C++ Programming Assignment (#06)

Date: Apr. 14, 2016

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Due date: Apr. 27, 2016

Programming Projects

1. Define a class Random that generates as many random numbers as a user wants. Analyzing the following code, complete the entire program. The class Random must have at least one constructor.



```
int main()
{
   Random r1, r2(1000);
   int num;

   cout << "How many random numbers are needed? ";
   cin >> num;
   r1.generate(num); // random numbers between 0 and RAND_MAX(32767)
   r2.generate(num); // random numbers between 0 and 1000

   return 0;
}
```

```
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-- 12 random numbers between 0 and 32767--
41 18467 6334 26500 19169 15724 11478 29358 26962 24464 5705 28145
-- 12 random numbers between 0 and 1000--
491 153 292 778 288 900 53 467 193 912 481 142
```

2. This project requires you to first complete Programming Project 2 from the programming assignment in the last week, which is an implementation of an IceCreamSundae class. Add an Order class that contains a private vector of type IceCreamSundae. This class represents a customer's entire order, where the order may consist of multiple sundaes. Include ap-

propriate functions so that a user of the Order class



can add sundaes to order (type is strawberry, vanilla, or mint; size is small, medium, or large; number of toppings). Write a function that outputs everything in the order along with the total price. The same rules are applied for the cost of each ice cream sundae as the project in the last week. [Modified from Project 6, Chapter 7, Absolute C++ 5ed.]

The sample dialogue: