

Lab 1: Arrays and Classes

1. Consider a situation, such as a lottery, where over time certain numbers appear. Wayne wants to know how often each number appears. In C++, create a class `NumberCount` to count the occurrences of numbers.

The methods that the class should have are:

- Unique constructor takes two arguments: the minimum and maximum number that can occur.
- `void addElement(int number)`: increment the count of `number`
- `bool removeElement(int number)`: decrement the count of `number`
- `void display()`: draw the results as a histogram
- `int getCount()`: return the total count of numbers.

2. Also create a main function that properly exercises your class.

For example:

```
NumberCount N(1,6);
N.addElement(2); N.addElement(2); N.addElement(2); N.addElement(4);
N.addElement(7); N.addElement(3); N.removeElement(1); N.removeElement(3);
N.display();
```

produces:

```
7 Out of range; 1 not present;
1:
2:***
3:
4:*
5:
6:
```

Submit via handin.

Note that in C++, an array can be dynamically allocated using the `new` command:

```
int *A;    A = new int[MAX-MIN+1];
```

Your code should work on our system compiled with

```
g++ -Wall -std=c++11 NumberCount.cpp
```