

I. Matching: choose the correct fittings (20 %)

- | | |
|---------------------------|--------------------------------|
| _____ 1. Iterator | _____ 2. friend function |
| _____ 3. Data abstraction | _____ 4. static class variable |
| _____ 5. this pointer | _____ 6. Pointer-based arrays |
| _____ 7. Dangling pointer | _____ 8. Memberwise assignment |
| _____ 9. class string | _____ 10. Copy constructor |

- Used when only one copy of a variable should be shared by all instances of a class.
- Describing functionality of a class independent of its implementation.
- An object that "walks through" a collection.
- Defined outside the class's scope, yet has access to private members of the class.
- An implicit argument to all non-static member-function calls.
- A constructor that takes as its argument a reference to an object of the same class as the one in which the constructor is defined.
- The default behavior of the = operator.
- Problem that may occur when a pointed object is out of the scope.
- Provides member function substr.
- Do not provide range-checking.

II. Closing: finishing the sentence (15 %)

- Class members are accessed via the _____ operator in conjunction with the name of an object (or reference to an object) of the class or via the _____ operator in conjunction with a pointer to an object of the class.
- _____ must be used to initialize **constant** members of a class.
- A nonmember or global function must be declared as a(n) _____ of a class to have access to that class's private data members.
- An object's non-static member functions have access to a "self pointer" to the object called the _____ pointer.

III. Another representation of the time for the Time class is to store *the number of total seconds since midnight* rather than the integer values of hour, minute and second. Clients could use the same public methods and get the same results. Implement the following Time class without changing the interface of the class. (40%)

```
class Time {
public:
    Time( int = 0, int = 0, int = 0 ); // default constructor

    void setTime( int, int, int ); // set hour, minute, second
    void setHour( int ); // set hour
    void setMinute( int ); // set minute
    void setSecond( int ); // set second

    int getHour(); // return hour
    int getMinute(); // return minute
    int getSecond(); // return second

    void printUniversal(); // print universal time
    void printStandard(); // print standard time
private:
    int totalSeconds; // number of seconds since midnight
}; // end class Time
```

- Define a constructor that takes three integers *h, m, s* as arguments and uses *member initializer syntax* to initialize data member **totalSeconds**.
(hint $h * 3600 + m * 60 + s$) (10%)
- On the other hand, define a constructor that takes three integers *h, m, s* as arguments and calls *setTime* member function to create a Time object. (5%)
- Define the *setTime* member function that takes three integers *h, m, s* as arguments and calls *setHour(h)*, *setMinutes(m)*, and *setSecond(s)* member functions to initialize a Time object. (5%)
- Define the *setHour* member functions that takes integers *h* as argument and calls *getMinute* and *getSecond* to calculate the correct values for the **totalSeconds** data member. (5%)
- If in the main() scope, you create a constant Time object as **const Time noon(12,0,0)**, how do you modify the definitions of the get functions and the two print functions in order to get data members and print the time of the **noon** object? (5%)
- For an object *t* able to perform the following operation: **t.setHour(18).setMinute(0).setSecond(0)** and **t.setTime(18,0,0).printStandard()** how do you modify the definitions of these member functions? (use **setHour(int h)** as example. (10%)

IV. Complex numbers have the form: (25%, 5,10,10)

realPart + imaginaryPart * i

where *i* has the value $\sqrt{-1}$

- Please create a C structure **Complex** with two double variable fields for the **realPart** and **imaginaryPart**.
- Please create a class **ComplexClass** that has a data member of **Complex** structure. Define a constructor that accept two arguments, e.g. 3.2, 7.5 to initialize the data member. Make this constructor a default constructor by assigning both the **realPart** and the **imaginaryPart** to values 1.0. The constructor also prints out a message like:
Complex number (3.2+7.5i) is constructed.
- Define an **add** member function that accepts two **Complex** structures, adds them together, and returns the result as a **Complex** structure.
- 今天你笑了嗎？

今天 美女同學結婚了！

想當初高中時 我追了她三年 有一天
她給了我一段英文給我 內容是

I will be with you in life and death.

那是我同學的翻譯 同學說：

當妳真的嚇到 所以妳再也沒嚇到過她！

今天 在婚禮現場的巨大銀幕上

又寫著相同的那段英文

I will be with you in life and death.

直到今天我才知道這句話的意思是：

我必生死相依

我細心一點 哦 這新郎

就是當年幫我翻譯的那位同學

TMD

知識改變命運

