

Part 1:

1. Base Class: ListItem

Create an abstract class "ListItem" that represents a generic list item. This class must contain a pure virtual method "toString()" that returns a string representation of the object.

2. Derived Class: StringItem

Create the derived class StringItem that inherits from the ListItem class. This class represents an item in the form of a string. Be sure to add an explicit default constructor. Add the toString() method, which returns a string representation of a StringItem.

3. Derived Class: NumberItem

Create the derived class NumberItem that inherits from the ListItem class. This class represents an item in the form of a number (double). Be sure to add an explicit default constructor. Add the toString() method, which returns a string representation of a NumberItem.

4. Implement the overloading of the << operator for an object of the ListItem class.

Main Part 1:

If all the classes are properly defined, the code of the main function should display the following output:

Main	<pre>int main() { // part 1 ListItem* pstr = new StringItem("Hello"); cout << " Displaying a string element:" << *pstr << endl; ListItem* pnbr = new NumberItem(5); cout << " Displaying a number element:" << *pnbr << endl; delete pstr; delete pnbr; return 0; }</pre>
Display	Displaying a string element: Hello Display a number element: 5

Part 2:

Implement the necessary methods to enable deep copying of a `ListItem` object.

Main Part 2:

The code of the main function must display the following output:

Main	<pre>int main() { // part 1 ListItem* pstr = new StringItem("Hello"); cout << " Displaying a string element:" << *pstr << endl; ListItem* pnbr = new NumberItem(5); cout << " Displaying a number element:" << *pnbr << endl; delete pstr; delete pnbr; // part 2 ListItem* pstr_copy = pstr->copy(); cout << " Displaying a string element after copy: " << *pstr_copy << endl; ListItem* pnbr_copy = pnbr->copy(); cout << " Displaying a number element after copy " << *pnbr_copy<< endl; delete pstr; delete pnbr; delete pstr_copy; delete pnbr_copy; return 0; }</pre>
Display	<pre>Displaying a string element: Hello Display a number element: 5</pre>

Part 3:

Create the class `PythonList` that encapsulates a vector of pointers to `ListItem` objects.

Implement in this class a method `addItem` that allows adding a pointer to a `ListItem` object to the list, as well as the following methods:

- ✓ A copy constructor.
- ✓ A destructor.
- ✓ Overloading the `=` operator.
- ✓ Overloading the `<<` operator to display an object of this class. Declare the overload function as a friend function (Friend Function).

Main	<pre> int main() { // partie 1 ListItem* pstr = new StringItem("Hello"); cout << " Displaying a string element:" << *pstr << endl; ListItem* pnbr = new NumberItem(5); cout << " Displaying a number element:" << *pnbr << endl; // partie 2 ListItem* pstr_copy = pstr->copy(); cout << " Displaying a string element after copy: " << *pstr_copy << endl; ListItem* pnbr_copy = pnbr->copy(); cout << " Displaying a string element after a copy: " << *pnbr_copy << endl; delete pstr; delete pnbr; delete pstr_copy; delete pnbr_copy; // partie 3 PythonList pyList; pyList.addItem(new StringItem("Hello")); pyList.addItem(new NumberItem(42)); pyList.addItem(new StringItem("World")); pyList.addItem(new NumberItem(3.14)); cout << " Original list: " << pyList << endl; PythonList copiedList = pyList; cout << " Creating a list from another list:" << copiedList<< endl; PythonList assignedList; assignedList = pyList; cout << " Affecting a list to an existing list:" << assignedList << endl; return 0; } </pre>
Display	<pre> Displaying a number element: Hello Displaying a number element:5 Displaying a string element after copy: Hello Displaying a string element after a copy: 5 Original list: [Hello, 42, World, 3.14] Creating a list from another list: [Hello, 42, World, 3.14] Affecting a list to an existing list: [Hello, 42, World, 3.14] </pre>

	Destructor of PythonList is called. Destructor of PythonList is called. Destructor of PythonList is called.
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Part 4:

Internally overload the + operator. The concatenation should produce a new list containing the elements of the two original lists while adhering to best practices for memory management.

The code of the main function must display the following output:

Main	<pre> int main() { // partie 1 ListItem* pstr = new StringItem("Hello"); cout << " Displaying a string element:" << *pstr << endl; ListItem* pnbr = new NumberItem(5); cout << " Displaying a number element:" << *pnbr << endl; // partie 2 ListItem* pstr_copy = pstr->copy(); cout << " Displaying a string element after copy: " << *pstr_copy << endl; ListItem* pnbr_copy = pnbr->copy(); cout << " Displaying a string element after a copy: " << *pnbr_copy << endl; delete pstr; delete pnbr; delete pstr_copy; delete pnbr_copy; // partie 3 PythonList pyList; pyList.addItem(new StringItem("Hello")); pyList.addItem(new NumberItem(42)); pyList.addItem(new StringItem("World")); pyList.addItem(new NumberItem(3.14)); cout << " Original list: " << pyList << endl; PythonList copiedList = pyList; cout << " Creating a list from another list:" << copiedList<< endl; PythonList assignedList; assignedList = pyList; </pre>
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	<pre> cout << " Affecting a list to an existing list:" << assignedList << endl; //Part 4 // bonus PythonList list1; list1.addItem(new StringItem("Hello")); list1.addItem(new NumberItem(42)); PythonList list2; list2.addItem(new StringItem("World")); list2.addItem(new NumberItem(3.14)); PythonList concatenatedList = list1 + list2; cout << "List 1: " << list1 << endl; cout << "List 2: " << list2 << endl; cout << "Concatenated List: " << concatenatedList << endl; return 0; } </pre>
Display	<p> Displaying a string element: Hello Displaying a number element:5 Displaying a string element after copy: Hello Displaying a string element after a copy: 5 Original list: [Hello, 42, World, 3.14] Creating a list from another list: [Hello, 42, World, 3.14] Affecting a list to an existing list: [Hello, 42, World, 3.14] List 1: [Hello, 42] List 2: [World, 3.14] Concatenated List: [Hello, 42, World, 3.14] Destructor of PythonList is called. Destructor of PythonList is called. Destructor of PythonList is called. Destructor of PythonList is called. Destructor of PythonList is called. Destructor of PythonList is called. </p>