

CSE225L: Data Structures and Algorithm Lab

Lab 03: Class Template

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Task 1. Modify the header file and the source file given below so that they now work as template class (the array elements in the dynamically allocated memory can be any type as the user defines).

```
dynarr.h
                                 dynarr.tpp
#ifndef DYNARR H INCLUDED
                                 #include "dynarr.h"
#define DYNARR H INCLUDED
                                 dynArr::dynArr(int size) {
                                         data = new int[size];
                                         this->size = size;
using namespace std;
class dynArr
                                 dynArr::~dynArr() {
private:
                                         delete [] data;
    int* data,
    int size;
                                  void dynArr::setValue(int index, int value){
public:
                                         data[index] = value;
    dynArr(int size);
    ~dynArr();
                                  int dynArr::getValue(int index) {
    void setValue(int index,int
                                         return data[index];
value);
    int getValue(int index);
                                 int dynArr::getSize(){
    int getSize();
                                         return size;
};
#include "dynarr.tpp"
#endif // DYNARR H INCLUDED
```

Now take size as input and create a dynamic array of **char** data type. Take characters as input from user and populate the array. Finally print the whole array.

Task 2: Convert the following class to class template.

```
#ifndef COMPLEX_H_INCLUDED
#define COMPLEX_H_INCLUDED

using namespace std;
class Complex
{
  public:
        Complex();
        Complex(int, int);
        Complex add(Complex);
        void Print();
  private:
        int Real, Imaginary;
};
#include "Complex.tpp"
#endif // COMPLEX_H_INCLUDED
```

```
Complex.tpp
#include "Complex.h"
Complex::Complex()
   Real = 0;
    Imaginary = 0;
Complex::Complex(int r, int i)
   Real = r;
   Imaginary = i;
Complex Complex::add(Complex a)
   Complex t;
   t.Real = Real + a.Real;
   t.Imaginary = Imaginary + a.Imaginary;
   return t;
void Complex::Print()
    if (Real==0)
       cout << Imaginary<<"i"<<endl;</pre>
    else
        if(Imaginary<0)</pre>
            cout<<Real<<Imaginary<<"i"<<endl;</pre>
        else if(Imaginary==0)
            cout<<Real<<endl;
        else
            cout<<Real<<"+"<<Imaginary<<"i"<<endl;</pre>
    }
}
```

In the driver (main.cpp) file, create two Complex objects with float as datatype and add them using add function. Finally print the result using Print function.