

Hands-on:-

Part-1: Classes and Objects

- Box
- Account
- Point
- Color
- Image
- IPAddress
- MyTime
- MyDate
- MyStack
- MyString

Part-2 : Operator Overloading

- Complex
- MyTime
- Fraction class
- Currency / Weight / Distance
- MyDate
- Matrix
- MyString

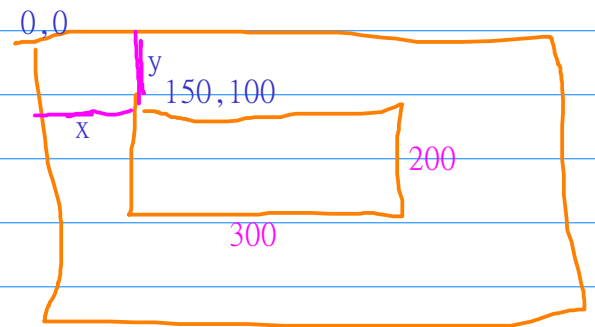
Part-3 : Inheritance & Virtual Functions

- Geometric Shapes
- Banking Accounts
- Mobile Billing Customers

Guidelines/Expectations

- * Class Diagram
 - * Multifile/modular coding
 - * member wise initializer list for simple members
 - * copy ctor, dtor only if needed (Non Trivial)
 - * const suffix for immutable operations
 - * Test cases using googletest
 - * Prefer use std:: prefix (std::cout, std::cin)
avoid "using namespace std;"
 - * Getter/Accessor functions
 - * Avoid setter functions as much possible
- * meaningful names
 - * naming conventions
 - * code style
(indentation, formatting)
 -
 - * static analysis
 - * heap analysis
/memory leak detection

Point	IPAddress	Color c2(0xFF00FF)
+ quadrant()	- ipval : uint32_t	Color c3("7F2352");
+ distanceFromOrigin()	(or)	
+ getter functions	- a : uint8_t	192.168.72.25
	- b : uint8_t	
Color	- c : uint8_t	IPAddress ip1(192,168,72,25)
- m_red	- d : uint8_t	IPAddress ip2("192.168.72.25")
- m_green		IPAddress ip3(0xC0A84819)
- m_blue	+ ipval() : uint32_t	IPAddress ip4; //127.0.0.1
+ Color(r:Int,g:Int,b:Int)	+ ipstr() : string	
+ Color(hexcode:Int)	+ display()	
+ Color(hexstr:String)	+ isLoopback()	
+ hexval()	+ class() //A,B,C,D	
+ invert()		
+ display()		
+ getter functions		
Image		
- m_x : Int // x pos		
- m_y : Int // y pos		
- m_width : Int		
- m_height : Int		
+ rotate()		
+ scale() // zoom()		
+ shift() // move()		
+ display()		



```
{
  Box b1(10,12,5);
  EXPECT_EQ(10,b1.length())
  EXPECT_EQ(12,b1.breadth())
  EXPECT_EQ(5,b1.height())
}
```

```
TEST(BoxTest, BoxVolume)
{
    Box b1(10,12,5);
    EXPECT_EQ(600, b1.findVolume())
}

TEST(BoxTest, BoxSurfaceArea())
{
    Box b1(10,12,5);
    EXPECT_EQ(460, b1.findSurfaceArea())
}
```

EXPECT_TRUE
EXPECT_FALSE

$$\frac{\text{EXPECT_STREQ}}{\text{EXPECT_STRNE}}$$

EXPECT_EQ
~~EXPECT_NE~~
EXPECT_LE

EXPECT_LT
EXPECT_GE
EXPECT_GT

```

class ICustomer          //abstract, like interface in Java
{
    public:
    void makeCall(int)=0; //duration in minutes
    void credit(double)=0; //recharge or bill amount
};

class Customer : public ICustomer      //also abstract
{
    std::string m_id;
    std::string m_name;
    double m_balance;
    public:
    Customer(string id, string name, double balance);
    double balance() { return m_balance;}
    //TODO : display
};

class PrepaidCustomer : public Customer
{
    //if any other data members needed
    public:
    Customer(string id, string name, double balance):Customer(id,name,balance) { }
    void credit(double);
    void makeCall(int);
};

class PostpaidCustomer : public Customer
{
    //similar to Prepaid
};

ICustomer *pcust;
if(cond)
    pcust = new PrepaidCustomer(/*...*/)
else
    pcust = new PostpaidCustomer(/*...*/)

pcust->makeCall(10);
pcust->credit(500);

```

customer.h	customer.h
customer.cpp	precustomer.h
main.cpp / test.cpp	postcustomer.h
	customer.cpp
	precustomer.cpp
	postcustomer.cpp
	main.cpp / test.cpp