

# C++ Programming Assignment (#07)

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## Programming Projects

1. Define a class named `PrimeNumber` that stores a prime number. The **default constructor** should set the prime number to 1. Add **another constructor** that allows the caller to set the prime number. Also, add a function to get the prime number. Finally, **overload the prefix and postfix ++ and -- operators** so they return a `PrimeNumber` object that is the next larger prime number (for ++ ) and the next smaller prime number (for --).

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

For example, if the object's prime number is set to 13, then invoking ++ should return a `PrimeNumber` object whose prime number is set to 17. Create an appropriate test program for the class.

## Sample dialogues:

< 1<sup>st</sup> trial >

Input a Prime Number: **17**

Menu:

1. The next larger prime number
2. The next smaller prime number

Choice) **1**

The next larger prime number of 17 is 19

< 2<sup>nd</sup> trial >

Input a Prime Number: **17**

Menu:

1. The next larger prime number
2. The next smaller prime number

Choice) **2**

The next smaller prime number of 17 is 13

< 3<sup>rd</sup> trial >

Input a Prime Number: **97**

Menu:

1. The next larger prime number
2. The next smaller prime number

Choice) **1**

The next larger prime number of 97 is 101

< 4<sup>th</sup> trial >

Input a Prime Number: **3**

Menu:

1. The next larger prime number
2. The next smaller prime number

Choice) **2**

The next smaller prime number of 3 is 2

< 5<sup>th</sup> trial >

Input a Prime Number: **2**

Menu:

1. The next larger prime number
2. The next smaller prime number

Choice) **2**

2 is the smallest prime number