

Stock Symbol	Open	Close	Today High	Low	Previous Close	Percent Gain	Volume
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ABC	123.45	130.95	132.00	125.00	120.50	8.67%	10000
AOLK	80.00	75.00	82.00	74.00	83.00	-9.64%	5000
CSCO	100.00	102.00	105.00	98.00	101.00	0.99%	25000
IBD	68.00	71.00	72.00	67.00	75.00	-5.33%	15000
MSET	120.00	140.00	145.00	140.00	115.00	21.74%	30920
Closing Assets:						\$9628300.00	

Project in 3 steps. In the first step (part A), design and implement a newString object and a stock object.
In the second step (part B), design and implement an object to maintain a list of stocks.

Step A. (myString and Stock Objects)

Implement the newString object design defined in the myString api(.h) provided. Design and implement the stock object. Call the class that captures the various characteristics of a stock object stockType. The main components of a stock are the stock symbol (newString), stock price, and number of shares. Moreover, we need to output the opening price, closing price, high price, low price, previous price, and the percent gain/loss for the day. These are also all the characteristics of a stock. Therefore, the stock object should store all this information.

Perform the following operations on each stock object:

- i. Set the stock information.
- ii. Print the stock information.
- iii. Show the different prices.
- iv. Calculate and print the percent gain/loss.
- v. Show the number of shares.
 - a.1. The natural ordering of the stock list is by stock symbol. Overload the relational operators to compare two stock objects by their symbols.
 - a.2. Overload the insertion operator, <<, for easy output.
 - a.3. Because the data is stored in a file, overload the stream extraction operator, >>, for easy input.

For example, suppose infile is an ifstream object and the input file was opened using the object infile. Further suppose that myStock is a stock object. Then, the statement:

```
infile >> myStock;
```

reads the data from the input file and stores it in the object myStock. (Note that this statement reads and stores the data in the relevant components of myStock.)

Step B.

Now that you have designed and implemented the class `stockType` to implement a stock object in a program, it is time to create a list of stock objects. Let us call the class to implement a list of stock objects `stockListType`. The class `stockListType` must be derived from the class `listType` (supplied code).

However, the class `stockListType` is a very specific class, designed to create a list of stock objects. Therefore, the class `stockListType` is no longer a template.

Add and/or overwrite the operations of the class `listType` to implement the necessary operations on a stock list.

The following statement derives the class `stockListType` from the class `listType`.

```
class stockListType: public listType<stockType>
{
    member list
};
```

The member variables to hold the list elements, the length of the list, and the maximum size of the list were declared as protected in the class `listType`. Therefore, these members can be directly accessed in the class `stockListType`.

Because the company also requires you to produce the list ordered by the percent gain/loss, you need to sort the stock list by this component. However, you are not to physically sort the list by the component percent gain/loss. Instead, you will provide a logical ordering with respect to this component.

To do so, add a member variable, an array, to hold the indices of the stock list ordered by the component percent gain/loss. Call this array `sortIndicesGainLoss`. When printing the list ordered by the component percent gain/loss, use the array `sortIndicesGainLoss` to print the list. The elements of the array `sortIndicesGainLoss` will tell which component of the stock list to print next.

Step C – final

Write a program that uses these two classes to automate the company's analysis of stock data. All prices should be listed as AU\$, cent fractions are not needed that is AU\$ should show 2 decimal places. Add a suitable makefile (compiler is clang++ please no make run scripts in your makefile, executable produced should may not have ".exe" file extension). Folder name: SSX

Final note, this assignment grading is strictly by demonstration of working code, non runners incur a 50% penalty and would still need to demo and discuss their submissions with me. Appointment times (10/15 minute slots) will be announced in due course.

Supplied Code:

```
//Header file listType.h
#ifndef H_listType
#define H_listType

#include <iostream>
#include <fstream>

using namespace std;

template <class T>
class listType
{
public:
    bool isEmptyList() const;
    // Function returns a nonzero value (TRUE)if list is empty,
    // otherwise it returns the value 0 (False)
    bool isFullList() const;
    // Function returns a nonzero value (TRUE)if list is full,
    // otherwise it returns the value 0 (False)
    void setLength(int len);
    int showLength() const;
    void search(T searchItem) const;
    // Search the list for searchItem
    // Postcondition: found is set to a nonzero value (TRUE)if
    //   searchItem is found in the list,
    //   otherwise found is set to 0(False)
    void insert(T newElement);
    // Inserte newElement in the list
    // Prior to insertion list must not be full
    // Postcondition: list is old list plus the newElement
    void deleteItem(T deleteElement);
    // if deleteElement is found in the list it is deleted
    // If list is empty output the message "Cannot delete from the
    // empty list"
    // Postcondition: list is old list minus the deleteItem if
    //   deleteItem is found in the list
    void sort();
    // sort the list
    // Precondition: list must exist
    // Postcondition: list elements are in ascending order
    void print() const;
    // Output the elements of the list
    void getList(ifstream&);
    // read and store elements in the list
    // Postcondition: length = number of elements in the list
    //   elements = array holding the input data
    void destroyList();
    // Postcondition: length = 0
```

```

    void printList() const;
    // Output the elements of the list
    listType(int listSize);
    // constructor with parameters
    // Create an array of size specified by the parameter listSize
    // Postcondition: elements contains the base address
    //   of the array, length = 0 and maxsize = listSize
    listType();
    // default constructor
    // Create an array of 50 components
    // Postcondition: elements contains the base address
    //   of the array, length = 0 and maxsize = 50
    ~listType();
    // destructor
    // delete all elements of the list
    // Postcondition: array elements is deleted
protected:
    void binarySeacrh(T searchItem,
                     int& found, int& index);

    int maxSize; // maximum number that can be stored in the list
    int length;  // number of elements in the list
    T *elements; //pointer to the array that holds list elements
};

// constructor to set the array size specified by the user
template <class T>
listType<T>::listType(int listSize)
{
    maxSize = listSize;
    length = 0;
    elements = new T[maxSize];
}

template <class T>
listType<T>::listType() // default constructor
{
    maxSize = 50;
    length = 0;
    elements = new T[50];
}

template <class T>
listType<T>::~~listType() //destructor
{
    delete [] elements;
}

```

```

template <class T>
bool listType<T>::isEmptyList() const
{
    return (length == 0);
}

template <class T>
bool listType<T>::isFullList() const
{
    return (length == maxSize );
}

template <class T>
void listType<T>::sort()    //selection sort
{
    int i, j;
    int min;
    T temp;

    for (i = 0; i < length; i++)
    {
        min = i;
        for (j = i+1; j < length; ++j)
            if (elements[j] < elements[min])
                min = j;

        temp = elements[i];
        elements[i] = elements[min];
        elements[min] = temp;
    } //end for
} //end sort

template <class T>
void listType<T>::print() const
{
    int i;

    for (i = 0; i < length; i++)
        cout << elements[i] << endl;
    cout << endl;
} //end print

template <class T>
void listType<T>::getList(ifstream& infile)
{
    int i;

    for (i = 0; i < length; i++)
        infile >> elements[i];
}

```

```

template <class T>
void listType<T>::search(T searchItem) const
{
    int found;
    int index;

    binarySearchh(searchItem,found,index);

    if (found)
        cout << "Item is in the list" << endl;
    else
        cout << "Item is not in the list" << endl;
}

template <class T>
void listType<T>::binarySearchh(T searchItem,
                                int& found, int& index)
{
    int first = 0;
    int last = length -1;
    int mid;

    found = 0;

    while( !found && (first <= last))
    {
        mid = (first + last) / 2;

        if (elements[mid] == searchItem)
            found = 0;
        else if (elements[mid] > searchItem)
            last = mid - 1;
        else
            first = mid + 1;
    }

    this->loc = mid;
}

template <class T>
void listType<T>::setLength(int len)
{
    length = len;
}

template <class T>
int listType<T>::showLength() const
{
    return length;
}

```

```
}
```

```
#endif
```