

CS 1428
Fall 2018
Gentry Atkinson
Lab 12

Introduction:

It is often very important for coders to be able to share code. However, it is difficult for a business to make money off of the code that they write if they share the source code freely because that makes it very easy to duplicate code. So, a professional coder might want to share the object code produced by their compiler because it will be unreadable by other humans. But this has the side effect of making the code unusable by other humans and therefore unshareable. So how can a coder separate code into packages so that the interface is visible but the content of the code is not?

The answer to this question is libraries. When code is transformed into a library it is separated into a header file, which shows the interface of the code so that others can use it, and the source file which can be compiled into an object file before it is distributed so that it is unreadable. Libraries also serve a useful purpose by creating summaries of the object you write for your code and separating out the source code which is often very long and unpleasant to read.

The purpose of today's lab is to introduce you to creating and using libraries.

Directions:

1- Launch Code::Blocks and start a new project. Make it a **Console Application** and make its language C++. Name it Your_last_name_lab12.

2- The main.cpp will be created for free. Select File->New->Class. Name it Material and deselect the box that says "Virtual Destructor". Select **Yes** to add it to your project. You should now see a Material.h and Material.cpp file added to your project directories on the left.

3- Copy the standard file header into all 3 files:

```
//Your Name  
//CS1428 Fall 2018  
//Lab 12
```

4- Iostream is already included in main.cpp (or should be). Add “Material.h” (**NOT** <Material.h>) to main.cpp.

5- You’ve been hired by a small engineering firm. They’ve been assigned by a client to test the breaking and melting points of several different materials. They need you to write a system to track the data produced by the tests they are doing on the materials. Each material will have its melting point tested 3 times and its breaking point tested five times. They have prepared the following code to provide you with guidance. Copy this code into Materials.h:

```
class Material
{
    public:
        Material();
        ~Material();

        void addMelting(float);
        void addBreaking(float);
        float getAvgMelt();
        float getAvgBreak();
        void reset();

    private:
        //Holds the results of 3 melting tests
        float melting[3];

        //Holds the results of 3 breaking tests
        float breaking[3];

        //Pointer to the melt and break array
        //Should be the index of the next position to write
        int meltPointer, breakPointer;
};
```

6- This header file is your blueprint for everything that you’ll need to write into the source file Materials.cpp. Every function listed here needs to be defined in Materials.cpp. Everything under the **public** tag can be called by other code. Anything under the **private** tag can only be accessed by the one object that creates it. Copy the following code in Materials.cpp to get started:

```
Material::Material()
{
```

```

        //This is the constructor
        //Give every variable a default value here
    }

```

```

Material::~Material()
{
    //This is the destructor
    //It is not necessary for this object
}

```

```

void Material::addMelting(float input){
    //Add input to the array melting
    //Then increment the meltPointer value
    //Should not do anything if array is full
}

```

```

void Material::addBreaking(float input){
    //Add input to the array breaking
    //Then increment the breakPointer value
    //Should not do anything if array is full
}

```

```

float Material::getAvgMelt(){
    /*****
    Return the mean of all the values in
    the melting array. The last guy wrote this.
    Can you fix it?

    int sum;
    for (i = 0; i < index; i++){
        sum += melting[i];
        return (sum/index);
    }
    *****/
}

```

```

float Material::getAvgBreak(){
    //Same as melting but for breaking
}

```

```

void Material::reset(){
    //Reset both arrays
}

```

}

7- Once you fully implemented the Material class create 3 materials in your main function with this code:

```
Material gentrynium;  
Material wonderfonium;  
Material turingite;
```

Notice that your class can now be declared as a data type just like with the **structs** we made several weeks ago. Instantiating an object creates space in memory for all of the variables that you've added to the class.

8- To add the first value to one of your objects add this to your main function:

```
gentrynium.addMelting(144.12);
```

Now add the following values into your objects:

```
Gentrynium Melting Tests: 144.12, 152.15  
Gentrynium Breaking Tests: 58.2, 44.28, 47.98  
Wonderfonium Melting Tests: 159.85, 143.37, 120.99  
Wonderfonium Breaking Tests: 67.24, 52.19, 42.88  
Turingite Melting Tests: 305.61, 308.99, 301.22  
Turingite Breaking Tests: 64.08, 65.9, 61.00
```

9- The testing team has realized that the results for the Turingite melting point tests were gathered in Fahrenheit rather than Celsius and are invalid. Call the reset() function to remove all of the values from this object.

10- Use cout statements to print the melting and breaking points for all 3 materials neatly formatted. Turingite should have 0 and 0 for its averages if your reset method is working properly.