HW3_P2 - Pointer to Object

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solution.cpp

```
/*

Analysis
We have to calculate the sum of two given numbers using a
    pointer to the object containing the CalculateSum method.

Design
We can do this first by creating a new ProblemSolution object and call its
    constructor. Then, we need to create a new ProblemSolution pointer object,
    and assign its value to the reference of the previously created object.
    Then, we can call the two methods CalculateSum and Print.

*/

#include<iostream>
#include<cstdio>
#include<cstdlib>
using namespace std;

class ProblemSolution{
    int N1,N2,result;
    public:
        ProblemSolution(int N1, int N2){
            this->N1=N1;
            this->N2=N2;
        }
        void CalculateSum();
        void print();
};

void ProblemSolution :: CalculateSum(){
    result=N1+N2;
}

void ProblemSolution :: print(){
```

```
    cout<<result;
}

void myFunction(int N1, int N2){
    ProblemSolution ps = ProblemSolution(N1, N2);
    ProblemSolution *psp = & ps;
    psp->CalculateSum();
    psp->print();
        //write your code here

}

int main(){
   int N1, N2;
   cin>>N1;
   cin>>N2;
   myFunction(N1,N2);
}
```

Name

Custom test case

Input

-6 7

Output (Lines:2)

1

Expected Output (Lines:0)

Status

NA

Name

Custom test case

Input

3 5

Output (Lines:2)

8

Expected Output (Lines:0)

Status
NA

Name
Custom test case

Input
66 88

Output (Lines:2)
154

Expected Output (Lines:0)

Status
NA

Name
Default

Input
12 5

Output (Lines:2)
17

Expected Output (Lines:1)
17

Status
Pass
