

COMP 356 Lab Activity 2

TOTAL POINTS: 20

Acknowledgment. This assignment was written by Prof. Tim Wahls, with minor changes by John MacCormick and Farhan Siddiqui.

Implement a class `CarDealership` in C++ that keeps track of the automobile inventory of a car dealership. The dealership sells ordinary cars, sports cars and sport-utility vehicles. The information stored about all vehicles includes the VIN (Vehicle Identification Number), make, model, color and year of the vehicle. Note that VINs are not simple integers - they can contain letters. For sports cars, the engine horsepower is also stored. For sport-utility vehicles, the ground clearance and whether or not the vehicle has four wheel drive is also stored. Although only these vehicle types are currently sold, your design must be flexible enough so that other vehicle types (vans, trucks etc.) can easily be added.

Your `CarDealership` class must include the following:

- * a constructor that takes the maximum number of cars that can be in stock as a parameter
- * a destructor that de-allocates all heap-dynamic variables associated with an instance of the class.
- * one or more member functions that add vehicles to the inventory. It must be possible to add a vehicle of each type to the inventory.
- * a member function to display all vehicles in inventory. All information about each vehicle type must be displayed i.e. the display for a sport-utility vehicle must include the ground clearance and whether or not the vehicle has four wheel drive.
- * a member function `numSportsCars()` that returns the number of sports cars currently in inventory. You are not allowed to use a data member (or other variable) that keeps track of the number of sports cars added to the inventory.
- * a member function `numSUVs()` that returns the number of sport-utility vehicles currently in inventory. Again, you are not allowed to use a data member (or other variable) that keeps track of the number of sport-utility vehicles added to the inventory.
- * a member function `sellCar()` that takes a VIN as a parameter, and removes the vehicle with that VIN from the inventory. This member function should have return type `void`, and should not create any garbage.
- * You must also include a definition of `main()` that creates an instance of your `CarDealership` class, adds at least one vehicle of each type to the inventory, and then invokes each of the remaining member functions listed above.
- * The class `CarDealership` must be implemented such that cars are stored using an array of pointers to pointers (see the hints below for some more details on how to do this).

Hints:

- * define member functions `isSUV()` and `isSportsCar()` returning `bool` (false) in your car/vehicle class, and then override these member functions as appropriate in subclasses

* a heap dynamic array of pointers can be declared as a pointer to a pointer, as follows:

```
int **iptrArray;
```

and then allocated using new with the size.

For example,

```
iptrArray = new int *[50];
```

 creates an array of 50 pointers to int.

* you are allowed to use a data member that keeps track of the total number of all kinds of cars in the inventory

* values and variables of type std::string can be compared with the usual relational operators <, == and so on.

It is easiest to write the entire assignment in a single .cpp file. As described in class, real-world C++ projects would separate the code into multiple .h and .cpp files. However, for this activity, you will submit a single **<yourname>.cpp file**.

Your program must compile and run correctly under g++ on the Tome Macs.

Your program will be graded on correctness, compliance with the above guidelines, use of encapsulation and use of comments.