Homework 2 (due 1/30)

1. (20 pts.) Implement a class named NamedSquare to represent named squares with real coordinates on the plane. Your class must be **derived** from Rectangle and must support the following member functions:

```
1. NamedSquare(Point c = Point(), double s = double(), std::string n =
  std::string());
  // pre-condition: s is nonnegative
  // post-condition: creates new NamedSquare centered at c with side s and
  //
                     name n (this is the default constructor)
  // NOTE: since NamedSquare has no access to the private variables of
  //
           Rectangle, use the following syntax in your implementation:
  //
           NamedSquare::NamedSquare(Point c, double s, std::string n):
  Rectangle(c, s, s), _name(n) {}
2. NamedSquare(const NamedSquare & source);
  // pre-condition: none
  // post-condition: creates a new NamedSquare that is a copy of the given
  //
                     NamedSquare source (this is the copy constructor)
  // NOTE: the parameter MUST be passed as specified (constant reference)
  //
           to avoid infinite recursion
  // NOTE: since NamedSquare has no access the private variables of
  //
           Rectangle, use the following syntax in your implementation:
           NamedSquare::NamedSquare(const NamedSquare & source):
  Rectangle(source.Rectangle::get_center(), source.get_side(),
  source.get_side()), _name(source._name) {}
3. double get_side() const;
  // pre-condition: none
  // post-condition: returns the side of this NamedSquare
4. std::string get_name() const;
  // pre-condition: none
  // post-condition: returns the name of this NamedSquare
5. void set_side(double s);
  // pre-condition: s is nonnegative
```

```
// post-condition: s is the new side of this NamedSquare
   6. void set_name(std::string n);
     // pre-condition: none
     // post-condition: n is the new name of this NamedSquare
   7. double get_length() const = delete;
     double get_width() const = delete;
     void set_length(double) = delete;
     void set_width(double) = delete;
     // the above member functions inherited from Rectangle are deleted
     // they are replaced by get_side() and set_side()
     // NOTE: get_center(), get_area(), get_perimeter(), get_lower_left(),
     // get_upper_right(), set_center() are still available but they must be
     // preceded by Rectangle:: (i.e., Rectangle::get_center(), etc.) if used in
     // a member function of NamedSquare
Furthermore, the following operators are overloaded with a nonmember function:
   1. std::ostream & operator << (std::ostream & os, NamedSquare ns);</pre>
     // pre-condition: none
     // post-condition: NamedSquare ns is output to stream os in the following
     //
                         format: [(lower left), (upper right), name]
   2. std::istream & operator >> (std::istream & is, NamedSquare & ns);
     // pre-condition: none
     // post-condition: a new value of NamedSquare ns is read from stream is in
     //
                         the following format: center side name
Use the following representation for NamedSquare:
std::string _name;
// INVARIANTS: _name is the name of this NamedSquare
//
// NOTE: private variables of Rectangle are NOT accessible to NamedSquare member
         functions.
//
//
         To retrieve their values, use Rectangle::get_center(), ...
         To set their values, use Rectangle::set_center(c) or the constructors
//
                                  Rectangle(c, 1, w) or Rectangle(ll, ur)
//
```

The output of the test main.cpp (downloadable from the homework directory) should be:

```
0
                                                           23
C:\Qt\Tools\QtCreator\bin\qtcreator_process_stub.exe
[(-1, -1), (1, 1), Rittenhouse]
[(-0.5, 0.5), (2.5, 3.5), Washington]
                                                             Ξ.
(1, 2)
Washington
(-0.5, 0.5)
(2.5, 3.5)
Enter a named square (center, side, name): -3 1 4 Times
[(-5, -1), (-1, 3), Times]
[(-2.5, -3.5), (-1.5, -2.5), Tiananman]
Press <RETURN> to close this window...
                     Ш
                             III
```

Figure 1. Output of main-hw2.cpp (homework directory)

You must turn in by noon of the due date:

- a hard copy of your code with your name, section number, and sample output; and
- send **one** email message with the subject line: HW2 Your_last_name Your_section to cs60@math.scu.edu with your code attached. Please do **not** zip your file.