



Homework # 1

01286131 Object-Oriented Programming

Software Engineering Program,

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By

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Object-Oriented Programming Homework #1**Jan 20th, 2023****Introduction to C++**

1. Write a program that reads names for four heroes (Warrior, Mage, Ninja, and Fighter) and draws frames around these names. All frames must have equal width and height.

- 1.1) Draw frames using '*' like the example output *Program Output (for 1.1)* shown on the right:

```

*****
*                               *
* Warrior: Squall * Mage:   Rinoa *
*                               *
*****
*                               *
* Ninja:   Selphie * Fighter: Zell *
*                               *
*****

```

- 1.2) Draw frames using '+', '-', '=', and '|' like the example output shown on the right: *Program Output (for 1.2)*

```

+-----+-----+
|                               |
| Warrior: Squall | Mage:   Rinoa |
|                               |
+-----+-----+
|                               |
| Ninja:   Selphie | Fighter: Zell |
|                               |
+-----+-----+

```

2. From the Fahrenheit to Celsius formula $^{\circ}\text{C} = (5/9)(^{\circ}\text{F} - 32)$, write programs to print the following tables:

2.1)

Fahr	Celcius
0	-17.8
20	-6.7
40	4.4
.....	
260	126.7
280	137.8
300	148.9

2.2)

Fahr	Celcius
0	-17.8
40	4.4
80	26.7
.....	
200	93.3
240	115.6
280	137.8

2.3)

Fahr	Celcius
300	148.9
280	137.8
260	126.7
.....	
40	4.4
20	-6.7
0	-17.8

You must draw a flow chart or write pseudocode before writing real programs.

3. Write a program that takes a value **N**, then draws **N** random number from range **[0, 1]**. Calculate the **mean squared error** (MSE) of the number drawn against **0.5**. You must draw a flowchart or write pseudocode before writing a real program.

1.1

```
#include <iostream>
#include <string>
using std::cout, std::cin, std::endl, std::string;

void addChar(int amt, string str){
    for(int i = 0; i < amt; i++){
        cout << str;
    }
}

int main(){
    string warrior;
    string mage;
    string ninja;
    string fighter;

    cout << "Enter warrior name: ";
    cin >> warrior;
    cout << "Enter mage name: ";
    cin >> mage;
    cout << "Enter ninja name: ";
    cin >> ninja;
    cout << "Enter fighter name: ";
    cin >> fighter;
    cout << endl;

    warrior = "Warrior: " + warrior;
    mage = "Mage: " + mage;
    ninja = "Ninja: " + ninja;
    fighter = "Fighter: " + fighter;

    const int pad = 1;
    const string::size_type max = std::max(std::max(std::max(warrior.size(), mage.size()), ninja.size()), fighter.size());
    const string::size_type col = max * 2 + pad * 4 + 2;
    const int row = pad * 4 + 5;

    for(int r = 0; r != row; r++){
        string::size_type c = 0;

        while(c <= col){
            if(r == 2){
                if(c == pad + 1){
                    cout << warrior;
                    c += warrior.size();
                    if (warrior.size() - max > 0){
                        addChar(warrior.size() - max, " ");
                        c += warrior.size() - max + 2;
                    }
                }
                else if(c == pad + 3 + max + pad){
                    cout << mage;
                    c += mage.size();
                    if (mage.size() - max > 0){
                        addChar(mage.size() - max, " ");
                        c += mage.size() - max + 3;
                    }
                }
            }
            else if(c == 0 || c == col - 1 || c == pad + 2 + max){
                cout << "***";
                c++;
            }
            else{
                cout << " ";
                c++;
            }
        }
    }
}
```

```

else if(r == 6){
    if(c == pad + 1){
        cout << ninja;
        c += ninja.size();
        if (ninja.size() - max > 0){
            addChar(ninja.size() - max, " ");
            c += ninja.size() - max + 1;
        }
    }
    else if(c == pad + 3 + max + pad){
        cout << fighter;
        c += fighter.size();
        if (fighter.size() - max > 0){
            addChar(fighter.size() - max, " ");
            c += fighter.size() - max + 2;
        }
    }
    else if(c == 0 || c == col || c == pad + 2 + max){
        cout << "***";
        c++;
    }
    else{
        cout << " ";
        c++;
    }
}

else if(r == 0 || r == row - 1 || c == 0 || c == col || r == 4 || c == pad + 2 + max){
    cout << "***";
    c++;
}

else{
    cout << " ";
    c++;
}
}
cout << endl;
}

return 0;
}

```

```

Enter warrior name: dffff
Enter mage name: ffff
Enter ninja name: drtyse
Enter fighter name: sdfge

```

```

*****
*                               *
* Warrior: dffff * Mage: ffff *
*                               *
*****
*                               *
* Ninja: drtyse  * Fighter: sdfge *
*                               *
*****

```

```
PS D:\Main\Work\KMITL\Yr1 Sem2\OOP\doInC++> 
```

```

1.2
#include <iostream>
#include <string>
using std::cout, std::cin, std::endl, std::string;

void addChar(int amt, string str){
    for(int i = 0; i < amt; i++){
        cout << str;
    }
}

int main(){
    string warrior;
    string mage;
    string ninja;
    string fighter;

    cout << "Enter warrior name: ";
    cin >> warrior;
    cout << "Enter mage name: ";
    cin >> mage;
    cout << "Enter ninja name: ";
    cin >> ninja;
    cout << "Enter fighter name: ";
    cin >> fighter;
    cout << endl;

    warrior = "Warrior: " + warrior;
    mage = "Mage: " + mage;
    ninja = "Ninja: " + ninja;
    fighter = "Fighter: " + fighter;

    const int pad = 1;
    const string::size_type max = std::max(std::max(std::max(warrior.size(), mage.size()), ninja.size()), fighter.size());
    const string::size_type col = max * 2 + pad * 4 + 2;
    const int row = pad * 4 + 5;

    for(int r = 0; r != row; r++){

        string::size_type c = 0;

        while(c <= col){

            if(r == 2){
                if(c == pad + 1){
                    cout << warrior;
                    c += warrior.size();
                    if (warrior.size() - max > 0){
                        addChar(warrior.size() - max, " ");
                        c += warrior.size() - max + 2;
                    }
                }
                else if(c == pad + 3 + max + pad){
                    cout << mage;
                    c += mage.size();
                    if (mage.size() - max > 0){
                        addChar(mage.size() - max, " ");
                        c += mage.size() - max + 3;
                    }
                }
                else if(c == 0 || c == col - 1 || c == pad + 2 + max){
                    cout << "|";
                    c++;
                }
                else{
                    cout << " ";
                    c++;
                }
            }
            else if(r == 6){
                if(c == pad + 1){
                    cout << ninja;
                    c += ninja.size();
                    if (ninja.size() - max > 0){
                        addChar(ninja.size() - max, " ");
                        c += ninja.size() - max + 1;
                    }
                }
            }
        }
    }
}

```

```

else if(c == pad + 3 + max + pad){
    cout << fighter;
    c += fighter.size();
    if (fighter.size() - max > 0){
        addChar(fighter.size() - max, " ");
        c += fighter.size() - max + 2;
    }
}
else if(c == 0 || c == col || c == pad + 2 + max){
    cout << "|";
    c++;
}
else{
    cout << " ";
    c++;
}
}
else if(r == 0 || r == row - 1 || c == 0 || c == col || r == 4 || c == pad + 2 + max){
    if ((c == 0 && r == 0) || (c == 0 && r == 4) || (c == 0 && r == row - 1) || (c == col && r == 0) || (c == col && r == 4) || (c == col && r == row - 1) || (c == pad + 2 + max && r == 0) || (c == pad + 2 + max && r == 4) || (c == pad + 2 + max && r == row - 1)){
        cout << "+";
        c++;
    }
    else if(c == 0 || c == col || c == pad + 2 + max){
        cout << "|";
        c++;
    }
    else if(r == 4){
        cout << "-";
        c++;
    }
    else{
        cout << "=";
        c++;
    }
}
}
else{
    cout << " ";
    c++;
}
}
cout << endl;
}

return 0;
}

```

```

Enter warrior name: fgrhd
Enter mage name: rtyu
Enter ninja name: edgjkh
Enter fighter name: hjkyu

+=====+=====+
| Warrior: fgrhd | Mage: rtyu |
|-----+-----+
| Ninja: edgjkh | Fighter: hjkyu |
|-----+-----+
PS D:\Main\Work\KMITL\Yr1 Sem2\OOP\doInC++>

```

2.1

```
#include <iostream>
#include <string>
#include <iomanip>

using std::cout, std::cin, std::endl, std::string;

double F2C(double fh){
    return (fh - 32) * 5 / 9;
}

int main(){
    int fh = 0;
    cout << std::fixed << std::setprecision(1) << "Farenheit\tCelcius" << endl;
    while(fh <= 300){
        cout << fh << "\t" << F2C(fh) << endl;
        fh += 20;
    }
    return 0;
}
```

Farenheir	Celcius
0	-17.8
20	-6.7
40	4.4
60	15.6
80	26.7
100	37.8
120	48.9
140	60.0
160	71.1
180	82.2
200	93.3
220	104.4
240	115.6
260	126.7
280	137.8
300	148.9

2.2

```
#include <iostream>
#include <string>
#include <iomanip>

using std::cout, std::cin, std::endl, std::string;

double F2C(double fh){
    return (fh - 32) * 5 / 9;
}

int main(){
    int fh = 0;
    cout << std::fixed << std::setprecision(1) << "Farenheit\tCelcius" << endl;
    while(fh <= 300){
        cout << fh << "\t" << F2C(fh) << endl;
        fh += 40;
    }
    return 0;
}
```

```

Farenheir      Celcius
0              -17.8
40             4.4
80             26.7
120            48.9
160            71.1
200            93.3
240            115.6
280            137.8
PS D:\Main\Work\KMITL\Yr1 Sem

```

2.3

```

#include <iostream>
#include <string>
#include <iomanip>

```

```

using std::cout, std::cin, std::endl, std::string;

```

```

double F2C(double fh){
    return (fh - 32) * 5 / 9;
}

```

```

int main(){
    int fh = 300;
    cout << std::fixed << std::setprecision(1) << "Farenheir\tCelcius" << endl;
    while(fh >= 0){
        cout << fh << "\t" << F2C(fh) << endl;
        fh -= 20;
    }
    return 0;
}

```

```

Farenheir      Celcius
300            148.9
280            137.8
260            126.7
240            115.6
220            104.4
200            93.3
180            82.2
160            71.1
140            60.0
120            48.9
100            37.8
80             26.7
60             15.6
40             4.4
20            -6.7
0             -17.8
PS D:\Main\Work\KMITL\Yr1 Sem2\OOP\doInC++>

```



```

3
#include <iostream>
#include <string>
#include <random>

using std::cout, std::cin, std::endl, std::string;

int main() {
    std::mt19937 rng;
    rng.seed(std::random_device());
    std::uniform_real_distribution<double> dist{0, 1};

    int N;
    int i = 0;
    double sum = 0;

    cout << "Enter the N value: ";
    cin >> N;

    while(i < N){
        double x = dist(rng);

        double err = x - 0.5;
        sum += (err * err);
        i++;
    }

    double mean_squared_err = sum / N;

    cout << "Mean Squared Error: " << mean_squared_err << endl;
}

```

```

Enter the N value: 10
Mean Squared Error: 0.117582
PS D:\Main\Work\KMITL\Yr1 Sem2\OOP\doInC++>

```

```

Enter the N value: 100
Mean Squared Error: 0.0821749
PS D:\Main\Work\KMITL\Yr1 Sem2\OOP\doInC++>

```

```

Enter the N value: 1000
Mean Squared Error: 0.0823809
PS D:\Main\Work\KMITL\Yr1 Sem2\OOP\doInC++>

```