МИНИСТЕРСТВО ОБРАЗОВАНИЯ И НАУКИ РОССИЙСКОЙ ФЕДЕРАЦИИ МОСКОВСКИЙ АВИАЦИОННЫЙ ИНСТИТУТ

(НАЦИОНАЛЬНЫЙ ИССЛЕДОВАТЕЛЬСКИЙ УНИВЕРСИТЕТ)

ЛАБОРАТОРНАЯ РАБОТА №6 по курсу

объектно-ориентированное программирование I семестр, 2021/22 уч. год

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Цель работы

Целью лабораторной работы является:

Знакомство с шаблонами классов;

Построение шаблонов динамических структур данных.

Задание

Необходимо спроектировать и запрограммировать на языке C++ **шаблон класса-контейнера** первого уровня, содержащий **одну фигуру (колонка фигура 1)**, согласно вариантам задания.

Классы должны удовлетворять следующим правилам:

· Требования к классам фигуры аналогичны требованиям из лабораторной работы №1;

· Требования к классу контейнера аналогичны требованиям из лабораторной работы №2;

·Шаблон класса-контейнера должен содержать объекты используя std::shared_ptr<…>.

Нельзя использовать:

· Стандартные контейнеры std.

Программа должна позволять:

· Вводить произвольное количество фигур и добавлять их в контейнер;

·Распечатывать содержимое контейнера;

·Удалять фигуры из контейнера.

Дневник отладки

Возникли проблемы с шаблонами, так как нельзя в общем случае их разнести по разным файлам, но так как я не захотел всё реализовывать в одном файле, то я прописал все используемые типы в файле .cpp

Недочёты

Всё работает корректно, можно строить деревья из разных фигур (но в одном дереве может быть только один тип фигуры).

Выводы

Лабораторная работа №6 познакомила меня с шаблонами, которые раньше казались мне непонятно чем.

Исходный код

figure.h

```
#ifndef FIGURE_H
#define FIGURE_H
#include "point.h"

class Figure
{
public:
    //virtual void Print(std::ostream& os) = 0;
    virtual double Square() = 0;
    virtual ~Figure() {};
    virtual size_t VertexesNumber() = 0;
};

#endif
```

main.cpp

```
#include <iostream>
//#include <sstream>
#include "tnarytree.h"
int main()
{
    double S = 0.;
    std::string string;
    TNaryTree<Rectangle> t1(3);
    std::cout << t1;
    t1.Update(Rectangle(std::cin), "cbc");
    t1.Update(Rectangle(std::cin), "");
    t1.Update(Rectangle(std::cin));
    t1.Update(Rectangle(std::cin), "c");
    t1.Update(Rectangle(std::cin), "cb");
    std::cout << t1.getItem("cb");
    std::cout << t1.getItem("cbb");
    t1.Update(Rectangle(std::cin), "cc");
    t1.Update(Rectangle(std::cin), "cbb");
    std::cout << t1;
    t1.Update(Rectangle(std::cin), "cbbb");
    if (((S = t1.Area()) == -1))
    {
        std::cout << "There is no such element in tree" << std::endl;
    }
    else
    {
```

```
    std::cout << "Area of subtree is " << S << std::endl;
}
if (((S = t1.Area("cbbcccbc")) == -1))
{
    std::cout << "There is no such element in tree" << std::endl;
}
else
{
    std::cout << "Area of subtree is " << S << std::endl;
}
t1.Update(Rectangle(std::cin), "cbc");
std::cout << t1;
t1.Update(Rectangle(std::cin), "ccb");
t1.Update(Rectangle(std::cin), "ccbb");
t1.Update(Rectangle(std::cin), "cbcb");
t1.Update(Rectangle(std::cin), "cbcbb");
std::cout << t1;
if (((S = t1.Area("c")) == -1))
{
    std::cout << "There is no such element in tree" << std::endl;
}
else
{
    std::cout << "Area of subtree is " << S << std::endl;
}
t1.Update(Rectangle(std::cin), "cbbbc");
std::cout << t1;
t1.Update(Rectangle(std::cin), "cbbc");
t1.Update(Rectangle(std::cin), "cbb");
std::cout << t1;
t1.Update(Rectangle(std::cin), "cbbcb");
t1.Update(Rectangle(std::cin), "cbbcbb");
t1.Update(Rectangle(std::cin), "ccbc");
t1.Update(Rectangle(std::cin), "cbbcbc");
t1.Update(Rectangle(std::cin), "cbbd");
t1.Update(Rectangle(std::cin), "cbbcbbc");
t1.Update(Rectangle(std::cin), "cbbcbbcb");
std::cout << t1.getItem("cbbcbbcb");
std::cout << t1.getItem("cbbbbbcbcbcbcccbcc");
std::cout << t1;
TNaryTree<Rectangle> t3(t1);

t3.Update(Rectangle(std::cin));
t3.Update(Rectangle(std::cin), "cbbcbbcbb");
t3.Update(Rectangle(std::cin), "cbbcc");

std::cout << t1 << t3;

t1.RemoveSubTree("ccc");
t1.RemoveSubTree("b");
t1.RemoveSubTree("ccbcbb");
std::cout << t1;
t1.RemoveSubTree("cb");
std::cout << t1;
t1.RemoveSubTree("cbb");
std::cout << t1;
t1.RemoveSubTree("cb");
std::cout << t1;
t1.RemoveSubTree("cbbcb");
```

```
    std::cout << t1;
    t1.RemoveSubTree("ccb");
    std::cout << t1;
    t1.RemoveSubTree();
    std::cout << t1 << t3;
    TNaryTree<Trapezoid> t2(7);
    t2.Update(Trapezoid(std::cin));
    t2.Update(Trapezoid(std::cin), "c");
    t2.Update(Trapezoid(std::cin), "cb");
    std::cout << t2;
    t2.RemoveSubTree();
    TNaryTree<Rhombus> t4(19);
    t4.Update(Rhombus(std::cin));
    t4.Update(Rhombus(std::cin), "b");
    t4.Update(Rhombus(std::cin), "c");
    t4.Update(Rhombus(std::cin), "cb");
    t4.Update(Rhombus(std::cin), "cbb");
    t4.Update(Rhombus(std::cin), "cbbb");
    t4.Update(Rhombus(std::cin), "cbbbb");
    t4.Update(Rhombus(std::cin), "cbbbbb");
    t4.Update(Rhombus(std::cin), "cbbbbbb");
    t4.Update(Rhombus(std::cin), "cbbbbbbb");
    t4.Update(Rhombus(std::cin), "cbbbbbbbb");
    t4.Update(Rhombus(std::cin), "cbbbbbbbbb");
    t4.Update(Rhombus(std::cin), "cbbbbbbbbbc");
    t4.Update(Rhombus(std::cin), "cbbbbbbbbbcb");
    t4.Update(Rhombus(std::cin), "cbbbbbbbbbcbb");
    t4.Update(Rhombus(std::cin), "cbbbbbbbbbcc");
    t4.Update(Rhombus(std::cin), "cbbbbbbbbbccb");
    t4.Update(Rhombus(std::cin), "cbbbbbbbbbcccc");
    t4.Update(Rhombus(std::cin), "cbbbbbbbbbccc");
    t4.Update(Rhombus(std::cin), "cbbbbbbbbbcccc");
    t4.Update(Rhombus(std::cin), "cbbbbbbbbbccccb");
    std::cout << t4;
    t4.RemoveSubTree("cbbbbbbbbbc");
    std::cout << t4;
    t4.RemoveSubTree("cccbcbc");
    t4.RemoveSubTree("c");
    std::cout << t4;
    t4.RemoveSubTree("");
    std::cout << t4;
    system("pause");
    return 0;
    }
```

rectangle.cpp

```
#include "rectangle.h"

Rectangle::Rectangle() : a(0.0, 0.0), b(0.0, 0.0), c(0.0, 0.0), d(0.0, 0.0), len1(0),
len2(0), square(0.0)
{
};

Rectangle::Rectangle(std::istream& is)
{
       is >> a >> b >> c >> d;
```

```
	len1 = dist(a, b);
	len2 = dist(b, c);
	square = len1 * len2;
}

Rectangle& Rectangle::operator= (Rectangle rectangle)
{
	a = rectangle.a;
	b = rectangle.b;
	c = rectangle.c;
	d = rectangle.d;
	len1 = rectangle.len1;
	len2 = rectangle.len2;
	square = rectangle.square;
	return rectangle;
};

bool Rectangle::operator== (Rectangle rectangle)
{
	if ((a == rectangle.a) && (b == rectangle.b) && (c == rectangle.c) && (d ==
rectangle.d))
	{
		return true;
	}
	return false;
};

void Rectangle::Print(std::ostream& os)
{
	os << "Rectangle: " << a << " " << b << " " << c << " " << d << std::endl;
}

std::istream& operator >>(std::istream& is, Rectangle& rectangle)
{
	is >> rectangle.a >> rectangle.b >> rectangle.c >> rectangle.d;
	return is;
};

std::ostream& operator <<(std::ostream& os, Rectangle rectangle)
{
	os << rectangle.a << " " << rectangle.b << " " << rectangle.c << " " << rectangle.d
<< "\n";
	return os;
};

size_t Rectangle::VertexesNumber()
{
	return 4;
}

double Rectangle::Square()
{
	return  square;
}

Rectangle::~Rectangle()
{
}
```

rectangle.h

```
#ifndef RECTANGLE_H
#define RECTANGLE_H
#include "figure.h"

class Rectangle : public Figure
{
public:
	Rectangle();
	Rectangle(std::istream& is);
	void Print(std::ostream& os);
	double Square();
	friend std::istream& operator >>(std::istream& is, Rectangle& rectangle);
	friend std::ostream& operator <<(std::ostream& os, Rectangle rectangle);
	Rectangle& operator= (Rectangle rectangle);
	bool operator== (Rectangle rectangle);
	size_t VertexesNumber();
	virtual ~Rectangle();

private:
	Point a, b, c, d;
	double len1, len2;
	double square;
};

#endif
```

rhombus.cpp

```
#include "rhombus.h"

Rhombus::Rhombus() : a(0.0, 0.0), b(0.0, 0.0), c(0.0, 0.0), d(0.0, 0.0), square(0.0),
diag1(0.0), diag2(0.0)
{

};

Rhombus::Rhombus(std::istream& is)
{
	is >> a >> b >> c >> d;
	diag1 = dist(a, c);
	diag2 = dist(b, d);
	square = (diag1 * diag2) / 2.;
}

Rhombus& Rhombus::operator= (Rhombus rhombus)
{
	a = rhombus.a;
	b = rhombus.b;
	c = rhombus.c;
	d = rhombus.d;
	diag1 = rhombus.diag1;
	diag2 = rhombus.diag2;
	square = rhombus.square;
	return rhombus;
```

```
};

bool Rhombus::operator== (Rhombus rhombus)
{
	if ((a == rhombus.a) && (b == rhombus.b) && (c == rhombus.c) && (d == rhombus.d))
	{
		return true;
	}
	return false;
};

void Rhombus::Print(std::ostream& os)
{
	os << "Rhombus: " << a << " " << b << " " << c << " " << d << std::endl;
}

std::istream& operator >>(std::istream& is, Rhombus& rhombus)
{
	is >> rhombus.a >> rhombus.b >> rhombus.c >> rhombus.d;
	return is;
};

std::ostream& operator <<(std::ostream& os, Rhombus rhombus)
{
	os << rhombus.a << " " << rhombus.b << " " << rhombus.c << " " << rhombus.d << "\n";
	return os;
};

size_t Rhombus::VertexesNumber()
{
	return 4;
}

double Rhombus::Square()
{
	return square;
}

Rhombus::~Rhombus()
{

}
```

rhombus.h

```
#ifndef RHOMBUS_H
#define RHOMBUS_H
#include "figure.h"

class Rhombus : public Figure
{
public:
	Rhombus();
	Rhombus(std::istream& is);
	void Print(std::ostream& os);
	double Square();
	friend std::istream& operator >>(std::istream& is, Rhombus& rhombus);
	friend std::ostream& operator <<(std::ostream& os, Rhombus rhombus);
```

```
	Rhombus& operator= (Rhombus rhombus);
	bool operator== (Rhombus rhombus);
	size_t VertexesNumber();
	virtual ~Rhombus();


private:
	Point a, b, c, d;
	double diag1, diag2;
	double square;
};

#endif
```

trapezoid.cpp

```
#include "trapezoid.h"

Trapezoid::Trapezoid() : a(0.0, 0.0), b(0.0, 0.0), c(0.0, 0.0), d(0.0, 0.0), square(0.0),
lena(0.0), lenb(0.0), lenc(0.0), lend(0.0)
{

};

Trapezoid::Trapezoid(std::istream& is)
{
	is >> a >> b >> c >> d;
	lena = dist(b, c);
	lenb = dist(a, d);
	lenc = dist(c, d);
	lend = dist(a, b);
	/*if (lena > lenb)
	{
		std::swap(lena, lenb);
		std::swap(lenc, lend);
	}*/
	square = ((lena + lenb) / 2.) * sqrt(pow(lenc, 2) - pow(((pow(lenb - lena, 2) +
pow(lenc, 2) - pow(lend, 2)) / (2. * (lenb - lena))), 2));
}

Trapezoid& Trapezoid::operator= (Trapezoid trapezoid)
{
	a = trapezoid.a;
	b = trapezoid.b;
	c = trapezoid.c;
	d = trapezoid.d;
	lena = trapezoid.lena;
	lenb = trapezoid.lenb;
	lenc = trapezoid.lenc;
	lend = trapezoid.lend;
	square = trapezoid.square;
	return trapezoid;
};

bool Trapezoid::operator== (Trapezoid trapezoid)
{
	if ((a == trapezoid.a) && (b == trapezoid.b) && (c == trapezoid.c) && (d ==
trapezoid.d))
```

```
	{
		return true;
	}
	return false;
};

void Trapezoid::Print(std::ostream& os)
{
	os << "Trapezoid: " << a << " " << b << " " << c << " " << d << std::endl;
}

std::istream& operator >>(std::istream& is, Trapezoid& trapezoid)
{
	is >> trapezoid.a >> trapezoid.b >> trapezoid.c >> trapezoid.d;
	return is;
};

std::ostream& operator <<(std::ostream& os, Trapezoid trapezoid)
{
	os << trapezoid.a << " " << trapezoid.b << " " << trapezoid.c << " " << trapezoid.d
<< "\n";
	return os;
};

size_t Trapezoid::VertexesNumber()
{
	return 4;
}

double Trapezoid::Square()
{
	return square;
}

Trapezoid::~Trapezoid()
{

}
```

trapezoid.h

```
#ifndef TRAPEZOID_H
#define TRAPEZOID_H
#include "figure.h"
#include <algorithm>
class Trapezoid : public Figure
{
public:
	Trapezoid();
	Trapezoid(std::istream& is);
    void Print(std::ostream& os);
    double Square();
	friend std::istream& operator >>(std::istream& is, Trapezoid& trapezoid);
	friend std::ostream& operator <<(std::ostream& os, Trapezoid trapezoid);
	Trapezoid& operator= (Trapezoid trapezoid);
	bool operator== (Trapezoid trapezoid);
	size_t VertexesNumber();
	virtual ~Trapezoid();
```

```
private:
	Point a, b, c, d;
	double lena, lenb, lenc, lend;
	double square;
};

#endif
```

point.cpp

```
#include "point.h"

Point::Point() : x_(0.0), y_(0.0) {}

Point::Point(double x, double y) : x_(x), y_(y) {}

Point::Point(std::istream& is)
{
	is >> x_ >> y_;
}

double dist(Point& p1, Point& p2)
{
	double dx = (p1.x_ - p2.x_);
	double dy = (p1.y_ - p2.y_);
	return std::sqrt(dx * dx + dy * dy);
}

std::istream& operator >> (std::istream& is, Point& p)
{
	is >> p.x_ >> p.y_;
	return is;
}

std::ostream& operator << (std::ostream& os, Point& p)
{
	os << "(" << p.x_ << ", " << p.y_ << ")";
	return os;
}

bool Point::operator == (Point point)
{
	return (x_ == point.x_) && (y_ == point.y_);
}
```

point.h

```
#ifndef POINT_H
#define POINT_H
#include <iostream>
#include <cmath>
#include <cstdlib>
#include <algorithm>
```

```
class Point
{
public:
	Point();
	Point(std::istream& is);
	Point(double x, double y);
	double length(Point& p1, Point& p2);
	friend std::istream& operator>>(std::istream& is, Point& p);
	friend std::ostream& operator<<(std::ostream& os, Point& p);
	bool operator== (Point point);
	friend double dist(Point& p1, Point& p2);

private:
	double x_, y_;
};

#endif
```

tnarytree.cpp

```
#include "tnarytree.h"

template TNaryTree<Rectangle>;
template TNaryTree<Rhombus>;
template TNaryTree<Trapezoid>;

template <class T> TNaryTree<T>::TNaryTree()
{
	this->N = 2;
	root = std::make_shared<Node>(Node(T(), 0, nullptr, nullptr));
}
template <class T> TNaryTree<T>::TNaryTree(int N)
{
	this->N = N;
	root = std::make_shared<Node>(Node(T(), 0, nullptr, nullptr));
}

template <class T> TNaryTree<T>::TNaryTree(TNaryTree& other)
{
	N = other.N;
	if (other.Empty())
	{
		root = nullptr;
		return;
	}
	root = std::make_shared<Node>(Node(other.root->t, 0, nullptr, nullptr));
	BuildTree(root, other.root);
}

template <class T> void TNaryTree<T>::BuildTree(std::shared_ptr<Node>& current_node,
```

```
std::shared_ptr<Node> other_node)
{
	if (!other_node->child)
	{
		return;
	}
	current_node->child = std::make_shared<Node>(Node(other_node->child->t,
other_node->child->remainder, current_node, nullptr));
	std::shared_ptr<Node>copy = current_node->child, other_copy = other_node->child;
	while (other_copy)
	{
		BuildTree(copy, other_copy);
		if (other_copy->right_brother)
		{
			copy->right_brother = std::make_shared<Node>(Node(other_copy-
>right_brother->t, other_copy->right_brother->remainder, current_node, copy));
		}
		else
		{
			copy->right_brother = nullptr;
		}
		copy = copy->right_brother;
		other_copy = other_copy->right_brother;
	}
}

template <class T> TNaryTree<T>::Node::Node(T t, int remainder, std::shared_ptr<Node>
parent, std::shared_ptr<Node> left_brother)
{
	this->t = t;
	this->remainder = remainder;
	this->parent = parent;
	this->child = child;
	this->left_brother = left_brother;
	this->right_brother = right_brother;
}

template <class T> TNaryTree<T>::Node::~Node() {}

template <class T> bool TNaryTree<T>::Empty()
{
	if (root)
	{
		return false;
	}
	return true;
}
```

```
template<class T> T TNaryTree<T>::getItem(std::string&& tree_path)
{
	try
	{
		if (!tree_path.length())
		{
			if (Empty())
			{
				throw std::invalid_argument("There's no root\n");
			}
			else
			{
				return root->t;
			}
		}
		std::shared_ptr<Node> current_node = root;
		while (tree_path.length())
		{
			switch (tree_path[0])
			{
				case 'b':
				{
					if (!current_node)
					{
						throw std::invalid_argument("There's no such
element in tree\n");
					}
					current_node = current_node->right_brother;
					break;
				}
				case 'c':
				{
					if (!current_node)
					{
						throw std::invalid_argument("There's no such
element in tree\n");
					}
					current_node = current_node->child;
					break;
				}
				default:
				{
					throw std::invalid_argument("String must contain only 'b'
or 'c' characters\n");
				}
			}
			tree_path.erase(tree_path.begin());
		}
		if (!current_node)
```

```
		{
			throw std::invalid_argument("There's no such element in tree\n");
		}
		return current_node->t;
	}
	catch (std::invalid_argument& error)
	{
		std::cout << error.what();
		return T();
	}
	catch (std::out_of_range& error)
	{
		std::cout << error.what();
		return T();
	}
}

template <class T> void TNaryTree<T>::Update(T&& t, std::string&& tree_path)
{
	try
	{
		if (!tree_path.length())
		{
			if (Empty())
			{
				root = std::make_shared<Node>(Node(t, 0, nullptr, nullptr));
			}
			else
			{
				root->t = t;
			}
			return;
		}
		std::shared_ptr<Node> current_node = root;
		while (tree_path.length() > 1)
		{
			switch (tree_path[0])
			{
				case 'b':
				{
					if (!current_node)
					{
						throw std::invalid_argument("There's no such
element in tree\n");
					}
					current_node = current_node->right_brother;
					break;
				}
				case 'c':
```

```
                                        {
                                                if (!current_node)
                                                {
                                                        throw std::invalid_argument("There's no such
element in tree\n");
                                                }
                                                current_node = current_node->child;
                                                break;
                                        }
                                        default:
                                        {
                                                throw std::invalid_argument("String must contain only 'b'
or 'c' characters\n");
                                        }
                                }
                                tree_path.erase(tree_path.begin());
                        }
                        switch (tree_path[0])
                        {
                                case 'b':
                                {
                                        if ((!current_node) || (!current_node->remainder))
                                        {
                                                throw std::out_of_range("Node already has " +
std::to_string(N) + " sons, so it's imposible to add another one\n");
                                        }
                                        if (!current_node->right_brother)
                                        {
                                                current_node->right_brother =
std::make_shared<Node>(Node(t, current_node->remainder - 1, current_node->parent,
current_node));
                                        }
                                        else
                                        {
                                                current_node->t = t;
                                        }
                                        break;
                                }
                                case 'c':
                                {
                                        if (!current_node)
                                        {
                                                throw std::invalid_argument("There's no such element in
tree\n");
                                        }
                                        if (!current_node->child)
                                        {
                                                current_node->child = std::make_shared<Node>(Node(t,
N - 1, current_node, nullptr));
```

```
                                        }
                                        else
                                        {
                                                current_node->child->t = t;
                                        }
                                        break;
                                }
                                default:
                                {
                                        throw std::invalid_argument("String must contain only 'b' or 'c'
characters\n");
                                }
                        }
                        tree_path.erase(tree_path.begin());
                }
                catch (std::invalid_argument& error)
                {
                        std::cout << error.what();
                        return;
                }
                catch (std::out_of_range& error)
                {
                        std::cout << error.what();
                        return;
                }
}

template <class T> void TNaryTree<T>::DeleteSons(std::shared_ptr<Node>& node)
{
        std::shared_ptr<Node> copy = node->child, previous = copy;
        while (copy)
        {
                if (copy->child)
                {
                        DeleteSons(copy);
                }
                previous = copy;
                copy = copy->right_brother;
        }
        while (previous)
        {
                previous->right_brother = nullptr;
                previous = previous->left_brother;
        }
        node->child = nullptr;
        //previous->parent->child = nullptr;
}

template <class T> void TNaryTree<T>::RemoveSubTree(std::string&& tree_path)
```

```
{
	try
	{
		if (!tree_path.length())
		{
			if (Empty())
			{
				throw std::invalid_argument("The root is empty\n");
			}
			else
			{
				DeleteSons(root);
				root = nullptr;
				return;
			}
		}
		std::shared_ptr<Node> current_node = root;
		while (tree_path.length())
		{
			switch (tree_path[0])
			{
				case 'b':
				{
					if (!current_node)
					{
						throw std::invalid_argument("There's no such
element in tree\n");
					}
					current_node = current_node->right_brother;
					break;
				}
				case 'c':
				{
					if (!current_node)
					{
						throw std::invalid_argument("There's no such
element in tree\n");
					}
					current_node = current_node->child;
					break;
				}
				default:
				{
					throw std::invalid_argument("String must contain only 'b'
or 'c' characters\n");
				}
			}
			tree_path.erase(tree_path.begin());
		}
```

```
		if (!current_node)
		{
			throw std::invalid_argument("There's no such element in tree\n");
		}
		DeleteSons(current_node);
		std::shared_ptr<Node> clone = current_node->right_brother;
		if (current_node->left_brother)
		{
			if (current_node->right_brother)
			{
				current_node->right_brother->left_brother = current_node->left_brother;
			}
			current_node->left_brother->right_brother = current_node->right_brother;
		}
		else
		{
			current_node->parent->child = current_node->right_brother;
		}
		current_node = nullptr;
		while (clone)
		{
			++(clone->remainder);
			clone = clone->right_brother;
		}
	}
	catch (std::invalid_argument& error)
	{
		std::cout << error.what();
		return;
	}
	catch (std::out_of_range& error)
	{
		std::cout << error.what();
		return;
	}
}

template <class T> double TNaryTree<T>::AreaOfSubtree(std::shared_ptr<Node> node)
{
	double S = node->t.Square();
	std::shared_ptr<Node> current_node = node->child;
	while (current_node)
	{
		S += AreaOfSubtree(current_node);
		current_node = current_node->right_brother;
	}
	return S;
```

```
}

template <class T> double TNaryTree<T>::Area(std::string&& tree_path)
{
	try
	{
		if (Empty())
		{
			throw std::invalid_argument("The root is empty\n");
		}
		if (!tree_path.length())
		{
			return AreaOfSubtree(root);
		}
		std::shared_ptr<Node> current_node = root;
		while (tree_path.length())
		{
			switch (tree_path[0])
			{
				case 'b':
				{
					if (!current_node)
					{
						throw std::invalid_argument("There is no such
element in tree\n");
					}
					current_node = current_node->right_brother;
					tree_path.erase(tree_path.begin());
					break;
				}
				case 'c':
				{
					if (!current_node)
					{
						throw std::invalid_argument("There is no such
element in tree\n");
					}
					current_node = current_node->child;
					tree_path.erase(tree_path.begin());
					break;
				}
				default:
				{
					throw std::invalid_argument("String must contain only 'b'
or 'c' characters\n");
				}
			}
			tree_path.erase(tree_path.begin());
		}
```

```
		if (!current_node)
		{
			throw std::invalid_argument("There's no such element in tree\n");
		}
		return AreaOfSubtree(current_node);
	}
	catch (std::invalid_argument& error)
	{
		std::cout << error.what();
		return -1.;
	}
	catch (std::out_of_range& error)
	{
		std::cout << error.what();
		return -1.;
	}
}

/*template void PrintNode<Rectangle>(std::ostream& os,
std::shared_ptr<TNaryTree<Rectangle>::Node> node);
template void PrintNode<Rhombus>(std::ostream& os,
std::shared_ptr<TNaryTree<Rhombus>::Node> node);
template void PrintNode<Trapezoid>(std::ostream& os,
std::shared_ptr<TNaryTree<Trapezoid>::Node> node);

template <typename T> void PrintNode(std::ostream& os, std::shared_ptr<typename
TNaryTree<typename T>::Node> node)
{
	os << node->t.Square();
	if (!node->child)
	{
		return;
	}
	std::shared_ptr<TNaryTree<T>::Node> current_node = node->child;
	os << ": [";
	while (current_node)
	{
		PrintNode<T>(os, this->current_node);
		if (current_node->right_brother)
		{
			os << ", ";
		}
		current_node = current_node->right_brother;
	}
	os << "]";
}*/

template <class T> void TNaryTree<T>::Node::PrintSubTree(std::ostream& os)
{
```

```
	os << this->t.Square();
	if (!this->child)
	{
		return;
	}
	std::shared_ptr<TNaryTree<T>::Node> current_node = this->child;
	os << ": [";
	while (current_node)
	{
		current_node->PrintSubTree(os);
		if (current_node->right_brother)
		{
			os << ", ";
		}
		current_node = current_node->right_brother;
	}
	os << "]";
}

template std::ostream& operator<<(std::ostream& os, TNaryTree<Rectangle>& tree);
template std::ostream& operator<<(std::ostream& os, TNaryTree<Rhombus>& tree);
template std::ostream& operator<<(std::ostream& os, TNaryTree<Trapezoid>& tree);

template <typename T> std::ostream& operator<<(std::ostream& os, TNaryTree<T>& tree)
{
	try
	{
		if (tree.Empty())
		{
			throw std::invalid_argument("The root is empty");
		}
		std::shared_ptr<TNaryTree<T>::Node> current_node = tree.root;
		tree.root->PrintSubTree(os);
	}
	catch (std::invalid_argument& error)
	{
		os << error.what();
	}
	os << "\n";
	return os;
};

template <class T> TNaryTree<T>::~TNaryTree()
{
	if (!Empty())
	{
		DeleteSons(root);
		root = nullptr;
	}
```

}

tnarytree.h

```
#ifndef TNARYTREE_H
#define TNARYTREE_H
#include "rectangle.h"
#include "rhombus.h"
#include "trapezoid.h"
#include <exception>
#include <string>

template<class T>
class TNaryTree
{
private:
	struct Node
	{
		Node(T, int, std::shared_ptr<Node>, std::shared_ptr<Node>);
		int remainder;
		T t;
	 std::shared_ptr<Node> parent;
		std::shared_ptr<Node> child;
		std::shared_ptr<Node> left_brother;
		std::shared_ptr<Node> right_brother;
		void PrintSubTree(std::ostream& os);
	 ~Node();
	};
	std::shared_ptr<Node> root;
	int N;
public:
	TNaryTree();
	TNaryTree(int);
	TNaryTree(TNaryTree<T>&);
	void BuildTree(std::shared_ptr<Node>&, std::shared_ptr<Node>);
	void Update(T&&, std::string && = "");
	void RemoveSubTree(std::string && = "");
	void DeleteSons(std::shared_ptr<Node>&);
	T getItem(std::string && = "");
	bool Empty();
	double Area(std::string && = "");
	double AreaOfSubtree(std::shared_ptr<Node>);
	template <typename A>
	friend std::ostream& operator<<(std::ostream&, TNaryTree<A>&);
	/*template <typename A>
	friend void PrintNode(std::ostream&, std::shared_ptr<typename
TNaryTree<A>::Node>);*/
	virtual ~TNaryTree();
};
#endif
```