

Lecture review

Encapsulation is one of the fundamental concepts in object-oriented programming (OOP). It describes the idea of bundling data and methods that work on that data within one unit, e.g., a class in C++. This concept is also often used to hide the internal representation, or state, of an object from the outside. This is called information hiding.

Encapsulation can be achieved by making *instance variables* of the class **private** and the access to the members is then controlled by **public member functions** of the class.

For instance, the `Student` class below has three private instance variables `erpID`, `name`, and `cgpa`.

```
class Student {  
private:  
    int erpID;  
    string name;  
    float cgpa;  
public:  
    Student(int id, string n, float c) { // constructor  
        erpID = id;  
        name = n;  
        cgpa = c;  
    }  
    void setCGPA(float c) { // setter  
        cgpa = c;  
    }  
    int getErpID() { // getter  
        return erpID;  
    }  
    string getName() { // getter  
        return name;  
    }  
    float getCGPA() { // getter  
        return cgpa;  
    }  
};
```

The public interface of the class includes a constructor that takes three parameters and initializes the instance variables `erpID`, `name`, and `cgpa`.

There is a public member functions `setCGPA()` to set the value of the instance variable `cgpa`. Such member functions are also called *setters* or *mutators*. Note that we have not provided setter functions for `erpID` and `name`. This is because we do not want to allow the user to change these values once they are initialized in the constructor.

It also has *getter* or *accessor* functions `getErpID()`, `getName()`, and `getCGPA()` to access the values of the instance variables.

Lab exercises

Exercise 1

Create a class called `Date` that includes three pieces of information as data members—a `day` (type `int`), a `month` (type `int`) and a `year` (type `int`).

Your class should have a constructor with three parameters that uses the parameters to initialize the three data members. For the purpose of this exercise, assume that the values provided for the year and day are correct, but ensure that the month value is in the range 1–12; if it isn't, set the month to 1.

Provide a `set` and a `get` function for each data member.

Provide a member function `formatDate` that return the date as `string` with the month, day and year separated by forward slashes (/).

Write a test program that demonstrates class `Date`'s capabilities. Alternatively, you can use the `main()` function below.

```
int main() {
    Date d1(19, 1, 2024);
    cout << d1.formatDate() << endl; // should print 19/1/2024
    d1.setDay(17);
    cout << d1.formatDate() << endl; // should print 17/1/2024
    d1.setMonth(5);
    cout << d1.formatDate() << endl; // should print 17/5/2024

    Date d2(29, 13, 2024); // should set month to 1
    cout << d2.formatDate() << endl; // should print 29/1/2024

    return 0;
}
```

Exercise 2

Define the `WareHouse` class, which represents a warehouse. The class should contain two vectors as private members, with the first containing the products' codes and the second one their corresponding quantities. The class should contain the following functions:

- **`void stock(int c , int q)`** which adds the code `c` in the codes vector only if it is not already stored and the quantity `q` in the quantities vector. If the code is already stored, the function should add the quantity `q` to the existing quantity.
- **`void order(int c, int q)`** which corresponds to an order for the product with code `c`. The function should check if the code is valid and if there is quantity available and, if so, subtract `q` from it, otherwise a related message should be displayed.
- **`void show(int c)`** which checks if the code `c` is valid, and if yes it displays the available quantity for the respective product, otherwise a related message.
- The default constructor.

Write a program that tests the operation of the class. Alternatively, you can use the `main()` function below.

```
int main() {
    WareHouse w;
    w.stock(1, 10); // print "10 items with code 1 added"
    w.stock(2, 20); // print "20 items with code 2 added"
    w.stock(3, 30); // print "30 items with code 3 added"
    w.stock(1, 5);  // print "5 more items with code 1 added, total 15"
    w.order(1, 3);  // print "3 items delivered with code 1"
    w.order(2, 25); // print "the requested quantity is not available"
    w.order(2, 11); // print "11 items delivered with code 2"
    w.order(4, 5);  // print "Code 4 not found"
    w.show(1);      // print "12 items are stored with code 1"
    w.show(2);      // print "9 items are stored with code 2"
    w.show(3);      // print "30 items are stored with code 3"
    w.show(4);      // print "Code 4 not found"
    return 0;
}
```

Exercise 3

Define the `Book` class with private members the title of the book, its code, and its price. It should also contain the following public functions:

- **void** `review(float grd)` which grades the book with the grade `grd`. The `review()` can be called multiple times for the same book. The final score is the average of the grades.
- a constructor that accepts as parameters the data of the book and assigns them to the corresponding members of the object.

Add to the class any other function or member you think is needed.

The following test program declares an array of five objects of type `Book` and initializes it. It calls the `review()` of the objects few times. Then, the program read the code of a book from user and, if the book exists, the program display its score and price. If the book does not exist or it exists but has not been graded, the program display a related message.

```
int main() {
    Book books[5] = {
        Book("The C++ Programming Language", 1, 60),
        Book("The Mythical Man-month", 2, 40),
        Book("The Pragmatic Programmer: Your Journey to Mastery", 3, 50),
        Book("The Art of Computer Programming", 4, 50),
        Book("C++ For Dummies", 5, 30)
    };
    books[0].review(5);
    books[0].review(4);
    books[1].review(4);
    books[2].review(2);
    books[3].review(5);
    int code;
    cout << "Enter code: ";
    cin >> code;
    for (int i = 0; i < 5; i++) {
        if (books[i].getCode() == code) {
            if (books[i].getScore() == 0) {
                cout << "The book has not been graded yet" << endl;
            } else {
                cout << "The book has score " << books[i].getScore() << " and price " <<
                    books[i].getPrice() << endl;
            }
        }
        return 0;
    }
}
cout << "The book does not exist" << endl;
return 0;
}
```

Exercise 4

Define the class `Polynomial` that simulates a polynomial of the form $f(x) = ax^2 + bx + c$. The class should contain:

- (a) The default constructor that initializes the coefficients of the polynomial, that is, `a`, `b`, and `c` to 1. The coefficients should be private members and assume that they are integers.
- (b) A constructor that initializes the coefficients of the polynomial with given values.
- (c) The `format()` function that returns a string containing the polynomial in the form `ax^2 + bx + c`.
- (d) The `eval(int x)` function that returns the result of evaluating the polynomial at `x`.
- (e) An overloaded function of the `+` operator, so that additions may be performed between polynomials (e.g., `r=p + q`). That is, the function should return a polynomial with coefficients the sum of the coefficients of `p` and `q`.
- (f) An overloaded function of the `[]` operator, so that we can assign new values to the coefficients of the polynomial. The signature of the function should be `int& operator[](int index)` which returns a reference to the coefficient of the polynomial at the given index.
 E.g., with the statement `poly[0] = 3` the coefficient `a` of the `poly` object should become 3, while with the statement `poly[1] = 10` the coefficient `b` should become 10.
 If the value of the index is not valid, that is, it is not 0, 1, or 2, the program should terminate. (You can use the `exit()` function from `<cstdlib>` to terminate the program.)
- (g) An overloaded function of the `==` operator, so that we can check if two polynomials are equal, that is, if their respective coefficients are equal.

Write a program that tests the functionality of the `Polynomial` class.

Exercise 5

We are prototyping a robot that refills glasses during dinner. Every glass holds 200 milliliters. During dinner, people either drink water or juice, and as soon as there is less than 100 ml left in the glass, the robot refills it back to 200 ml. Create a class `Glass` with one public `int` field `LiquidLevel` and methods `public Drink(int milliliters)` that takes the amount of liquid that a person drank and `public Refill()` that refills the glass to be 200 ml full. Both methods should not return any value. Initially set `LiquidLevel` to 200. In the `Main` method create an object of class `Glass` and read commands from the screen until the user terminates the program (see next). Don't forget to refill the glass when needed!

Exercise 6

Create a class called `Employee` that includes three pieces of information as instance variables—a first name (type `String`), a last name (type `String`) and a monthly salary (double). If the monthly salary is not positive, set it to 0.0. Write a test application named `EmployeeTest` that demonstrates class `Employee`'s capabilities. Create two `Employee` objects and display each object's yearly salary. Then give each `Employee` a 10% raise and display each `Employee`'s yearly salary again.

Exercise 7

Create a class called `Book` to represent a book. A `Book` should include four pieces of information as instance variables—a book name, an ISBN number, an author name and a publisher. Provide methods (query method) for each instance variable. In addition, provide a method named `getBookInfo` that returns

the description of the book as a String (the description should include all the information about the book). You should use this keyword in member methods and constructor. Write a test application named BookTest to create an array of object for 5 elements for class Book to demonstrate the class Book's capabilities.

Use accessor and mutator in this question.
