

CS 1410 Introduction to Computer Science – CS2

Section 1: MWF 10:30 a.m. – 11:20 a.m.

Section 2: MWF 1:00 p.m. – 1:50 p.m.

Instructor: Xiaojun Qi

Assignment #4

Given: Tuesday, Feb. 11, 2014

Due: 11:59 p.m. Saturday, Feb. 22, 2014

Total Points: 25 points

Package delivery services such as FedEx®, DHL®, and UPS® offer a number of different shipping options, each with specific associated costs. For this programming assignment, you are going to create an inheritance hierarchical structure that allows the user to calculate the shipping cost for different shipping options or packages.

To solve this problem, you will need to create three classes: the base class **Package**, and two derived classes **TwoDayPackage** and **OvernightPackage**. In addition, you will also need to create a separate class called **Person** which contains five private data members. Each of these data members is a string denoting name, address, city, state, and zip-code. **Person** should have two constructors, one with five string parameters that initializes the five strings in the class and one with no parameters that initializes everything to empty.

Each **Package** object has two **Person** objects, one for the sender and one for the receiver. Also, a **Package** will contain two private attributes, i.e. weight (in ounces) and cost per ounce to ship. The **TwoDayPackage** and **OvernightPackage** each inherit or derive all of the attributes and methods of a **Package**. Additionally, an **OvernightPackage** will include an attribute for a flat rate increase to the cost of shipping the package. A **TwoDayPackage** will include an increase to the regular **Package** cost per ounce rate.

In summary, the attributes of these three classes are:

Package

- Sender Person Object
- Receiver Person Object
- Weight in ounces
- Cost per ounce

OvernightPackage

- Inherits all attributes of Package
- Flat rate increase

TwoDayPackage

- Inherits all attributes of Package
- Cost per ounce increase

Your program should read from a user specified **“package.txt”** file and validate that the file is present in the current working directory that contains your .cpp and .h files for this assignment. **You may assume that this file is correctly formatted as follows:**

(Note: Package uses lines 1-13, TwoDayPackage and OvernightPackage use lines 1-14)

```
Line 1: <package type>      // P, O, or T (not case sensitive) denoting package type
Line 2:<integer>             // weight in ounces
Line 3:<double>              // cost per ounce, e.g. 7.512 => $7.512 per ounce
Line 4:<string>              // Sender name
Line 5:<string>              // Sender address
Line 6:<string>              // Sender city
Line 7:<string>              // Sender state
Line 8:<string>              // Sender zip code (5 digits)
Line 9:<string>              // Receiver name
Line 10:<string>             // Receiver address
Line 11:<string>             // Receiver city
Line 12:<string>             // Receiver state
Line 13:<string>             // Receiver zip code (5 digits)
```

TwoDayPackage (one additional line)

```
Line 14:<double>            // Amount to add to the per ounce cost for a regular package
```

OvernightPackage (one additional line)

```
Line 14:<double>            // the fixed amount to add to the calculated cost
```

For example, if the “package.txt” file contains the data for a two-day package, two overnight packages, and one regular package, the first 14 lines are the data for the two-day package, the next 14 lines are the data for the first overnight package, the next 14 lines are the data for the second overnight package, and the last 13 lines are the data for the regular package. **Please create your own “package.txt” file for this assignment and refer to page 131 of the textbook (Chapter 3.12: Introduction to Files) for details on how to perform file operations.** After the data for a shipment is read in, your program should instantiate objects of the appropriate classes, and output a shipping label and the cost to ship.

As an example, consider a package with the following attributes.

Package weight:	72 ounces
Package cost per ounce:	\$0.05

OvernightPackage fixed cost	\$25.25
TwoDayPackage rate increase	\$0.02

Cost to deliver as:

Package	$72 * 0.05 = \$3.60$
OvernightPackage	$72 * 0.05 + 25.25 = \$28.85$
TwoDayPackage	$72 * (0.05 + 0.02) = \$5.04$