Навчально-науковий комплекс “Інститут прикладного системного аналізу”

при Національному технічному університеті України “КПІ”

Кафедра математичних методів системного аналізу

Роботи комп’ютерного практикуму

з курсу “Об’єктно-орієнтоване програмування”

Виконав: студент 2-го курсу

групи КА-04

Штріккер Д.Я.

Прийняв: Шолохов О.В.

**Мета роботи:** Навчитись правильно описувати ієрархії об’єктів та ієрархії

класів мовою С++.

**Завдання (варіант 8):**

Базовий клас “Учасник” -> Похідний клас “Змагання”:

* переписати оголошення похідного класу відповідно синтаксису для відкритого успадкування;
* переробити оголошення й реалізацію конструкторів похідного класу, у конструкторі з параметрами обов’язково передбачити використання конструктора з параметрами базового класу;
* у реалізації функції виведення на екран інформації в похідному класі використати відповідну функцію базового класу;
* до конструкторів та деструкторів базового, похідного та одного з агрегованих класів долучити виведення відповідної контрольної інформації для можливості відстеження порядку створення та знищення об’єктів;

**Лістинг програми:**

Github (разом із історією створення): <https://github.com/dindin28/task_2>

**Класс “Date”**

**Header:**

#ifndef \_TASK\_2\_INCLUDE\_TASK\_2\_DATE\_H\_

#define \_TASK\_2\_INCLUDE\_TASK\_2\_DATE\_H\_

#include <iostream>

class Date

{

public:

Date();

Date(int day, int month, int year);

Date(const Date &copy);

~Date();

//Getters

int GetDay() const;

int GetMonth() const;

int GetYear() const;

//Selectors

Date &SetDay(int day);

Date &SetMonth(int month);

Date &SetYear(int year);

void Print();

friend std::ostream& operator<< (std::ostream &out, const Date &obj);

friend std::istream& operator>> (std::istream &in, Date &obj);

private:

int day\_, month\_, year\_;

}; //Class (Date)

#endif //Header Guard

**Source file:**

// This is a personal academic project. Dear PVS-Studio, please check it.

// PVS-Studio Static Code Analyzer for C, C++ and C#: http://www.viva64.com

#include <task\_2/date.h>

#include <ctime>

#include <iomanip>

#include <cstdlib>

#include <iostream>

Date::Date()

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Date()" << std::endl;

#endif

std::time\_t now = std::time(nullptr);

char buff[4];

strftime(buff, sizeof(buff) + 1, "%d", std::localtime(&now));

day\_ = atoi(buff);

strftime(buff, sizeof(buff) + 1, "%m", std::localtime(&now));

month\_ = atoi(buff);

strftime(buff, sizeof(buff) + 1, "%Y", std::localtime(&now));

year\_ = atoi(buff);

}

Date::Date(int day, int month, int year)

: day\_(day), month\_(month), year\_(year)

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Date(int day, int month, int year)" << std::endl;

#endif

}

Date::Date(const Date &copy)

: day\_(copy.day\_), month\_(copy.month\_), year\_(copy.year\_)

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Date(const Date &copy)" << std::endl;

#endif

}

Date::~Date()

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "~Date()" << std::endl;

#endif

}

//Getters

int Date::GetDay() const { return day\_; }

int Date::GetMonth() const { return month\_; }

int Date::GetYear() const { return year\_; }

//Selectors

Date &Date::SetDay(int day)

{

day\_ = day;

return \*this;

}

Date &Date::SetMonth(int month)

{

month\_ = month;

return \*this;

}

Date &Date::SetYear(int year)

{

year\_ = year;

return \*this;

}

void Date::Print()

{

std::cout << std::setfill('0');

std::cout << std::setw(2) << day\_ << "/"

<< std::setw(2) << month\_ << "/"

<< std::setw(4) << year\_ << std::endl;

}

std::ostream &operator<<(std::ostream &out, const Date &obj)

{

out << std::setfill('0');

out << std::setw(2) << obj.day\_ << "/"

<< std::setw(2) << obj.month\_ << "/"

<< std::setw(4) << obj.year\_;

return out;

}

std::istream &operator>>(std::istream &in, Date &obj)

{

std::cout << "Enter new day of date: ";

in >> obj.day\_;

std::cout << "Enter new month of date: ";

in >> obj.month\_;

std::cout << "Enter new year of date: ";

in >> obj.year\_;

return in;

}

**Клас “Participant”**

**Header:**

#ifndef \_TASK\_2\_INCLUDE\_TASK\_2\_PARTICIPANT\_H\_

#define \_TASK\_2\_INCLUDE\_TASK\_2\_PARTICIPANT\_H\_

#include <iostream>

#include <task\_2/date.h>

class Participant

{

public:

Participant();

Participant(const char \*name, const char \*surname, const Date &date);

Participant(const Participant &copy);

Participant &operator=(const Participant &copy);

~Participant();

//Getters

const char \*GetName() const;

const char \*GetSurname() const;

Date GetDate() const;

//Selectors

Participant &SetName(const char \*name);

Participant &SetSurname(const char \*surname);

Participant &SetDate(const Date &date);

void Print();

friend std::ostream &operator<<(std::ostream &out, const Participant &obj);

friend std::istream &operator>>(std::istream &in, Participant &obj);

private:

char \*name\_, \*surname\_;

Date date\_;

}; //Class (Participant)

#endif //Header Guard

**Source file:**

// This is a personal academic project. Dear PVS-Studio, please check it.

// PVS-Studio Static Code Analyzer for C, C++ and C#: http://www.viva64.com

#include <task\_2/participant.h>

#include <cstring>

#include <string>

Participant::Participant()

: date\_(15, 8, 2002)

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Participant()" << std::endl;

#endif

const char \*name = "Dima";

const char \*surname = "Shtrikker";

name\_ = new char[strlen(name) + 1];

surname\_ = new char[strlen(surname) + 1];

strcpy(name\_, name);

strcpy(surname\_, surname);

}

Participant::Participant(const char \*name, const char \*surname, const Date &date)

: date\_(date)

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Participant(const char \*name, const char \*surname, const Date &date)" << std::endl;

#endif

name\_ = new char[strlen(name) + 1];

surname\_ = new char[strlen(surname) + 1];

strcpy(name\_, name);

strcpy(surname\_, surname);

}

Participant::Participant(const Participant &copy)

: date\_(copy.date\_)

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Participant(const Participant &copy)" << std::endl;

#endif

name\_ = new char[strlen(copy.name\_) + 1];

surname\_ = new char[strlen(copy.surname\_) + 1];

strcpy(name\_, copy.name\_);

strcpy(surname\_, copy.surname\_);

}

Participant &Participant::operator=(const Participant &copy)

{

if (this != &copy)

{

//Name

if (strlen(name\_) != 0)

{

delete[] name\_;

}

name\_ = new char[strlen(copy.name\_) + 1];

strcpy(name\_, copy.name\_);

//Surname

if (strlen(surname\_) != 0)

{

delete[] surname\_;

}

surname\_ = new char[strlen(copy.surname\_) + 1];

strcpy(surname\_, copy.surname\_);

//Date

date\_ = copy.date\_;

} //Condition(this != &copy)

return \*this;

}

Participant::~Participant()

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "~Participant()" << std::endl;

#endif

if (strlen(name\_) != 0)

{

delete[] name\_;

}

if (strlen(surname\_) != 0)

{

delete[] surname\_;

}

}

//Getters

const char \*Participant::GetName() const { return name\_; }

const char \*Participant::GetSurname() const { return surname\_; }

Date Participant::GetDate() const { return date\_; }

//Selectors

Participant &Participant::SetName(const char \*name)

{

if (strlen(name\_) != 0)

{

delete[] name\_;

}

name\_ = new char[strlen(name) + 1];

strcpy(name\_, name);

return \*this;

}

Participant &Participant::SetSurname(const char \*surname)

{

if (strlen(surname\_) != 0)

{

delete[] surname\_;

}

surname\_ = new char[strlen(surname) + 1];

strcpy(surname\_, surname);

return \*this;

}

Participant &Participant::SetDate(const Date &date)

{

date\_ = date;

return \*this;

}

void Participant::Print()

{

std::cout << name\_ << " "

<< surname\_ << " ("

<< date\_ << ")" << std::endl;

}

std::ostream &operator<<(std::ostream &out, const Participant &obj)

{

out << obj.name\_ << " "

<< obj.surname\_ << " ("

<< obj.date\_ << ")";

return out;

}

std::istream &operator>>(std::istream &in, Participant &obj)

{

std::string buff\_string;

//Name

std::cout << "Enter new name of participant: ";

in >> buff\_string;

if (strlen(obj.name\_) != 0)

{

delete[] obj.name\_;

}

obj.name\_ = new char[buff\_string.length() + 1];

strcpy(obj.name\_, buff\_string.c\_str());

//Surname

std::cout << "Enter new surname of participant: ";

in >> buff\_string;

if (strlen(obj.surname\_) != 0)

{

delete[] obj.surname\_;

}

obj.surname\_ = new char[buff\_string.length() + 1];

strcpy(obj.surname\_, buff\_string.c\_str());

//Date

in >> obj.date\_;

return in;

}

**Клас “Performance”**

**Header:**

#ifndef \_TASK\_2\_INCLUDE\_TASK\_2\_PERFORMANCE\_H\_

#define \_TASK\_2\_INCLUDE\_TASK\_2\_PERFORMANCE\_H\_

#include <task\_2/participant.h>

class Performance

{

public:

Performance();

Performance(bool performance\_type, Participant participant, int sequence\_number, int result);

Performance(const Performance &copy);

Performance &operator=(const Performance &copy);

~Performance();

//Getters

bool GetPerformanceType() const;

int GetNumberOfCompetitions() const;

Participant GetParticipant() const;

int GetSequenceNumber() const;

int GetResult() const;

//Selectors

Performance &SetPerformanceType(bool performance\_type);

Performance &SetParticipant(Participant participant);

Performance &SetSequenceNumber(int sequence\_number);

Performance &SetResult(int result);

void Print();

friend std::ostream& operator<< (std::ostream &out, const Performance &obj);

friend std::istream& operator>> (std::istream &in, Performance &obj);

private:

// performance\_type\_= 0(false) => team performance

// performance\_type\_= 1(true) => individual performance

bool performance\_type\_;

static int number\_of\_performance\_;

Participant participant\_;

int sequence\_number\_, result\_;

}; //Class (Performance)

#endif //Header Guard

**Source file:**

// This is a personal academic project. Dear PVS-Studio, please check it.

// PVS-Studio Static Code Analyzer for C, C++ and C#: http://www.viva64.com

#include <task\_2/performance.h>

//Initialization of static variables

int Performance::number\_of\_performance\_ = 0;

// performance\_type\_= 0(false) => team performance

// performance\_type\_= 1(true) => individual performance

Performance::Performance()

: performance\_type\_(true),

participant\_(Participant()),

sequence\_number\_(1),

result\_(100)

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Performance()" << std::endl;

#endif

number\_of\_performance\_++;

}

Performance::Performance(bool performance\_type, Participant participant, int sequence\_number, int result)

: performance\_type\_(performance\_type),

participant\_(participant),

sequence\_number\_(sequence\_number),

result\_(result)

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Performance(bool performance\_type, Participant participant, int sequence\_number, int result)"

<< std::endl;

#endif

number\_of\_performance\_++;

}

Performance::Performance(const Performance &copy)

: performance\_type\_(copy.performance\_type\_),

participant\_(copy.participant\_),

sequence\_number\_(copy.sequence\_number\_),

result\_(copy.result\_)

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Performance(const Performance &copy)" << std::endl;

#endif

number\_of\_performance\_++;

}

Performance &Performance::operator=(const Performance &copy)

{

performance\_type\_ = copy.performance\_type\_;

participant\_ = copy.participant\_;

sequence\_number\_ = copy.sequence\_number\_;

result\_ = copy.result\_;

return \*this;

}

Performance::~Performance()

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "~Performance()" << std::endl;

#endif

}

//Getters

bool Performance::GetPerformanceType() const { return performance\_type\_; }

int Performance::GetNumberOfCompetitions() const { return number\_of\_performance\_; }

Participant Performance::GetParticipant() const { return participant\_; }

int Performance::GetSequenceNumber() const { return sequence\_number\_; }

int Performance::GetResult() const { return result\_; }

//Selectors

Performance &Performance::SetPerformanceType(bool performance\_type)

{

performance\_type\_ = performance\_type;

return \*this;

}

Performance &Performance::SetParticipant(Participant participant)

{

participant\_ = participant;

return \*this;

}

Performance &Performance::SetSequenceNumber(int sequence\_number)

{

sequence\_number\_ = sequence\_number;

return \*this;

}

Performance &Performance::SetResult(int result)

{

result\_ = result;

return \*this;

}

void Performance::Print()

{

// performance\_type\_= 0(false) => team performance

// performance\_type\_= 1(true) => individual performance

if (performance\_type\_ == false)

{

std::cout << "Team performance. ";

}

else

{

std::cout << "Individual performance. ";

}

std::cout << participant\_ << "(" << sequence\_number\_ << ", " << result\_ << ")" << std::endl;

}

std::ostream &operator<<(std::ostream &out, const Performance &obj)

{

// performance\_type\_= 0(false) => team performance

// performance\_type\_= 1(true) => individual performance

if (obj.performance\_type\_ == false)

{

out << "Team performance. ";

}

else

{

out << "Individual performance. ";

}

out << obj.participant\_ << "(" << obj.sequence\_number\_ << ", " << obj.result\_ << ")";

return out;

}

std::istream &operator>>(std::istream &in, Performance &obj)

{

//Performance\_type

std::cout << "Enter new performance type (1 - individual; 0 - team): ";

in >> obj.performance\_type\_;

//Participant

in >> obj.participant\_;

//Sequence number

std::cout << "Enter new sequence number for participant: ";

in >> obj.sequence\_number\_;

//Result

std::cout << "Enter new result for participant: ";

in >> obj.result\_;

return in;

}

**Клас “Competition”**

**Header:**

#ifndef \_TASK\_2\_INCLUDE\_TASK\_2\_COMPETITION\_H\_

#define \_TASK\_2\_INCLUDE\_TASK\_2\_COMPETITION\_H\_

#include <task\_2/performance.h>

#include <task\_2/participant.h>

class Competition: public Participant

{

public:

Competition();

Competition(const char \*name);

Competition(const char \*name, Performance \*performance\_pointer, int performance\_size);

Competition(const char \*name, Performance \*performance\_pointer, int performance\_size, const char \*par\_name, const char \*par\_surname, const Date &par\_date);

Competition(const Competition &copy);

Competition &operator=(const Competition &copy);

~Competition();

void AddPerformance(const Performance &performance);

const char \*GetCompetitionName() const;

Competition &SetCompetitionName(const char \*name);

void Print();

void PrintShortly();

friend std::ostream& operator<< (std::ostream &out, const Competition &obj);

friend std::istream& operator>> (std::istream &in, Competition &obj);

private:

char \*competition\_name\_;

Performance \*performance\_pointer\_;

int performance\_size\_;

}; //Class (Competition)

#endif //Header Guard

**Source file:**

// This is a personal academic project. Dear PVS-Studio, please check it.

// PVS-Studio Static Code Analyzer for C, C++ and C#: http://www.viva64.com

#include <task\_2/competition.h>

#include <cstring>

#include <string>

Competition::Competition()

: performance\_size\_(0), performance\_pointer\_(nullptr), Participant(Participant())

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Competition()" << std::endl;

#endif

const char \*name = "Olympic Games";

competition\_name\_ = new char[strlen(name) + 1];

strcpy(competition\_name\_, name);

}

Competition::Competition(const char \*name)

: performance\_size\_(0), performance\_pointer\_(nullptr), Participant(Participant())

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Competition(const char \*name)" << std::endl;

#endif

competition\_name\_ = new char[strlen(name) + 1];

strcpy(competition\_name\_, name);

}

Competition::Competition(const char \*name, Performance \*performance\_pointer, int performance\_size)

: performance\_size\_(performance\_size), Participant(Participant())

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Competition(const char \*name, Performance \*performance\_pointer, int performance\_size)" << std::endl;

#endif

//copy name

competition\_name\_ = new char[strlen(name) + 1];

strcpy(competition\_name\_, name);

//copy performance\_pointer

performance\_pointer\_ = new Performance[performance\_size];

for (int i = 0; i < performance\_size; i++)

{

performance\_pointer\_[i] = performance\_pointer[i];

}

}

Competition::Competition(const char \*name, Performance \*performance\_pointer, int performance\_size, const char \*par\_name, const char \*par\_surname, const Date &par\_date)

: performance\_size\_(performance\_size), Participant(par\_name, par\_surname, par\_date)

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Competition(const char \*name, Performance \*performance\_pointer, int performance\_size, const char \*par\_name, const char \*par\_surname, const Date &par\_date)"

<< std::endl;

#endif

//copy name

competition\_name\_ = new char[strlen(name) + 1];

strcpy(competition\_name\_, name);

//copy performance\_pointer

performance\_pointer\_ = new Performance[performance\_size];

for (int i = 0; i < performance\_size; i++)

{

performance\_pointer\_[i] = performance\_pointer[i];

}

}

Competition::Competition(const Competition &copy)

: performance\_size\_(copy.performance\_size\_), Participant(copy.GetName(), copy.GetSurname(), copy.GetDate())

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "Competition(const Competition &copy)" << std::endl;

#endif

//copy name

competition\_name\_ = new char[strlen(copy.competition\_name\_) + 1];

strcpy(competition\_name\_, copy.competition\_name\_);

//copy performance\_pointer

performance\_pointer\_ = new Performance[copy.performance\_size\_];

for (int i = 0; i < copy.performance\_size\_; i++)

{

performance\_pointer\_[i] = copy.performance\_pointer\_[i];

}

}

Competition &Competition::operator=(const Competition &copy)

{

if (this != &copy)

{

//Participant variables

SetName(copy.GetName());

SetSurname(copy.GetSurname());

SetDate(copy.GetDate());

//Name

if (strlen(competition\_name\_) != 0)

{

delete[] competition\_name\_;

}

competition\_name\_ = new char[strlen(copy.competition\_name\_) + 1];

strcpy(competition\_name\_, copy.competition\_name\_);

//Performance pointer

if (performance\_size\_ != 0)

{

delete[] performance\_pointer\_;

}

performance\_pointer\_ = new Performance[copy.performance\_size\_];

for (int i = 0; i < copy.performance\_size\_; i++)

{

performance\_pointer\_[i] = copy.performance\_pointer\_[i];

}

//Performance size

performance\_size\_ = copy.performance\_size\_;

} //Condition (this != &copy)

return \*this;

}

Competition::~Competition()

{

#ifdef SHOW\_CONSTRUCTORS

std::cout << "~Competition()" << std::endl;

#endif

if (strlen(competition\_name\_) != 0)

{

delete[] competition\_name\_;

}

if (performance\_size\_ != 0)

{

delete[] performance\_pointer\_;

}

}

void Competition::AddPerformance(const Performance &performance)

{

Performance \*new\_ptr = new Performance[performance\_size\_ + 1];

for (int i = 0; i < performance\_size\_; i++)

{

new\_ptr[i] = performance\_pointer\_[i];

}

new\_ptr[performance\_size\_] = performance;

if (performance\_size\_ != 0)

{

delete[] performance\_pointer\_;

}

performance\_pointer\_ = new\_ptr;

performance\_size\_++;

}

const char \*Competition::GetCompetitionName() const { return competition\_name\_; }

Competition &Competition::SetCompetitionName(const char \*name)

{

if (strlen(competition\_name\_) != 0)

{

delete[] competition\_name\_;

}

competition\_name\_ = new char[strlen(name) + 1];

strcpy(competition\_name\_, name);

return \*this;

}

void Competition::Print()

{

Participant::Print();

std::cout << competition\_name\_ << std::endl;

for (int i = 0; i < performance\_size\_; i++)

{

std::cout << i + 1 << ". " << performance\_pointer\_[i] << std::endl;

}

}

void Competition::PrintShortly()

{

Participant::Print();

std::cout << competition\_name\_ << std::endl;

for (int i = 0; i < performance\_size\_; i++)

{

std::cout << i + 1 << ". " << performance\_pointer\_[i].GetParticipant().GetSurname() << std::endl;

}

}

std::ostream &operator<<(std::ostream &out, const Competition &obj)

{

//Participant out

out << obj.GetName() << " "

<< obj.GetSurname() << " ("

<< obj.GetDate() << ")" << std::endl;

//Competition out

out << obj.competition\_name\_ << std::endl;

for (int i = 0; i < obj.performance\_size\_; i++)

{

out << i + 1 << ") " << obj.performance\_pointer\_[i] << std::endl;

}

return out;

}

std::istream &operator>>(std::istream &in, Competition &obj)

{

std::string buff\_string;

std::cout << "Enter new name of competition: ";

in >> buff\_string;

if (strlen(obj.competition\_name\_) != 0)

{

delete[] obj.competition\_name\_;

}

obj.competition\_name\_ = new char[buff\_string.length() + 1];

strcpy(obj.competition\_name\_, buff\_string.c\_str());

return in;

}

**Main file:**

// This is a personal academic project. Dear PVS-Studio, please check it.

// PVS-Studio Static Code Analyzer for C, C++ and C#: http://www.viva64.com

#include <task\_2/date.h>

#include <task\_2/participant.h>

#include <task\_2/performance.h>

#include <task\_2/competition.h>

#include <iostream>

int main()

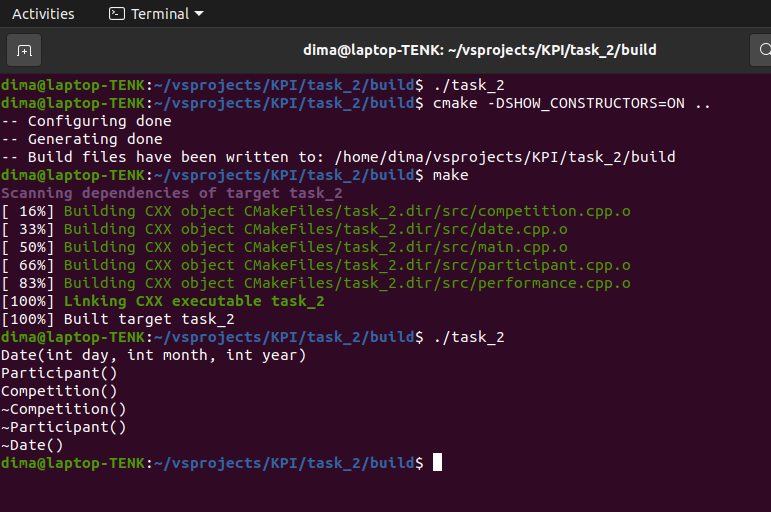
{

Competition competition;

return 0;

}

**Результати роботи програми:**

****

**Висновок:** Навчилися правильно описувати ієрархії об’єктів та ієрархії

класів мовою С++.