(a) The code for the input function is given below. This asks for the input as a floating point number and then uses the function `Set` to convert the input floating point number into the `Currency` representation.

```
void Currency::Input()
{// Input currency value in floating format.

   float x;
   cout << "Enter the currency amount as "
        << "a floating point number as in dd.cc or -dd.cc"
        << endl;

   cin >> x;
   Set(x);
}
```

(b) The code for `Subtract` is very similar to that for `Add` and is given below:

```
Currency Currency::Subtract(const Currency& x) const
{// Subtract x and *this.
   long a1, a2, a3;
   Currency ans;
   // convert invoking object to signed integers
   a1 = dollars * 100 + cents;
   if (sgn == minus) a1 = -a1;

   // convert x to signed integer
   a2 = x.dollars * 100 + x.cents;
   if (x.sgn == minus) a2 = -a2;

   a3 = a1 - a2;

   // convert to currency representation
   if (a3 < 0) {ans.sgn = minus; a3 = -a3;}
   else ans.sgn = plus;
   ans.dollars = a3 / 100;
   ans.cents = a3 - ans.dollars * 100;

   return ans;
}
```

(cde) The codes for `Percent`, `Multiply`, and `Divide` are similar. All convert the `Currency` amount into a floating point number, perform the operation, and convert the resulting floating point number back into a `Currency` object. The codes are given below. All codes, test program, and data can be found in the files `curr1.*`.

```
Currency Currency::Percent(float x) const
{// Return x percent of *this.

   float a;
   Currency ans;
   // convert *this to a float
   a = dollars + cents / 100.0;
   if (sgn == minus) a = -a;

   ans.Set((a * x) / 100);

   return ans;
}

Currency Currency::Multiply(float x) const
{// Return x * (*this).

   float a;
   Currency ans;
   // convert *this to a float
   a = dollars + cents / 100.0;
   if (sgn == minus) a = -a;

   ans.Set(a * x);

   return ans;
}

Currency Currency::Divide(float x) const
{// Return (*this)/x.

   float a;
   Currency ans;
   // convert *this to a float
   a = dollars + cents / 100.0;
   if (sgn == minus) a = -a;

   ans.Set(a / x);

   return ans;
}
```