CSCE 240 - Programming Assignment Four

Due: 11:59pm on Wednesday, November 1

<u>Purpose - Implement two classes</u>

Class 1

Create a Weight class that holds the value and units of a weight in private double and string data members, respectively. The class should allow for the units to be ounces, pounds, grams, or kilograms. The class will contain a constructor, a ConvertUnits member function, and accessor and mutator functions for the private data members. You will also need to overload the stream insertion operator (<<) for the Weight class.

Read the comments in the supplied weight.h header file for more detailed requirements. Also, review initial tests for constructor, mutators, and accessors in testweight1.cc. Review initial tests for the ConvertUnits function in testweight2.cc. And review initial tests for the stream insertion operator in testweight3.cc.

If you place all of the attached files in the same directory, you can run the initial tests with the commands

make testweight1
make testweight2
make testweight3

You are strongly encouraged to create more rigorous tests.

Class 2

Create a WeightRange class that has a smallest Weight object and a largest Weight object as private data members. The class will include two constructors, an InRange member function, a Width member function, and accessor and mutator functions for the private data members.

Read the comments in the supplied weightrange.h header file fore more detailed requirements. Also, review initial tests for constructor and accessors in testweightrange1.cc. Review initial tests for the mutator functions in testweightrange2.cc. Review initial tests for the InRange function in testweightrange3.cc. And review initial tests for the Width function in testweightrange4.cc.

If you place all of the attached files in the same directory, you can run the initial tests with the commands

make testweightrange1 make testweightrange2 make testweightrange3 make testweightrange4

You are strongly encouraged to create more rigorous tests.

Specifications

- Add all code for the definition of the Weight class to the attached weight.h header file.

- Include all of the necessary code for the Weight class, including the implementations of the public member functions and the overloaded stream insertion operator, in the attached weight.cc source file.
- Add all code for the definition of the WeightRange class to the attached weightrange.h header file.
- Include all of the necessary code for the WeightRange class, including the implementations of the public member functions, in the attached weightrange.cc source file.
- You will submit a zip file (only a zip file will be accepted) containing weight.h, weight.cc, weightrange.h and weightrange.cc to the assignment in Blackboard.
- Source files must compile and run on a computer of the instructor's choosing in the Linux lab (see your course syllabus for additional details).
- Your programming assignment will be graded with modified versions of the test files testweight1.cc, testweight2.cc, testweight3.cc, testweightrange1.cc, testweightrange2.cc, testweightrange3.cc, and testweightrange4.cc

Grade Breakdown

Style weight.h: 0.25 points
Style weight.cc: 0.25 points
Style weightrange.h: 0.25 points
Style weightrange.cc: 0.25 points

Documentation: 1 point

Clean compilation of weight.cc: 0.5 points

Clean compilation of weightrange.cc: 0.5 points

Weight class passes instructor's modified testweight1.cc tests: 1 point Weight class passes instructor's modified testweight2.cc tests: 1 point Weight class passes instructor's modified testweight3.cc tests: 1 point

WeightRange class passes instructor's modified testweightrange1.cc tests: 1 point WeightRange class passes instructor's modified testweightrange2.cc tests: 1 point WeightRange class passes instructor's modified testweightrange3.cc tests: 1 point WeightRange class passes instructor's modified testweightrange4.cc tests: 1 point

The penalty for late program submissions is 10% per day, with no submission accepted after 3 days.