ENSF 614 – Winter 2023

Lab3

Department of Electrical & Computer Engineering
University of Calgary

This is a group assignment, and you can work with a partner.

Objective:

The objective of this lab is to help you understand the following:

- C++ reference type,
- Drawing C++ objects on the memory
- Designing C++ classes

Due Dates:

The due date for this lab assignment is Sunday, February 5, before 11:59 PM

Marking scheme:

- Exercise A — No marks
- Exercise B — No marks
- Exercise C — 16 marks

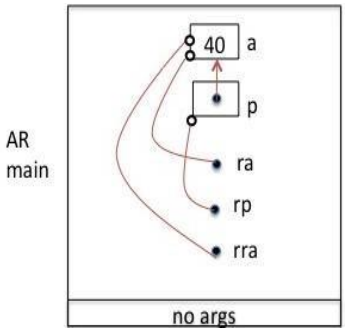
Total: 16 marks

Exercise A: AR Diagram with C++ Reference Type

Read This First:

The AR notations we use to show C++ references differ from ordinary types such as int, double, and pointer notations. This is because when we declare a reference, we provide an alias name for another memory space. Therefore, references in C++ don't have their own memory spaces, and we show them as a link (a line) between the reference-identifier and the actually allocated memory spaces, and there are two little circles on both ends of these links. On one end, there is a solid-black circle that represents the reference, and on the other end, there is an open circle that represents the actual allocated memory space. Here is an example:

```
int   main(void)   {
        int a = 40;
        int*p = &a;
        int& ra = a;       // ra is referred to integer a
        int*& rp = p;      // rp is referred to integer pointer p
        int& rra = ra;     // rra is also referred to a
        return 0;
}
```



Notice that all references ra, rp, and rra **must** be initialized with an expression representing an actual memory space or another reference.

What to Do:
Download the file `lab3exe_A.cpp` from D2L. Then, draw AR diagrams for points **one** and **two**. You don't need to compile or run this program.
This exercise will not be marked, and you shouldn't submit anything.

Exercise B: Objects on the Computer Memory in C++

The objective of this exercise is to help you understand how C++ class objects are shown on the memory diagram and to find out how C++ class objects are associated with their member functions via a pointer 'this' pointer.

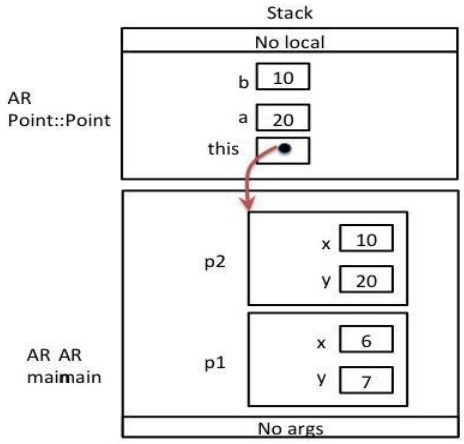
Read This First:
In addition to the reference notation that was mentioned in exercise A, you need to understand the concept of **this** pointer. Every member function of a class in C++ has a hidden argument, as its first argument that is called **this.** The purpose of this hidden argument is to allow the compiler to know which object is invoking the function. Here is a simple example AR diagram when the constructor of class Point is called **for the second time**.

```
class    Point    {
private:
    double   x,   y;
public:
    Point(double a, double b); // prototype of the constructor of class Point     ...
 };  // end of the definition of class Point

// implementation of the constructor for class Point. Notice that implementation is outside the class
// definition.

Point::Point(double a, double b) // Point:: indicates that constructor belongs to class point
{
   x = a;     // this is in fact: this -> x = a;
   y = b;     // this is in fact: this -> y = a;
   // POINT ONE
}
int main() {
   Point p1(6, 7);   // first call to the constructor of class Point
   Point p2(10, 20); // second call to the constructor of class Point
   ...
   return 0;
}
```

Here is the AR diagram for POINT ONE inside the constructor of class Point when it is called for the second time:



What to Do:

Download files `cplx_number.cpp`, `cplx_number.h`, and `lab3exe_B.cpp` from the D2L, and draw AR diagrams for points: **one, two,** and **three**. For this exercise, you only need to read the given files carefully and draw the diagrams. You don't need to compile or run the program. However, if you want to compile and run it from the command line, you should have all of the given files in the same directory, and from that directory, you should use the following command to compile and create the executable, a.exe:

```
g++ -Wall cplx_number.cpp lab3exe_B.cpp
```

Please notice that you shouldn't have any header file name(s) in this command -- only the .cpp files.

This exercise will not be marked, and you shouldn't submit anything.

Exercise C (16 marks): Writing a Class Definition and Its Implementation:

Read This First – What is a Helper Function?

One of the important elements of good software design is the concept of code reuse. If any part of the code is repeatedly being used, we should wrap it into a function and then reuse it by calling the function as many times as needed. In the past labs in this course and the previous programming course, we have seen how we can develop a global function to reuse them as needed. A similar approach can be applied within a C++ class by implementing **helper functions**. These are the functions declared as private member functions and **are only available to the member functions of the class** -- Not available to the global functions such as main or member functions of the other classes.

If you pay close attention to the given instruction in the following "What to Do" section, you will find that there are some class member functions that need to implement a similar algorithm. They all need to change the value of data members of the class in a more or less similar fashion. Then, it can be useful if you write one or more **private helper-function** that can be called by any of the other member functions of the class, as needed.

Read This Second – Instructions to Design Class - Clock

In this exercise, you are going to design and implement a C++ class called `Clock` that represents a 24-hour clock. This class should have three private integer data members: `hour, minute`, and `second`. The minimum value of these data members is zero, and their maximum values should be based on the following rules:

- The values of `minute` and `second` in the objects of class `Clock` **cannot** be less than 0 or more than `59`.
- The value of the hour in the objects of class `Clock` cannot be less than 0 or more than 23.
- As an example, any of the following values of hour, minute, and second is acceptable for an object of class `Clock` (format is `hours:minutes:seconds`) : `00:00:59, 00:59:59, 23:59:59, 00:00:00`. And all of the following examples are **unacceptable**:
  - `24:00:00` (hour cannot exceed 23)
  - `00:90:00` (minute or second cannot exceed 59)
  - `23:-1:05` (none of the data members of class `Clock` can be negative)

Class `Clock` should have three constructors:

- A default constructor that sets the values of the data members `hour, minute`, and `second` to zeros.
- A second constructor that receives an integer argument in seconds and initializes the `Clock` data members with the values for `hour`, `minute`, and `second` in this argument. For example, if the argument value is `4205`, the values of the data members `hour, minute` and `second` should be `1, 10,` and `5,` respectively. If the given argument value is negative, the constructor should simply initialize the data members all to zeros.

- The third constructor receives three integer arguments and initializes the data members `hour`, `minute`, and `second` with the values of these arguments. If any of the following conditions are true, this constructor should simply initialize the data members of the `Clock` object all to zeros:
  - If the given values for the second or minute are greater than `59` or less than zero.
  - If the given value for the hour is greater than `23` or less than zero.

Class `Clock` should also provide a group of access member functions (getters and setters) that allow the users of the class to retrieve the values of each data member or to modify the entire value of time. As a convention, let's have the name of the getter functions started with the word `get`, and the setter functions started with the word `set`, both followed by an underscore and then followed by the name of the data member. For example, the getter for the data member `hour` should be called `get_hour`, and the setter for the data member `hour` should be called `set_hour`. Remember that getter functions must be declared as a `const` member function to make them read-only functions.

All setter functions must check the argument of the function not to exceed the minimum and maximum limits of the data member. If the value of the argument is below or above the limit, the functions are supposed to do nothing.

In addition to the above-mentioned constructors and access functions, class `Clock` should also have a group of functions for additional functionalities (let's call them implementer functions) as follows:

1. A member function called `increment` that increments the value of the clock's time by one.
   Example: If the current time value is `23:59:59`, this function will change it to 00:00:00 (which is midnight sharp). Or, if the value of the time is `00:00:00`, a call to this function increments it by one and makes it: `00:00:01` (one second past midnight – the next day)

2. A member function called `decrement` that decrements the value of the clock's time by one.
   Example: If the current value of time is `00:00:00`, this function will change it to `23:59:59`. Or, if the value of current time is `00:00:01`, this function will change it to `00:00:00`

3. A member function called `add_seconds` that REQUIRES receiving a positive integer argument in seconds and adds the value of given seconds to the value of the current time. For example, if the clock's time is `23:00:00`, and the given argument is `3601` seconds, the time should change to `00:00:01`.

4. Two helper functions**.** These functions should be called to help the implementation of the other member functions, as needed. Most of the above-mentioned constructors and implementer functions should be able to use these functions:
   - A **private** function called `hms_to_sec`: that returns the total value of data members in a `Clock` object, in seconds. For example, if the time value of a `Clock` object is `01:10:10`, returns `4210` seconds.
   - A **private** function called `sec_to_hms`, which works oppositely. It receives an argument `n` in seconds and sets the values for the `Clock` data members, `second`, `minute`, and `hour`, based on this argument. For example, if `n` is `4210` seconds, the data members' values should be `1`, `10` and `10`, respectively, for `hour`, `minute`, and `second`.

What To Do:

If you haven't already read the "**Read This First**" and "**Read This Second**" in the above sections, read them first. The recommended concept of the helper function can help you to reduce the size of repeated code in your program.

Then, download file `lab3exe_C.cpp` from D2L. This file contains the code to be used for testing your class `Clock`.

Now, take the following steps to write the definition and implementation of your class Clock as instructed in the above "Read This Second" section.

1. Create a header file called `lab3Clock.h` and write the definition of your class `Clock` in this file. Make sure to use the appropriate preprocessor directives (`#ifndef, #define`, and `#endif`) to prevent the compiler from duplication the content of this header file during the compilation process. Marks will be deducted if the appropriate style of creating header files is not followed.
2. Create another file called `lab3Clock.cpp` and write the implementation of the member functions of class `Clock` in this file (remember to include "`lab3Clock.h`").
3. Compile files `lab3exe_C.cpp` (that contain the given `main` functions) and `lab3Clock.cpp` to create your executable file. Note that when compiling your code, use `g++` command and not `gcc` and moreover, only compile the `.cpp` files (`lab3exe_C.cpp` and `lab3Clock.cpp`). Header file `lab3Clock.h`, shouldn't appear on the command line.
4. If your program shows any compilation or runtime errors fix them until your program produces the expected output as mentioned in the given main function.
5. Now you are done!

What to Submit:

1. Copy and paste `lab3Clock.h`**, and** `lab3Clock.cpp`**,** and the program's output as part of your report.
2. Create a zip file that contains all your actual source codes (.cpp and .h files). Save your zip file using the following name format: `lab3exe_C_yourLastName.zip`.
3. Then, submit your zip and your lab report on the D2L Dropbox.