

# Homework 5

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Q1

Source Code

```
#include <iostream>
#include <string>
using namespace std;

class Fraction
{
private:
    int numerator;
    int denominator;
public:
    Fraction();
    Fraction(int number);
    Fraction(int number, int denom);
    Fraction(const Fraction& fract);
    ~Fraction();

    // Declaration of Unary plus(not constant)
    Fraction operator+();
    // Declaration of Unary minus(not constant)
    Fraction operator-();

    //Declaration of Prefix In/Decrement Operator
    Fraction& operator++();
    Fraction& operator--();
    //Declaration of Postfix In/Decrement Operator
    const Fraction operator++(int);
    const Fraction operator--(int);
    // Declaration of inequality operator
    const bool operator!=(const Fraction& right);

    Fraction& operator+=(int n);
    Fraction& operator-=(int n);
    Fraction& operator*=(int n);
    Fraction& operator/=(int n);

    Fraction& operator+(const Fraction& right);
    Fraction& operator-(const Fraction& right);
    Fraction& operator*(const Fraction& right);
    Fraction& operator/(const Fraction& right);

    //Chosen Operator
    const bool operator>=(const Fraction& right);

    int getNumerator() const { return numerator; }
    int getDenominator() const { return denominator; }
    void setNumerator(int number);
    void setDenominator(int denom);
    string print();
private:
    bool normalize();
    int gcd(int n, int m);
```

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};

int main()
{
    // Creation of two objects and testing the plus and minus operator
    Fraction fract1(2, 3);
    Fraction fract2(1, 2);
    cout << "fract1: " << fract1.print() << endl;
    cout << "fract2: " << fract2.print() << endl;
    +fract1;
    -fract2;
    cout << "Result of +fract1: " << fract1.print() << endl;
    cout << "Result of -fract2: " << fract2.print() << endl << endl;
    // Creation of four objects and testing the ++ and -- operators
    Fraction fract3(3, 4);
    Fraction fract4(4, 5);
    Fraction fract5(5, 6);
    Fraction fract6(6, 7);
    cout << "fract3: " << fract3.print() << endl;
    cout << "fract4: " << fract4.print() << endl;
    cout << "fract5: " << fract5.print() << endl;
    cout << "fract6: " << fract6.print() << endl << endl;
    ++fract3;
    --fract4;
    Fraction fract55 = fract5++;
    Fraction fract66 = fract6--;
    cout << "Result of ++fract3: " << fract3.print() << endl;
    cout << "Result of --fract4: " << fract4.print() << endl;
    cout << "Result of fract5++: " << fract5.print() << endl;
    cout << "Result of fract6--: " << fract6.print() << endl << endl;
    // Testing assignment & inequality operators
    if (fract3 != fract4)
    {
        fract3 = fract4;
    }
    cout << "Result of fract3 != fract4: "
        << to_string(fract3 != fract4) << endl;
    cout << "fract3: " << fract3.print() << endl << endl;
    // Testing compound assignment operators
    Fraction fract7(3, 5);
    Fraction fract8(4, 7);
    Fraction fract9(5, 8);
    Fraction fract10(7, 9);
    fract7 += 2; // == Fraction(2, 1)
    fract8 -= 3; // == Fraction(3, 1)
    fract9 *= 4; // == Fraction(4, 1)
    fract10 /= 5; // == Fraction(5, 1)
    cout << "Result of fract7 += 2: " << fract7.print() << endl;
    cout << "Result of fract8 -= 3: " << fract8.print() << endl;
    cout << "Result of fract9 *= 4: " << fract9.print() << endl;
    cout << "Result of fract10 /= 5: " << fract10.print() << endl << endl;
    // Testing binary arithmetic operators
    // Testing binary arithmetic operators
    Fraction fract11(3, 5);
    Fraction fract111 = fract11 + Fraction(2);
    Fraction fract112 = fract11 - Fraction(3);
    Fraction fract113 = fract11 * Fraction(4);
    Fraction fract114 = fract11 / Fraction(5);
    cout << "Result of fract11 + 2: " << fract111.print() << endl;

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    cout << "Result of fract11 - 3: " << fract112.print() << endl;
    cout << "Result of fract11 * 4: " << fract113.print() << endl;
    cout << "Result of fract11 / 5: " << fract114.print() << endl << endl;
    // Q2. Demonstrate that your chosen operator works correctly by
following these steps:
    // print out "your chosen operator: ".
    // print out the input values.
    // print out the expected output from the manual.
    // print out the output from the operator overloading.
    // print out the comparison result indicating whether they are the same
or not.
    // repeat this test at least two more times.

    cout << "Chosen Operator: >=" << endl;

    //양수 대 양수
    cout << "\nTest1\nInput Values: 4/3 >= 2/5" << endl;
    Fraction fract20(4, 3);
    Fraction fract21(2, 5);
    cout << "Expected Output: 1" << endl;
    cout << "My Output: " << to_string(fract20 >= fract21) << endl;
    cout << "Answer: " << endl;
    if (to_string(fract20 >= fract21) == "1") {
        cout << "Correct" << endl;
    }
    else {
        cout << "Wrong" << endl;
    }

    //음수 대 음수
    cout << "\nTest2\nInput Values: -123/23 >= -192/129" << endl;
    Fraction fract22(-123, 23);
    Fraction fract23(-192, 129);
    cout << "Expected Output: 0" << endl;
    cout << "My Output: " << to_string(fract22 >= fract23) << endl;
    cout << "Answer: " << endl;
    if (to_string(fract22 >= fract23) == "0") {
        cout << "Correct" << endl;
    }
    else {
        cout << "Wrong" << endl;
    }

    //양수 대 음수
    cout << "\nTest3\nInput Values: 7/23 >= -12/139" << endl;
    Fraction fract24(7, 23);
    Fraction fract25(-12, 139);
    cout << "Expected Output: 1" << endl;
    cout << "My Output: " << to_string(fract24 >= fract25) << endl;
    cout << "Answer: " << endl;
    if (to_string(fract24 >= fract25) == "1") {
        cout << "Correct" << endl;
    }
    else {
        cout << "Wrong" << endl;
    }

    //음수 대 양수
    cout << "\nTest4\nInput Values: -17/23 >= 2" << endl;
    Fraction fract26(-17, 23);
    Fraction fract27(2);
    cout << "Expected Output: 0" << endl;

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    cout << "My Output: " << to_string(fract26 >= fract27) << endl;
    cout << "Answer: " << endl;
    if (to_string(fract26 >= fract27) == "0") {
        cout << "Correct" << endl;
    }
    else {
        cout << "Wrong" << endl;
    }
    //0이 좌변
    cout << "\nTest5\nInput Values: 0 >= 19/34" << endl;
    Fraction fract28;
    Fraction fract29(19, 34);
    cout << "Expected Output: 0" << endl;
    cout << "My Output: " << to_string(fract28 >= fract29) << endl;
    cout << "Answer: " << endl;
    if (to_string(fract28 >= fract29) == "0") {
        cout << "Correct" << endl;
    }
    else {
        cout << "Wrong" << endl;
    }
    //0이 우변
    cout << "\nTest6\nInput Values: 127/23 >= 0" << endl;
    Fraction fract30(127, 23);
    Fraction fract31;
    cout << "Expected Output: 1" << endl;
    cout << "My Output: " << to_string(fract30 >= fract31) << endl;
    cout << "Answer: " << endl;
    if (to_string(fract30 >= fract31) == "1") {
        cout << "Correct" << endl;
    }
    else {
        cout << "Wrong" << endl;
    }

    return 0;
}

Fraction::Fraction()
    : numerator(0), denominator(1)
{
}

Fraction::Fraction(int numor)
    : numerator(numor), denominator(1)
{
}

Fraction::Fraction(int numor, int denom = 1)
    : numerator(numor), denominator(denom)
{
    normalize();
}

Fraction::Fraction(const Fraction& fract)
    : numerator(fract.numerator), denominator(fract.denominator)
{
}

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Fraction :: ~Fraction()
{
}
string Fraction::print()
{
    return to_string(numerator) + "/" + to_string(denominator);
}
void Fraction::setNumerator(int numer)
{
    numerator = numer;
    normalize();
}
void Fraction::setDenominator(int denom)
{
    denominator = denom;
    normalize();
}

bool Fraction::normalize()
{
    // Handling a denominator of zero
    if (denominator == 0)
    {
        cout << "Invalid denomination. Need to quit." << endl;
        return false;
    }
    // Changing the sign of denominator
    if (denominator < 0)
    {
        denominator = -denominator;
        numerator = -numerator;
    }
    // Dividing numerator and denominator by gcd
    int divisor = gcd(abs(numerator), abs(denominator));
    numerator = numerator / divisor;
    denominator = denominator / divisor;
    return true;
}
int Fraction::gcd(int n, int m)
{
    int gcd = 1;
    for (int k = 1; k <= n && k <= m; k++)
    {
        if (n % k == 0 && m % k == 0)
        {
            gcd = k;
        }
    }
    return gcd;
}

// Definition of Unary plus operator
Fraction Fraction :: operator+ ()
{
    //Fraction temp(+numerator, denominator); // a new object
    //return temp;
    if (numerator >= 0) {
        this->normalize();
        return *this;
    }
    else {

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        numerator = -numerator;
        this->normalize();
        return *this;
    }
}

// Definition of Unary minus operator
Fraction Fraction :: operator- ()
{
    //Fraction temp(-numerator, denominator); // a new object
    //return temp;
    numerator = -numerator;
    this->normalize();
    return *this;
}

// Definition pre-increment operator
Fraction& Fraction :: operator++()
{
    numerator = numerator + denominator;
    this->normalize();
    return *this;
}

// Definition pre-decrement operator
Fraction& Fraction :: operator--()
{
    numerator = numerator - denominator;
    this->normalize();
    return *this;
}

// Definition of post-increment operator
const Fraction Fraction :: operator++(int dummy)
{
    Fraction temp(numerator, denominator);
    ++(*this);
    return temp;
}

// Definition of post-decrement operator
const Fraction Fraction :: operator--(int dummy)
{
    Fraction temp(numerator, denominator);
    --(*this);
    return temp;
}

// Definition of inequality operator
const bool Fraction :: operator!=(const Fraction & right)
{
    return this->numerator * right.denominator != right.numerator * this->denominator;
}

// Definition of += operator
Fraction& Fraction :: operator+=(int n)
{
    Fraction right(n, 1);
    numerator = numerator * right.denominator + denominator *
right.numerator;
}

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        denominator = denominator * right.denominator;
        normalize();
        return *this;
    }
    // Definition of -= operator
    Fraction& Fraction :: operator--(int n)
    {
        Fraction right(n, 1);
        numerator = numerator * right.denominator - denominator *
right.numerator;
        denominator = denominator * right.denominator;
        normalize();
        return *this;
    }
    // Definition of *= operator
    Fraction& Fraction :: operator*=(int n)
    {
        Fraction right(n, 1);
        numerator = numerator * right.numerator;
        denominator = denominator * right.denominator;
        normalize();
        return *this;
    }
    // Definition of /= operator
    Fraction& Fraction :: operator/=(int n)
    {
        Fraction right(n, 1);
        //numerator = numerator * right.denominator / denominator *
right.numerator;
        denominator = denominator * right.numerator;
        normalize();
        return *this;
    }

    // Definition of + operator
    Fraction& Fraction :: operator+(const Fraction& right)
    {
        //Fraction right(n, 1);
        Fraction temp(numerator, denominator);
        temp.numerator = temp.numerator + temp.denominator * right.numerator;
        temp.denominator = temp.denominator * right.denominator;
        normalize();
        return temp;
    }
    // Definition of - operator
    Fraction& Fraction :: operator-(const Fraction& right)
    {
        Fraction temp(numerator, denominator);
        temp.numerator = temp.numerator - temp.denominator * right.numerator;
        temp.denominator = temp.denominator * right.denominator;
        normalize();
        return temp;
    }
    // Definition of * operator
    Fraction& Fraction :: operator*(const Fraction& right)
    {
        Fraction temp(numerator, denominator);
        temp.numerator = temp.numerator * right.numerator;
        temp.denominator = temp.denominator * right.denominator;
        normalize();
        return temp;
    }

```

```

}
// Definition of / operator
Fraction& Fraction :: operator/(const Fraction& right)
{
    Fraction temp(numerator, denominator);
    temp.numerator = temp.numerator * right.denominator;
    temp.denominator = temp.denominator * right.numerator;
    normalize();
    return temp;
}
// Definition of >= operator
const bool Fraction :: operator>=(const Fraction& right) {
    return this->numerator* right.denominator >= right.numerator * this-
>denominator;
}

```

#### Screenshot

```

fract1: 2/3
fract2: 1/2
Result of +fract1: 2/3
Result of -fract2: -1/2

fract3: 3/4
fract4: 4/5
fract5: 5/6
fract6: 6/7

Result of ++fract3: 7/4
Result of --fract4: -1/5
Result of fract5++: 11/6
Result of fract6--: -1/7

Result of fract3 != fract4: 0
fract3: -1/5

Result of fract7 += 2: 13/5
Result of fract8 -= 3: -17/7
Result of fract9 *= 4: 5/2
Result of fract10 /= 5: 7/45

Result of fract11 + 2: 13/5
Result of fract11 - 3: -12/5
Result of fract11 * 4: 12/5
Result of fract11 / 5: 3/25

Chosen Operator: >=

```



## Q2

### Screenshot

Chosen Operator: >=

Test1

Input Values:  $4/3 \geq 2/5$

Expected Output: 1

My Output: 1

Answer:

Correct

Test2

Input Values:  $-123/23 \geq -192/129$

Expected Output: 0

My Output: 0

Answer:

Correct

Test3

Input Values:  $7/23 \geq -12/139$

Expected Output: 1

My Output: 1

Answer:

Correct

Test4

Input Values:  $-17/23 \geq 2$

Expected Output: 0

My Output: 0

Answer:

Correct

Test5

Input Values:  $0 \geq 19/34$

Expected Output: 0

My Output: 0

Answer:

Correct

Test6

Input Values:  $127/23 \geq 0$

Expected Output: 1

My Output: 1

Answer:

Correct