Лабораторная работа №7

**Хашимов Амир Азизович**

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**Вариант - 27**

# Задание

Используя структуру данных, разработанную для лабораторной работы №4, спроектировать и разработать **итератор** для динамической структуры данных.

Итератор должен быть разработан в виде шаблона и должен позволять работать с любыми типами фигур, согласно варианту задания.

Итератор должен позволять использовать структуру данных в операторах типа for. Например:

for(auto i : stack) {

std::cout << \*i << std::endl;

}

Нельзя использовать:

 Стандартные контейнеры std.

Программа должна позволять:

 Вводить произвольное количество фигур и добавлять их в контейнер;

 Распечатывать содержимое контейнера;

 Удалять фигуры из контейнера.

// figure.cpp

#include "stdafx.h"

#include <string>

#include "figure.h"

size\_t Figure::VertexesNumber()

{

return apixes.size();

}

// figure.h

#pragma once

#ifndef FIGURE\_H\_INCLUDED

#define FIGURE\_H\_INCLUDED

#include <ostream>

#include "point.h"

#include <vector>

class Figure

{

public:

std::vector<Point> apixes;

std::string figureName;

virtual size\_t VertexesNumber();

virtual double Area() = 0;

virtual void Print(std::ostream& os) = 0;

virtual void Read(std::istream& is) = 0;

friend std::ostream& operator<<(std::ostream& os, Figure& p)

{

p.Print(os);

return os;

}

friend std::istream& operator >> (std::istream& is, Figure& p)

{

p.Read(is);

return is;

}

};

#endif

// main.cpp

#pragma once

#ifndef FIGURE\_H\_INCLUDED

#define FIGURE\_H\_INCLUDED

#include <ostream>

#include "point.h"

#include <vector>

class Figure

{

public:

std::vector<Point> apixes;

std::string figureName;

virtual size\_t VertexesNumber();

virtual double Area() = 0;

virtual void Print(std::ostream& os) = 0;

virtual void Read(std::istream& is) = 0;

friend std::ostream& operator<<(std::ostream& os, Figure& p)

{

p.Print(os);

return os;

}

friend std::istream& operator >> (std::istream& is, Figure& p)

{

p.Read(is);

return is;

}

};

#endif

// point.h

#pragma once

#ifndef POINT\_H

#define POINT\_H

#include <iostream>

class Point {

public:

Point();

Point(std::istream& is);

Point(double x, double y);

double x;

double y;

double DistanceTo(Point& other);

std::string ToString();

Point& operator=(const Point& sq);

bool operator==(const Point& sq);

friend std::istream& operator>>(std::istream& is, Point& p);

friend std::ostream& operator<<(std::ostream& os, Point& p);

};

#endif // POINT\_H

//POINT.CPP

#include "point.h"

#include <cmath>

#include <string>

Point::Point() : x(0.0), y(0.0) {}

Point::Point(double xv, double yv) : x(xv), y(yv) {}

Point::Point(std::istream& is) {

is >> x >> y;

}

double Point::DistanceTo(Point& other) {

double dx = (other.x - x);

double dy = (other.y - y);

return std::sqrt(dx \* dx + dy \* dy);

}

std::string Point::ToString()

{

return "(" + std::to\_string(x) + ", " + std::to\_string(y) + ")";

}

Point& Point::operator=(const Point& other)

{

x = other.x;

y = other.y;

return \*this;

}

bool Point::operator==(const Point& other)

{

return x == other.x && y == other.y;

}

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;

}

// point.h

#pragma once

#ifndef POINT\_H

#define POINT\_H

#include <iostream>

class Point {

public:

Point();

Point(std::istream& is);

Point(double x, double y);

double x;

double y;

double DistanceTo(Point& other);

std::string ToString();

Point& operator=(const Point& sq);

bool operator==(const Point& sq);

friend std::istream& operator>>(std::istream& is, Point& p);

friend std::ostream& operator<<(std::ostream& os, Point& p);

};

#endif // POINT\_H

// queueNode.cpp

#include "queueNode.h"

#define sNode std::shared\_ptr<QueueNode<T>>

template<class T>

QueueNode<T>::QueueNode(const T& value)

{

next = NULL;

Data = value;

}

template<class T>

QueueNode<T>::QueueNode()

{

next = NULL;

}

// rectangle.cpp

#include "rectangle.h"

#include "point.h"

#include <iostream>

Rectangle::Rectangle(const Rectangle& other)

{

figureName = "Rectangle";

for (int i = 0; i < 4; i++)

{

apixes.push\_back(other.apixes[i]);

}

}

Rectangle::Rectangle()

{

figureName = "Rectangle";

}

double Rectangle::Area()

{

return apixes[0].DistanceTo(apixes[1])

\* apixes[1].DistanceTo(apixes[2]);

}

Rectangle::Rectangle(std::istream& inputStream)

{

figureName = "Rectangle";

for (int i = 0; i < 4; i++)

{

Point inputPoint(0, 0);

inputStream >> inputPoint.x >> inputPoint.y;

apixes.push\_back(inputPoint);

}

}

bool Rectangle::operator==(const Rectangle& other) const

{

for (int i = 0; i < 4; i++)

{

if (apixes[i].x != other.apixes[i].x && apixes[i].y != other.apixes[i].y)

return false;

}

return true;

}

std::istream& operator>>(std::istream& inputStream, Rectangle& rect)

{

for (int i = 0; i < 4; i++)

{

Point inputPoint(0, 0);

inputStream >> inputPoint.x >> inputPoint.y;

rect.apixes.push\_back(inputPoint);

}

return inputStream;

}

std::ostream& operator<<(std::ostream& outputStream, const Rectangle& rect)

{

((Figure&)rect).Print(outputStream);

return outputStream;

}

// rectangle.h

#pragma once

#ifndef RECTANGLE\_H\_INCLUDED

#define RECTANGLE\_H\_INCLUDED

#include "figure.h"

class Rectangle :

public Figure

{

public:

friend std::istream& operator>>(std::istream& is, Rectangle& rect);

friend std::ostream& operator<<(std::ostream& os, const Rectangle& rect);

Rectangle(const Rectangle&);

Rectangle();

double Area() override;

Rectangle(std::istream&);

bool operator==(const Rectangle& other) const;

};

#endif

#include "tQueue.h"

#include <string>

#define sNode std::shared\_ptr<QueueNode<T>>

template<class T>

TQueue<T>::TQueue()

{

size = 0;

head = QueueNode<T>();

last = &head;

}

template<class T>

TQueue<T>::TQueue(const TQueue<T>& other): TQueue()

{

sNode current = other.head.next;

while (current != NULL)

{

this->Push(current->Data);

current = current->next;

}

}

template<class T>

void TQueue<T>::Push(const T& value)

{

last->next = sNode(new QueueNode<T>(value));

last = last->next.get();

size++;

}

template<class T>

void TQueue<T>::Pop()

{

if (size == 0)

{

throw;

}

auto nextNode = head.next->next;

head.next = NULL;

head.next = nextNode;

size--;

}

template<class T>

const T& TQueue<T>::Top()

{

if (size == 0)

{

throw;

}

return head.next->Data;

}

template<class T>

bool TQueue<T>::Empty()

{

return size == 0;

}

template<class T>

size\_t TQueue<T>::Length()

{

return size;

}

template<class T>

void TQueue<T>::Print(std::ostream& os)

{

sNode current = head.next;

std::string output = "";

while (current != NULL)

{

output = std::to\_string(current->Data.Area()) + " " + output;

current = current->next;

}

output = "=> " + output + "=>";

os << output << std::endl;

}

template<class T>

void TQueue<T>::Clear()

{

while (size != 0)

{

Pop();

}

}

template<class T>

TQueue<T>::~TQueue()

{

Clear();

}

template<class T>

std::ostream& operator<<(std::ostream& os, TQueue<T>& queue)

{

queue.Print(os);

return os;

}

// tQueue.h

#pragma once

#ifndef TQUEUE\_H\_INCLUDED

#define TQUEUE\_H\_INCLUDED

#include "rectangle.h"

#include "queueNode.h"

#define sNode std::shared\_ptr<QueueNode<T>>

template<class T>

class TQueue {

private:

size\_t size;

QueueNode<T> head;

QueueNode<T>\* last;

public:

TQueue();

TQueue(const TQueue& other);

void Push(const Rectangle& rectangle);

void Pop();

const Rectangle& Top();

bool Empty();

size\_t Length();

friend std::ostream& operator<<(std::ostream& os, const TQueue& queue);

void Clear();

virtual ~TQueue();

};

#endif

// queueNode.h

#pragma once

#ifndef QUEUE\_NODE\_H\_INCLUDED

#define QUEUE\_NODE\_H\_INCLUDED

#include "rectangle.h"

#include <memory>

#define sNode std::shared\_ptr<QueueNode<T>>

template<class T>

class QueueNode

{

public:

QueueNode(const T&);

QueueNode();

T Data;

sNode next;

};

#endif

// titerator.h

#pragma once

//TITERATOR.H

#ifndef TITERATOR\_H

#define TITERATOR\_H

#include <memory>

template<class E> class TIterator

{

public:

TIterator<E>(QueueNode<E> \*node)

{

cur = node;

}

E\* operator\*()

{

return &(cur->Data);

}

E\* operator->()

{

return &(cur->Data);

}

void operator++()

{

cur = cur->next.get();

}

TIterator<E> operator++(int)

{

TIterator iter(cur);

++(\*this);

return iter;

}

bool operator==(TIterator const& i)

{

return cur == i.cur;

}

bool operator!=(TIterator const& i)

{

return cur != i.cur;

}

private:

QueueNode<E> \*cur;

};

#endif

Больших отличий от прошлой лабораторной работы нет – просто внедрил итераторы. Сложностей не возникало, т.к. моя реализация очереди основана на логике, близкой к односвязному списку.