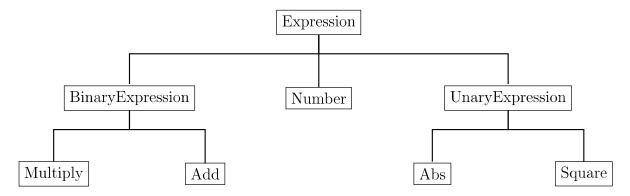
## 2 Part: Expression class hierarchy

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In this exercise you will implement storing and evaluation of simple arithmetic expressions using inheritance. Expressions are either multiplication, addition, absolute value, square, or just an integer value. The hierarchy of expressions is shown in the figure below.



Number represents expressions that are integer values, Multiply represents multiplication of two Expressions, Add represents sum of two Expressions, Abs represents the absolute value of an Expression, and Square represents the square of an Expression.

All expressions should support the following functions:

- type: returns the name of the class,
- print : returns a string representation of the entire expression, as shown below,
- evaluate: returns the integer result of evaluating the expression.

The result of the function print should be as follows.

- For an object of class Multiply with sub-expressions subexp1 and subexp2: (subexp\*subexp)
- For an object of class Add with sub-expressions subexp1 and subexp2: (subexp+subexp)
- For an object of class Number with value n:

n

- For an object of class Abs with sub-expression subexp:
  Abs(subexp)
- For an object of class Square with sub-expression subexp: Square(subexp)

Above, the sub-strings (,),\*,+,Abs,Square are part of the output format, and do not depend on the contents of the expression. You should not add spaces or new lines.

As in Part 1, you should add the virtual keyword where appropriate and then implement the functions where they are most appropriate. Expression, BinaryExpression,

and UnaryExpression could be abstract classes but all other classes should be concrete classes. You should add the necessary member variables and function implementations. The skeletons of the classes are less complete than in previous assignment, as you now have to choose where to implement each function, where add the virtual keyword, etc.

A detailed description of each function is given in the file Expression.h.