CS 105 Assessment 1

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Scenario 1

Task 1:

See cpp files.

Task 2:

Location + direction: char + degrees: int + minutes: float + getpos(): void

fig 1: Location UML Class Diagram

Task 3:

I found the brief to be confusing at points. Most especially the requirement to include a method "getpos" within the Location class, and a method "get_pos" with both requiring an input from the user to populate the data in the objects. I was unsure of how to implement this in the code without it being confusing and inelegant, so I didn't.

I created the Yacht class with an attribute for serial numbers, and a static attribute for tracking the total number of Yacht objects created. The Yacht constructor increments the object count variable, and then sets the serial number to equal the object count variable.

I created the Location class as a nested class within Yacht. Location contained attributes for direction, degrees, and minutes. Location also contains the getpos method (return void), which prompts the user to provide values for the attributes mentioned, and validates them to ensure they are within an acceptable range.

The Yacht class also has two Location object attributes, latitude and longitude which are populated using the getpos function. Yacht has one method called display (return void) which outputs an individual Yacht object's serial number, and its latitudinal and longitudinal values.

Output Screen Shots:

```
Select Microsoft Visual Studio Debug Console
 ****** Ocean Race 2021-2022******
Please enter the latitudinal position of boat #1
Please enter a direction Value (N/E/W/S): n
Please enter a degree value between 0 and 180: 85
Please enter a minute value between 0 and 59: 12
Please enter the longitudonal position of boat #1
Please enter a direction Value (N/E/W/S): e
Please enter a degree value between 0 and 180: 32
Please enter a minute value between 0 and 59: 34
Please enter the latitudinal position of boat #2
Please enter a direction Value (N/E/W/S): s
Please enter a degree value between 0 and 180: 36
Please enter a minute value between 0 and 59: 44
Please enter the longitudonal position of boat #2
Please enter a degree value between 0 and 180: 1
Please enter a minute value between 0 and 59: 51
Please enter the latitudinal position of boat #3
Please enter a direction Value (N/E/W/S): s
Please enter a degree value between 0 and 180: 57
Please enter a minute value between 0 and 59: 28
Please enter the longitudonal position of boat #3
Please enter a direction Value (N/E/W/S): e
Please enter a degree value between 0 and 180: 163
Please enter a minute value between 0 and 59: 1
Yacht #1's latitudinal position is: 85°12"N
acht #1's longitudinal position is: 32°34"E
/acht #2's longitudinal position is: 1°51"W
/acht #3's latitudinal position is: 57°28"S
Yacht #3's longitudinal position is: 163°1"E
 \hbox{$\mathbb{C}:\Sers\over decla\Documents\Yoobee\CS105A1\Scen\ 1\x64\Debug\Scen\ 1.exe\ (process\ 1324)\ exited\ with\ code\ 0. } \\
o automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close
the console when debugging stops.
ress any key to close this window . .
```

fig 2: data successfully input and displayed

fig 3: validating bad data inputs

Scenario 2:

Output Screenshots:

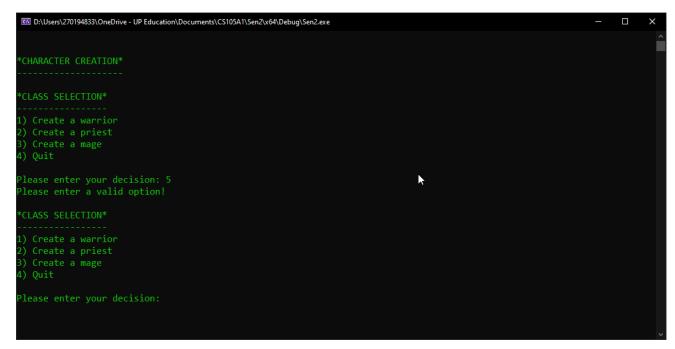


fig 4: validating bad data inputs

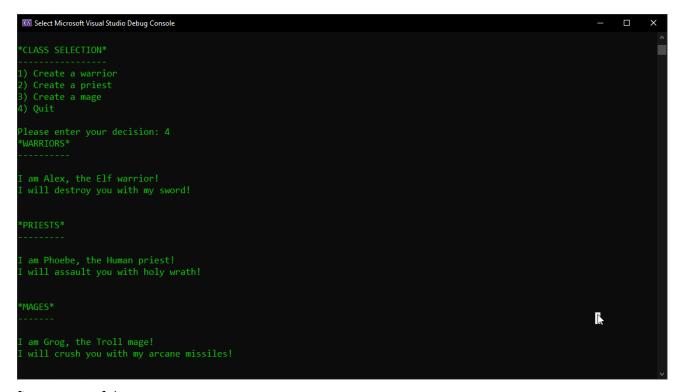


fig 5: successful output

Scenario 3:

UML Diagrams:

Shape - height: double - base: double - area: double - perimeter: double + draw_self(): void + set_data(): void + calc_perimeter(): void + calc_area(): void

fig 6: Shape UML Class Diagram

+ get_perimeter(): double

Square - height: double - area: double - perimeter: double + draw_self(): void + set_data(h: int): void + calc_perimeter(): void + calc_ area(): void + get_area(): double + get_perimeter(): double

fig 7: Square UML Class Diagram

Rectangle

height : doublebase : doublearea : doubleperimeter : double

+ draw_self(): void

+ set data(h:int, b:int):voic

+ calc_perimeter(): void

+ calc_ area(): void

+ get_area(): double

+ get_perimeter(): double

fig 8: Rectangle UML Class Diagram

Triangle

height : doublebase : doublediagonal : doublearea : doubleperimeter : double

+ set data(h · int h · int) · voic

+ calc_perimeter(): void

+ calc_area(): void

+ get_area(): double

+ get_perimeter(): double

fig 9: Triangle UML Class Diagram

Circle - diameter: double - area: double - perimeter: double + draw_self(): void + set_data(d:int): void + calc_perimeter(): void + calc_ area(): void + get_area(): double + get_perimeter(): double

fig 10: Circle UML Class Diagram

Shape is the parent class, and all other classes are derived from it. I was unable to insert an arrow connecting them in google docs.

Output Screenshots:

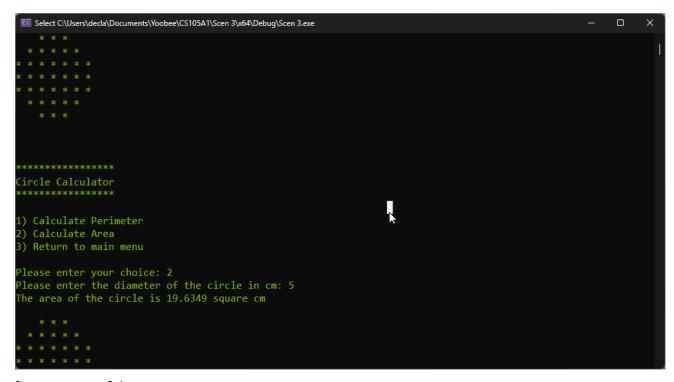


fig 11: successful output

Scenario 4:

Output Screenshots:

Fig 12: wrong input

```
Select Microsoft Visual Studio Debug Console
                                                                                                                               X
ALIEN CREATION
Please enter a weight value for Alien 1: 10
Please enter a height value for Alien 1: 6
Please enter a gender value for Alien 1 (M/F): m
Please enter a weight value for Alien 2: 14
Please enter a height value for Alien 2: 10
Please enter a gender value for Alien 2 (M/F): f
Please enter a weight value for Alien 3: 20
Please enter a height value for Alien 3: 8
Please enter a gender value for Alien 3 (M/F): m
Please enter a weight value for Alien 4: 26
Please enter a height value for Alien 4: 14
Please enter a gender value for Alien 4 (M/F): f
Alien 1:
 Weight: 10
 Height: 6
 iender: M
 Weight: 14
 Height: 10
Alien 3:
 Weight: 20
 Height: 8
 iender: M
Prestige: 320
Alien 4:
Weight: 26
 Height: 14
 Gender: F
Prestige: 1092
Alien 5:
Weight: 12
 Height: 8
 Gender: M
Alien 6:
 Weight: 23
 Height: 11
 Comparison of Alien 5 and Alien 6:
Alien 5 == Alien 6 ? False
Alien 5 != Alien 6 ? True
Alien 5 < Alien 6 ? True
Alien 5 <= Alien 6 ? True
Alien 5 > Alien 6 ? False
Alien 5 >= Alien 6 ? False
 ::\Users\decla\Documents\Yoobee\CS 105 A1\Scen 4\x64\Debug\Scen 4.exe (process 12104) exited with code 0.
 o automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close
```

fig 13: successful output