AMERICAN UNIVERSITY OF ARMENIA

College of Science and Engineering

CS 120 Introduction to Object-Oriented Programming

QUIZ 09

Date / Time:

Friday, April 14 2017 at 17:00

Duration:

on: 1 hour

Attention:

ANY TYPE OF COMMUNICATION IS STRICTLY PROHIBITED

Write down your section, name and ID# at the top of all used pages

Instructions:

Write the solutions in the top half of each page under problem statements
 Copy the same solution in the bottom section to take with you after quiz
 Turn your solution into a program, compile and submit the errors
 Correct the errors and submit the working version of your program

Submission Deadline:

Sunday, April 16 2017, before 22:00

Submission Contact:

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Problem 1: A rectangle with sides parallel to x and y axes can be represented by its diagonal of type *line*. Implement a C++ class rectangle (its member functions) assuming the existence of all necessary functions of the class line:

```
class rectangle
(public:

rectangle(double x0, double y0, double x1, double y1); // initializes by

//bottom-left and top-right coordinates

double perimneter();

double area();

bool intersect(rectangle &that); // checks if the rectangles intersect

rectangle union(rectangle &that); // returns least rectangle that includes both

private:

line diagonal; // arrays of x and y coordinates of vertices respectively elaphol()

rectangle: rectangle (double xo, double yo, double x1 double y1)?

x0 = cine. get - x1); y1 = line.get - y2;

x1 = line. get - x1); y1 = line.get - y3;

x2 = line. get - x1); y1 = line.get - y3;

double p = 2x(line.dis(x0.50, x0.51) eline.dis(x0, y3, x1, y1));

rectangle: double areat;

louble a = line.dis(x0, y0, x0, y1) x line.dis(x0, y1, x1, y1)

relargle: double areat;

deuble a = line.dis(x0, y0, x0, y1) x line.dis(x0, y1, x1, y1)

relargle: bool intersect(rectangle &that)

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```

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Section, Name and ID#: Problem 2: Implement a C++ class triangle (only its member functions marked by TODO) the header file of which is given below. The Heron's formula is $area = \sqrt{p(p-a)(p-b)(p-c)}$, where p is the half-perimeter and a, b and c are the sides. class triangle { public: triangle(double vertex[][3]); // TODO - initializes vertices by specified // array of two rows and three columns double get_x(int vertex); // returns x coordinate of specified vertex double get_y(int vertex); // returns y coordinate of specified vertex double side(int vertex); // returns side length from specified vertex to next one double perimneter(); // TODO double area(); // TODO - computes area using Heron's formula bool is_inside(double px, double py); // TODO - checks if a point with coordinates // (px, py) is inside the triangle - see shaded areas below double x[3], y[3]; // arrays of x and y coordinates of vertices respectively , triangle: Iriangle (double venter (J[3]) {

vx(C3] = verter Los;

yL3] = verter fil;

3 4 L3] = verler[1];

4 coudle double perimeter() {

double p= side(0) eside(1) eside(2); triangle: double area ()?

triangle: double area ()?

double a syn(perimeter() * (perimeter() - side(0)) * (perimeter() - side(3)));

return a;

return a;

triangle: bool is - inside (double px, double py) ?

if (px >= gel = x(0) & px <= gel - x(2) ?

if (px >= gel = x(0) & py <= gel - y(1) { }

return true: b return true; 4

return julse; 4

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