

OOP HOMEWORK 5 (30 сентября 2015 г.)*Tropin Andrew**e-mail: andrewtropin@gmail.com**github: [abcdw](#)***Problem 1.**`note``description: "Creating new objects for Zurich."``class``OBJECT_CREATION``inherit``ZURICH_OBJECTS``feature -- Explore Zurich``explore``-- Create new objects for Zurich.``do``add_buildings``add_route``end``add_buildings``local``first_corner, second_corner: VECTOR``eth, opera: BUILDING``do``create first_corner.make(100, -100)``create second_corner.make(200, -200)``create eth.make ("Super Street", first_corner, second_corner)``create first_corner.make (400, -1000)``create second_corner.make (300, -1100)``create opera.make ("Super Street 2", first_corner, second_corner)``opera.set_name("Opera")``eth.set_name("ETH")``Zurich.add_building(eth)``Zurich.add_building(opera)``end``add_route``local``leg1, leg2, leg3: LEG``opera_route: ROUTE``do`

```
        create leg1.make (Zurich.station("Polyterrasse"), Zurich.station("Central"), Zurich.station("Paradeplatz"))
        create leg2.make (Zurich.station("Central"), Zurich.station("Paradeplatz"), Zurich.station("Polyterrasse"))
        create leg3.make (Zurich.station("Paradeplatz"), Zurich.station("Polyterrasse"), Zurich.station("Central"))
        leg1.link(leg2)
        leg2.link(leg3)
        create opera_route.make(leg1, leg2, leg3)
        Zurich.add_route(opera_route)
    end
end
```

Problem 2.

```
note
    description: "Temperature."

class
    TEMPERATURE

create
    make_celsius, make_kelvin

feature -- Initialization

    make_celsius (v: INTEGER)
        -- Create with Celsius value 'v'.
        require
            above_absolute_zero: v >= -Celsius_zero
        do
            celsius := v
        ensure
            celsius_value_set: celsius = v
            -- Create a temperature object encapsulating value 'v' intended for use
            -- Your code here
        end

    make_kelvin (v: INTEGER)
        -- Create with Kelvin value 'v'.
        require
            above_absolute_zero: v >= 0
        do
            celsius := v - Celsius_zero
        ensure
            kelvin_value_set: kelvin = v
            -- Your code here
            -- Create a temperature object encapsulating value 'v' intended for use
        end

feature -- Access
```

```
Celsius_zero: INTEGER = 273

celsius: INTEGER
    -- Value in Celsius scale.

kelvin: INTEGER
    -- Value in Kelvin scale.
do
    Result := celsius + Celsius_zero
    -- Your code here
    -- Compute the Kelvin temperature value from the Celsius value
end

feature -- Measurement

    average (other: TEMPERATURE): TEMPERATURE
        -- Average temperature between 'Current' and 'other'.
    require
        other_exists: other /= Void
    do
        create Result.make_celsius((celsius + other.celsius) // 2)
        ensure
            between: (celsius <= Result.celsius and Result.celsius <= celsius)
            (other.celsius <= Result.celsius and Result.celsius <= other.celsius)
            -- Your code here.
            -- Compute the average of two temperature. One is given by the current
            -- the other is passed as an argument.
        end
    end

invariant
    above_absolute_zero: kelvin >= 0
end

note
    description : "project application root class"
class
    APPLICATION

inherit
    ARGUMENTS

create
    make

feature {NONE} -- Initialization

    make
        local
            t1, t2, t3: TEMPERATURE
```

```
do      -- Run application.

      --/ Add your code here
      -- print ("Hello Eiffel World!%N")
      print ("Enter t1 in Celsius: ")
      Io.read_integer
      create t1.make_celsius (Io.last_integer)
      print ("t1 in Kelvin is: ")
      print (t1.kelvin)
      print ("%N")

      print ("Enter t2 in Kelvin: ")
      Io.read_integer
      create t2.make_kelvin(Io.last_integer)
      print ("t2 in Celsius is: ")
      print (t2.celsius)
      print ("%N")

      t3 := t1.average(t2)
      print ("Average in Celsius is: ")
      print (t3.celsius)
      print ("%N")
      print ("Average in Kelvin is: ")
      print (t3.kelvin)
      print ("%N")
end

end
```