginary * operand2.imaginary) /
(operand2.real * operand2.real + operand2.imaginary * operand2.imaginary);
    result.imaginary = (imaginary * operand2.real - real * operand2.imaginary) /
(operand2.real * operand2.real + operand2.imaginary * operand2.imaginary);
    return result;
} // end function operator/
// input operator
istream & operator>>(istream & input, Complex & cNumber){
    double realPart,imaginaryPart;
    input >> realPart; // read real part
    input >> imaginaryPart; // read imaginary part
    if (input.good()){
        cNumber = Complex( realPart,imaginaryPart ); // construct Complex object
    }
    return input;
} // end function operator>>
// output operator
ostream & operator<<(ostream & output, const Complex & cNumber){
    output << "(" << cNumber.real << ", " << cNumber.imaginary << ")"; // output
Complex object

```

```

    return output;
} // end function operator<<
// display a Complex object in the form: (a, b)
void Complex::print() const{
    cout << '(' << real << ", " << imaginary << ')';
} // end function print
// equality operator
bool Complex::operator==( const Complex &operand2 ) const{
    return ( real == operand2.real && imaginary == operand2.imaginary );
} // end function operator==
// inequality operator
bool Complex::operator!=( const Complex &operand2 ) const{
    return ( real != operand2.real || imaginary != operand2.imaginary );
} // end function operator!=

// main.cpp
// Complex class test program.
#include <iostream>
#include "Complex.h"
using namespace std;
int main(void){
    Complex x;
    Complex y( 4.3, 8.2 );
    Complex z( 3.3, 1.1 );
    Complex w( 4.3, 8.2 );
    cout << "x: ";
    x.print();
    cout << "\ny: ";
    y.print();
    cout << "\nz: ";
    z.print();

    x = y + z;
    cout << "\n\nx = y + z:" << endl;
    x.print();
    cout << " = ";
    y.print();
    cout << " + ";
    z.print();

    x = y - z;
    cout << "\n\nx = y - z:" << endl;
    x.print();
    cout << " = ";
    y.print();

```

```

cout << " - ";
z.print();
cout << endl;

x = y * z;
cout << "\n\nx = y * z:" << endl;
x.print();
cout << " = ";
y.print();
cout << " * ";
z.print();
cout << endl;

x = y / z;
cout << "\n\nx = y / z:" << endl;
x.print();
cout << " = ";
y.print();
cout << " / ";
z.print();
cout << endl;

if (y == z)
    cout << "y == z" << endl;
else
    cout << "y != z" << endl;
if (x != z)
    cout << "x != z" << endl;
else
    cout << "x == z" << endl;
if (y != w)
    cout << "y != w" << endl;
else
    cout << "y == w" << endl;
} // end main

```

Run program & result:

```

x: (0, 0)
y: (4.3, 8.2)
z: (3.3, 1.1)

x = y + z:
(7.6, 9.3) = (4.3, 8.2) + (3.3, 1.1)

x = y - z:
(1, 7.1) = (4.3, 8.2) - (3.3, 1.1)

x = y * z:
(5.17, 31.79) = (4.3, 8.2) * (3.3, 1.1)

x = y / z:
(1.91818, 1.84545) = (4.3, 8.2) / (3.3, 1.1)
y != z
x != z
y == w

```

2.

a. Describe precisely how it operates.

The program will create support for new data types which will be able to present a larger integer. It has two constructors: a default constructor that converts a long integer into the object, and a constructor that converts the input string into a *HugeInt* object. Following the two constructors, the program will overload the addition operator in order to add the *HugeInt* object with an integer, another object of the same class, or a string that represents a very big number. It also overloads the output operator to print out the result of the object

b. What restrictions does the class have?

Following the private member of the class *HugeInt*, the number is restricted to the maximum number of the variable “digit”. In the program, the variable is limited to 30 digits, Furthermore, one of the restrictions the class may have is the complexity of the program, which may affect the running time of the calculations. For example, a complex program can handle a new data type, but it may run slower if the input number is a mega large number.

c. Overload the \* multiplication operator.

d. Overload the / division operator.

e. Overload all the relational and equality operators.

Source code for questions c, d, and e:

### ***HugeInt.h***

```
// Hugeint.h
// HugeInt class definition.
#ifndef HUGEINT_H
#define HUGEINT_H

#include <array>
#include <iostream>
#include <string>
using namespace std;
class HugeInt{
    friend std::ostream &operator<<( std::ostream &, const HugeInt & );
public:
    static const int digits = 30; // maximum digits in a HugeInt
    HugeInt( long = 0 ); // conversion/default constructor
    HugeInt( const std::string & ); // conversion constructor

    // addition operator; HugeInt + HugeInt
    HugeInt operator+( const HugeInt & ) const;
    // addition operator; HugeInt + int
    HugeInt operator+( int ) const;
    // addition operator;
    // HugeInt + string that represents large integer value
    HugeInt operator+( const std::string & ) const;
```

```

// subtraction operator; HugeInt * HugeInt
HugeInt operator-( const HugeInt & ) const;
// subtraction operator; HugeInt * int
HugeInt operator-( int ) const;
// subtraction operator; HugeInt * string that represents large integer value
HugeInt operator-( const std::string & ) const;

// multiplication operator; HugeInt * HugeInt
HugeInt operator*( const HugeInt & ) const;
// multiplication operator; HugeInt * int
HugeInt operator*( int ) const;
// multiplication operator; HugeInt * string that represents large integer value
HugeInt operator*( const std::string & ) const;

// division operator; HugeInt / HugeInt
HugeInt operator/( const HugeInt & ) const;
// division operator; HugeInt / int
HugeInt operator/( int ) const;
// division operator; HugeInt / string that represents large integer value
HugeInt operator/( const std::string & ) const;

// greater than or equal to operator; HugeInt >= HugeInt
bool operator>=( const HugeInt & ) const;
// equality operator; HugeInt == HugeInt
bool operator==( const HugeInt & ) const;
// equality operator; HugeInt == int
bool operator==( int ) const;
// equality operator; HugeInt == string that represents large integer value
bool operator==( const std::string & ) const;

// inequality operator; HugeInt != HugeInt
bool operator!=( const HugeInt & ) const;
// inequality operator; HugeInt != int
bool operator!=( int ) const;
// inequality operator; HugeInt != string that represents large integer value
bool operator!=( const std::string & ) const;

private:
    std::array< short, digits > integer;
}; // end class HugeInt
#endif

```

## ***HugeInt.cpp***

```

// Hugeint.cpp
// HugeInt member-function and friend-function definitions.

```

```

#include <cctype> // isdigit function prototype
#include "Hugeint.h" // HugeInt class definition
using namespace std;

// default constructor; conversion constructor that converts
// a long integer into a HugeInt object
HugeInt::HugeInt( long value ){
    // initialize array to zero
    for ( short &element : integer )
        element = 0;
    // place digits of argument into array
    for ( size_t j = digits - 1; value != 0 && j >= 0; j-- ){
        integer[ j ] = value % 10;
        value /= 10;
    } // end for
} // end HugeInt default/conversion constructor

//conversion constructor that converts a character string
//representing a large integer into a HugeInt object
HugeInt::HugeInt( const string &number ){
    //initialize array to zero
    for ( short &element : integer )
        element = 0;
    //place digits of argument into array
    size_t length = number.size();
    for ( size_t j = digits - length, k = 0; j < digits; ++j, ++k )
        if ( isdigit( number[ k ] ) ) // ensure that character is a digit
            integer[ j ] = number[ k ] - '0';
} // end HugeInt conversion constructor

//addition operator; HugeInt + HugeInt
HugeInt HugeInt::operator+( const HugeInt &op2 ) const{
    HugeInt temp; // temporary result
    int carry = 0;
    for ( int i = digits - 1; i >= 0; i-- ){
        temp.integer[ i ] = integer[ i ] + op2.integer[ i ] + carry;
        // determine whether to carry a 1
        if ( temp.integer[ i ] > 9 ){
            temp.integer[ i ] %= 10; // reduce to 0-9
            carry = 1;
        } // end if
        else // no carry
            carry = 0;
    } // end for
    return temp; // return copy of temporary object
} // end function operator+

// addition operator; HugeInt + int
HugeInt HugeInt::operator+( int op2 ) const

```



```

{
// convert op2 to a HugeInt, then invoke
// operator+ for two HugeInt objects
return *this + HugeInt( op2 );
} // end function operator+

// addition operator;
// HugeInt + string that represents large integer value
HugeInt HugeInt::operator+( const string &op2 ) const{
// convert op2 to a HugeInt, then invoke
// operator+ for two HugeInt objects
    return *this + HugeInt( op2 );
} // end operator+

// subtraction operator; HugeInt - HugeInt
HugeInt HugeInt::operator-( const HugeInt &op2 ) const{
    HugeInt temp; // temporary result
    int carry = 0;
    for ( int i = digits - 1; i >= 0; i-- ){
        temp.integer[ i ] = integer[ i ] - op2.integer[ i ] - carry;
        // determine whether to carry a 1
        if ( temp.integer[ i ] < 0 ){
            temp.integer[ i ] += 10; // reduce to 0-9
            carry = 1;
        } // end if
        else // no carry
            carry = 0;
    } // end for
    return temp; // return copy of temporary object
} // end function operator+

// subtraction operator; HugeInt - int
HugeInt HugeInt::operator-( int op2 ) const{
// convert op2 to a HugeInt, then invoke
// operator- for two HugeInt objects
return *this - HugeInt( op2 );
} // end function operator-

// subtraction operator; HugeInt - string that represents large integer value
HugeInt HugeInt::operator-( const string &op2 ) const{
// convert op2 to a HugeInt, then invoke
// operator- for two HugeInt objects
return *this - HugeInt( op2 );
} // end function operator-

// multiplication operator; HugeInt * HugeInt
HugeInt HugeInt::operator*(const HugeInt &op2) const{

```

```

int arr[100];
// initialize array to zero
for ( int i = 0; i < 100; i++ )
    arr[ i ] = 0;
HugeInt temp; // temporary result
HugeInt temp1, temp2;
// reverse the two HugeInt
for (int i = 0; i < digits; i++) {
    temp1.integer[i] = integer[digits - i - 1];
    temp2.integer[i] = op2.integer[digits - i - 1];
}

for(int i = 0; i < digits; i++){
    for(int j = 0; j < digits; j++){
        arr[i + j] += temp1.integer[i] * temp2.integer[j];
        if(arr[i + j] >= 10){
            int carry = arr[i + j] / 10;
            arr[i + j] %= 10;
            arr[i + j + 1] += carry;
        }
    }
}

// reverse back to have the result in the correct order
for(int i = 0; i < digits; i++){
    temp.integer[i] = arr[digits - i - 1];
}
return temp;
}

// multiplication operator; HugeInt * int
HugeInt HugeInt::operator*( int op2 ) const{
// convert op2 to a HugeInt, then invoke
// operator* for two HugeInt objects
return *this * HugeInt( op2 );
} // end function operator*

// multiplication operator; HugeInt * string that represents large integer value
HugeInt HugeInt::operator*( const string &op2 ) const{
// convert op2 to a HugeInt, then invoke
// operator* for two HugeInt objects
return *this * HugeInt( op2 );
} // end function operator*

// greater than or equal operator; HugeInt >= HugeInt
bool HugeInt::operator>=( const HugeInt &op2 ) const{
    for (int i = 0; i < 30 ; i++){

```

```

        if (integer[i] > op2.integer[i]){
            return true;
        }
        else if (integer[i] < op2.integer[i]) {return false;}
    }
    return true;
} // end function operator>=

// division operator; HugeInt / HugeInt
HugeInt HugeInt::operator/(const HugeInt &op2) const{
    HugeInt result;
    HugeInt temp = *this;
    HugeInt temp2 = op2;
    int i = 0;
    while(temp >= temp2){
        temp = temp - temp2;
        i++;
    }
    string number = to_string(i);
    result = HugeInt(number);

    return result;
} // end division operator

// division operator; HugeInt / int
HugeInt HugeInt::operator/( int op2 ) const{
    // convert op2 to a HugeInt, then invoke
    // operator/ for two HugeInt objects
    return *this / HugeInt( op2 );
} // end function operator/

// division operator; HugeInt / string that represents large integer value
HugeInt HugeInt::operator/( const string &op2 ) const{
    // convert op2 to a HugeInt, then invoke
    // operator/ for two HugeInt objects
    return *this / HugeInt( op2 );
} // end function operator/

// equality operator; HugeInt == HugeInt
bool HugeInt::operator==(const HugeInt &op2) const{
    for (int i = 0; i < 30; i++){
        if (integer[i] != op2.integer[i]){
            return false;
        }
    }
    return true;
} // end function operator==

```

```

// equality operator; HugeInt == int
bool HugeInt::operator==( int op2 ) const{
// convert op2 to a HugeInt, then invoke
// operator== for two HugeInt objects
return *this == HugeInt( op2 );
} // end function operator==

// equality operator; HugeInt == string that represents large integer value
bool HugeInt::operator==( const string &op2 ) const{
// convert op2 to a HugeInt, then invoke
// operator== for two HugeInt objects
    return *this == HugeInt( op2 );
} // end function operator==

// inequality operator; HugeInt != HugeInt
bool HugeInt::operator!=(const HugeInt &op2) const{
    for (int i = 0; i < 30; i++){
        if (integer[i] != op2.integer[i]){
            return true;
        }
    }
    return false;
} // end function operator!=

// inequality operator; HugeInt != int
bool HugeInt::operator!=( int op2 ) const{
// convert op2 to a HugeInt, then invoke
// operator!= for two HugeInt objects
return *this != HugeInt( op2 );
} // end function operator!=

// inequality operator; HugeInt != string that represents large integer value
bool HugeInt::operator!=( const string &op2 ) const{
// convert op2 to a HugeInt, then invoke
// operator!= for two HugeInt objects
    return *this != HugeInt( op2 );
} // end function operator!=

// overloaded output operator
ostream& operator<<( ostream &output, const HugeInt &num ){
    int i;
    for ( i = 0; ( i < HugeInt::digits ) && ( 0 == num.integer[ i ] ); ++i )
        ; // skip leading zeros
    if ( i == HugeInt::digits )
        output << 0;
    else
        for ( ; i < HugeInt::digits; ++i )

```

[illegible]

```

cout << n2 << " * " << n9 << " = " << (n2 * n9) << endl;

n7 = n1 * 9;
cout << n1 << " * " << 9 << " = " << n7 << endl;

n7 = n2 * "10000";
cout << n2 << " * " << "10000" << " = " << n7 << endl;

n8 = n2 / n1;
cout << n2 << " / " << n1 << " = " << n8 << endl;

n8 = n9 / 99;
cout << n9 << " / " << 99 << " = " << n8 << endl;

cout << n1 << " == " << n1 << " ? ";
if ( n1 == n1 )
    cout << "true";
else
    cout << "false";
cout << endl;

cout << n1 << " == " << 9 << " ? ";
if ( n1 == 9 )
    cout << "true";
else
    cout << "false";
cout << endl;

cout << n1 << " == " << "10000" << " ? ";
if ( n1 == "10000" )
    cout << "true";
else
    cout << "false";
cout << endl;

cout << n2 << " != " << n3 << " ? ";
if ( n2 != n3 )
    cout << "true";
else
    cout << "false";
cout << endl;

cout << n2 << " != " << 9 << " ? ";
if ( n2 != 9 )
    cout << "true";

```

```
else
    cout << "false";
cout << endl;

cout << n2 << " != " << "10000" << " ? ";
if ( n2 != "10000" )
    cout << "true";
else
    cout << "false";
cout << endl;

} // end main
```

Run program & result:

```
PS D:\VS CODE\C C++\CS360L\Lab6>
```