

Lab 2: Arrays and Classes again

Create a class `Polynomial` that stores polynomials in x with integer coefficients. For example, $2x^6 - 4x^5 + 3x^2 + x$.

The instance variables of your class should be (a) a counter for the number of powers; and (b) an array of `Pair`'s, where a `Pair` is a struct (or a class) that stores two ints, the power and the coefficient. It is required that **the powers are maintained sorted** in decreasing order at all times. For example, the above polynomial would be stored as:

powerCount = 4					
power	6	5	2	1	...
coeff	2	-4	3	1	...

You can assume that no polynomial will ever have more than 100 terms.

The class should be stored in files `Polynomial.cpp` and `Polynomial.h`. (The code for `Pair` can be in its own files, but it is also okay to include it in `Polynomial.h`. It is also okay to adapt/use the `Pair` class on the class website as solution to Practice 2.)

Your `Polynomial` class should have the following methods:

- A constructor that initializes the polynomial to zero
- `void incrementBy(int c, int p)`: increment the current polynomial by cx^p .
For example,

```
Polynomial A;
A.incrementBy(3,2);
A.incrementBy(6,6);
A.incrementBy(-4,5);
A.incrementBy(1,1);
A.incrementBy(-4,6);
```

should produce the above example polynomial.

- A boolean test for whether two polynomials are equal
- an overloaded `<<` operator for output (it's okay if it doesn't have all the bells and whistles; e.g. prints out above polynomial as $2x^6 + -4x^5 + 3x^2 + 1x^1$)

A sample test driver is provided. Adapt as desired. (Do not add `main` to `Polynomial.cpp`.)

Submit via `handin` the files `Polynomial.h/cpp` (and `Pair.h/cpp` if created).
(Your driver will not be used in grading.)