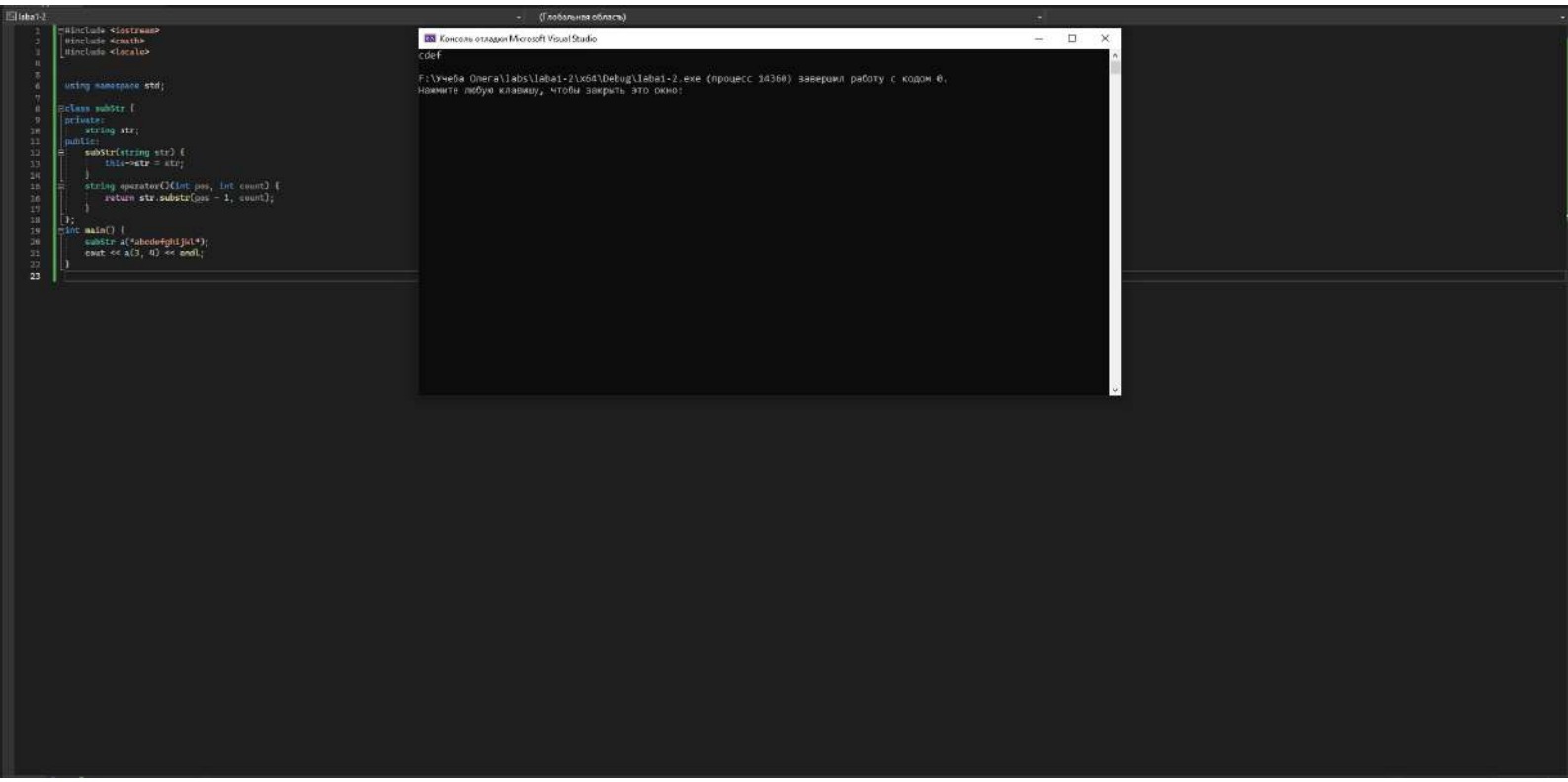
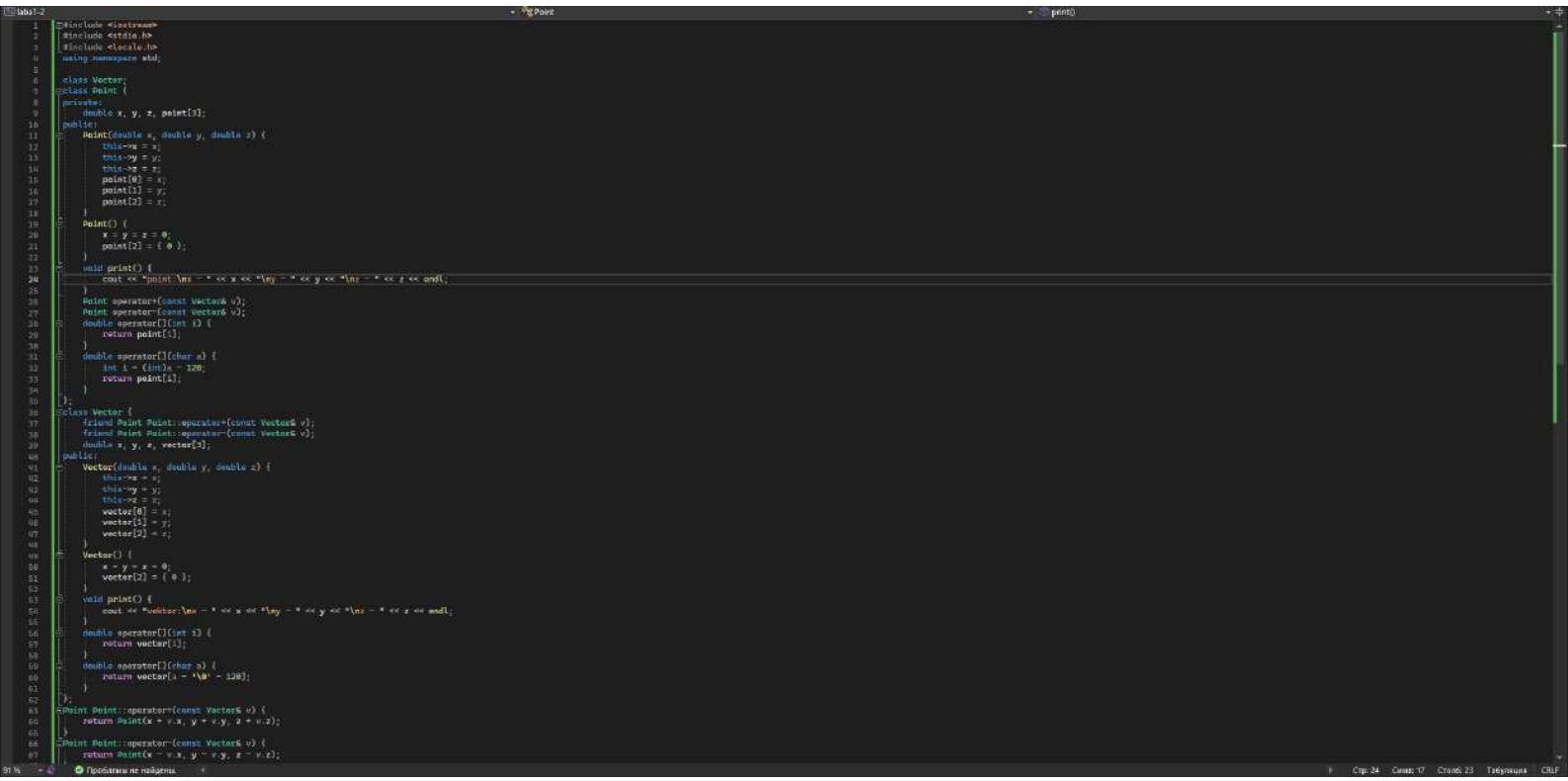



```cpp
#include <iostream>
#include <cmath>
#include <locale>


using namespace std;

class subStr {
private:
    string str;
public:
    subStr(string str) {
        this->str = str;
    }
    string operator()(int pos, int count) {
        return str.substr(pos - 1, count);
    }
};
int main() {
    subStr a("abcdefghijkl");
    cout << a(3, 4) << endl;
}
```

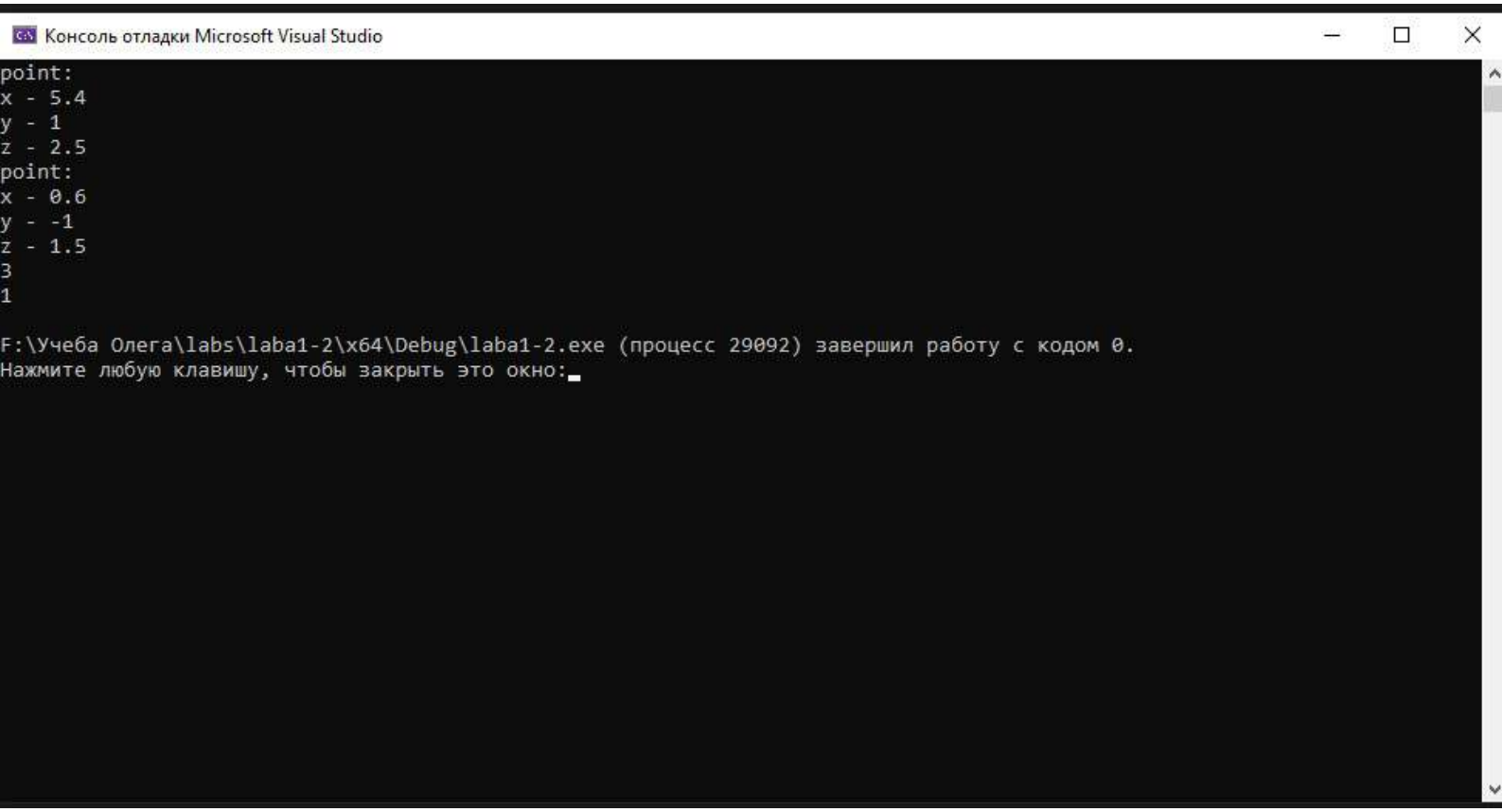

laba3-2
Point
print()
#include <iostream>
#include <stdio.h>
#include <locale.h>
using namespace std;
class Vector;
class Point {
private:
double x, y, z, point[3];
public:
Point(double x, double y, double z) {
this->x = x;
this->y = y;
this->z = z;
point[0] = x;
point[1] = y;
point[2] = z;
}
Point() {
x = y = z = 0;
point[2] = { 0 };
}
void print() {
cout << "point:\nx - " << x << "\ny - " << y << "\nz - " << z << endl;
}
Point operator+(const Vector& v);
Point operator-(const Vector& v);
double operator[](int i) {
return point[i];
}
double operator[](char a) {
int i = (int)a - 120;
return point[i];
}
};
class Vector {
friend Point Point::operator+(const Vector& v);
friend Point Point::operator-(const Vector& v);
double x, y, z, vector[3];
public:
Vector(double x, double y, double z) {
this->x = x;
this->y = y;
this->z = z;
vector[0] = x;
vector[1] = y;
vector[2] = z;
}
Vector() {
x = y = z = 0;
vector[2] = { 0 };
}
void print() {
cout << "vektor:\nx - " << x << "\ny - " << y << "\nz - " << z << endl;
}
double operator[](int i) {
return vector[i];
}
double operator[](char a) {
return vector[a - '\0' - 120];
}
};
Point Point::operator+(const Vector& v) {
return Point(x + v.x, y + v.y, z + v.z);
}
Point Point::operator-(const Vector& v) {
return Point(x - v.x, y - v.y, z - v.z);
91 %
Проблемы не найдены
Стр: 24
Симв: 17
Столб: 23
Табуляция
CRLF

laba1-2 | Point | print()

F:\Vueба Onera\labs\laba1-2\laba1-2\laba1-2.cpp

```cpp
        x = y = z = 0;
        point[2] = { 0 };
    }
    void print() {
        cout << "point:\nx - " << x << "\ny - " << y << "\nz - " << z << endl;
    }
    Point operator+(const Vector& v);
    Point operator-(const Vector& v);
    double operator[](int i) {
        return point[i];
    }
    double operator[](char a) {
        int i = (int)a - 120;
        return point[i];
    }
};
class Vector {
    friend Point Point::operator+(const Vector& v);
    friend Point Point::operator-(const Vector& v);
    double x, y, z, vector[3];
public:
    Vector(double x, double y, double z) {
        this->x = x;
        this->y = y;
        this->z = z;
        vector[0] = x;
        vector[1] = y;
        vector[2] = z;
    }
    Vector() {
        x = y = z = 0;
        vector[2] = { 0 };
    }
    void print() {
        cout << "vektor:\nx - " << x << "\ny - " << y << "\nz - " << z << endl;
    }
    double operator[](int i) {
        return vector[i];
    }
    double operator[](char a) {
        return vector[a - '\0' - 120];
    }
};
Point Point::operator+(const Vector& v) {
    return Point(x + v.x, y + v.y, z + v.z);
}
Point Point::operator-(const Vector& v) {
    return Point(x - v.x, y - v.y, z - v.z);
}
int main() {
    Point a(3.0, 0.0, 2.0);
    Vector d(2.4, 1.0, 0.5);
    (a + d).print();
    (a - d).print();

    cout << a['x'] << endl;
    cout << d['y'] << endl;
    return 0;
}
```


Консоль отладки Microsoft Visual Studio
point:
x - 5.4
y - 1
z - 2.5
point:
x - 0.6
y - -1
z - 1.5
3
1
F:\Учеба Олега\labs\laba1-2\x64\Debug\laba1-2.exe (процесс 29092) завершил работу с кодом 0.
Нажмите любую клавишу, чтобы закрыть это окно:

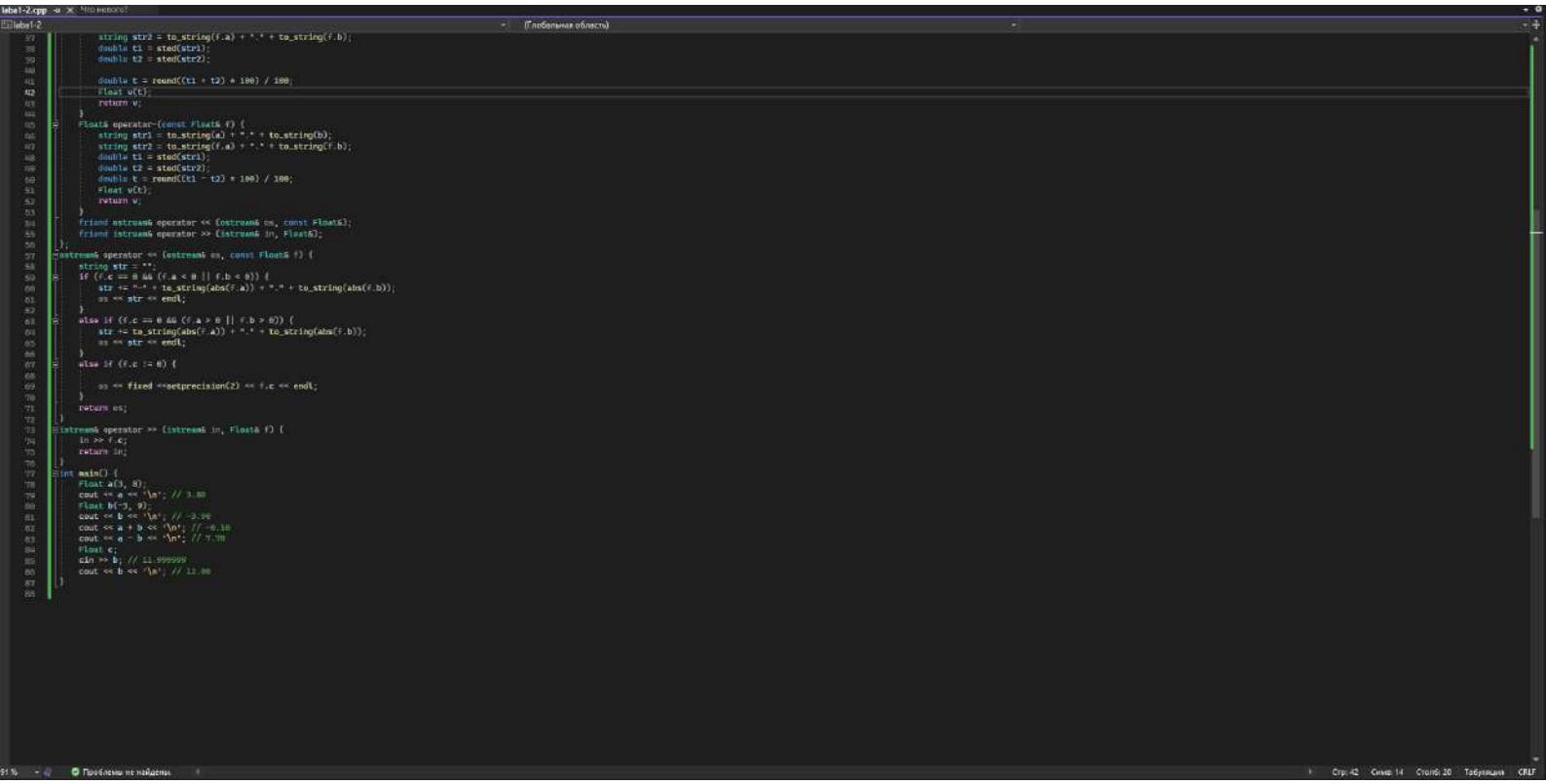
lab1-2 (Глобальная область)

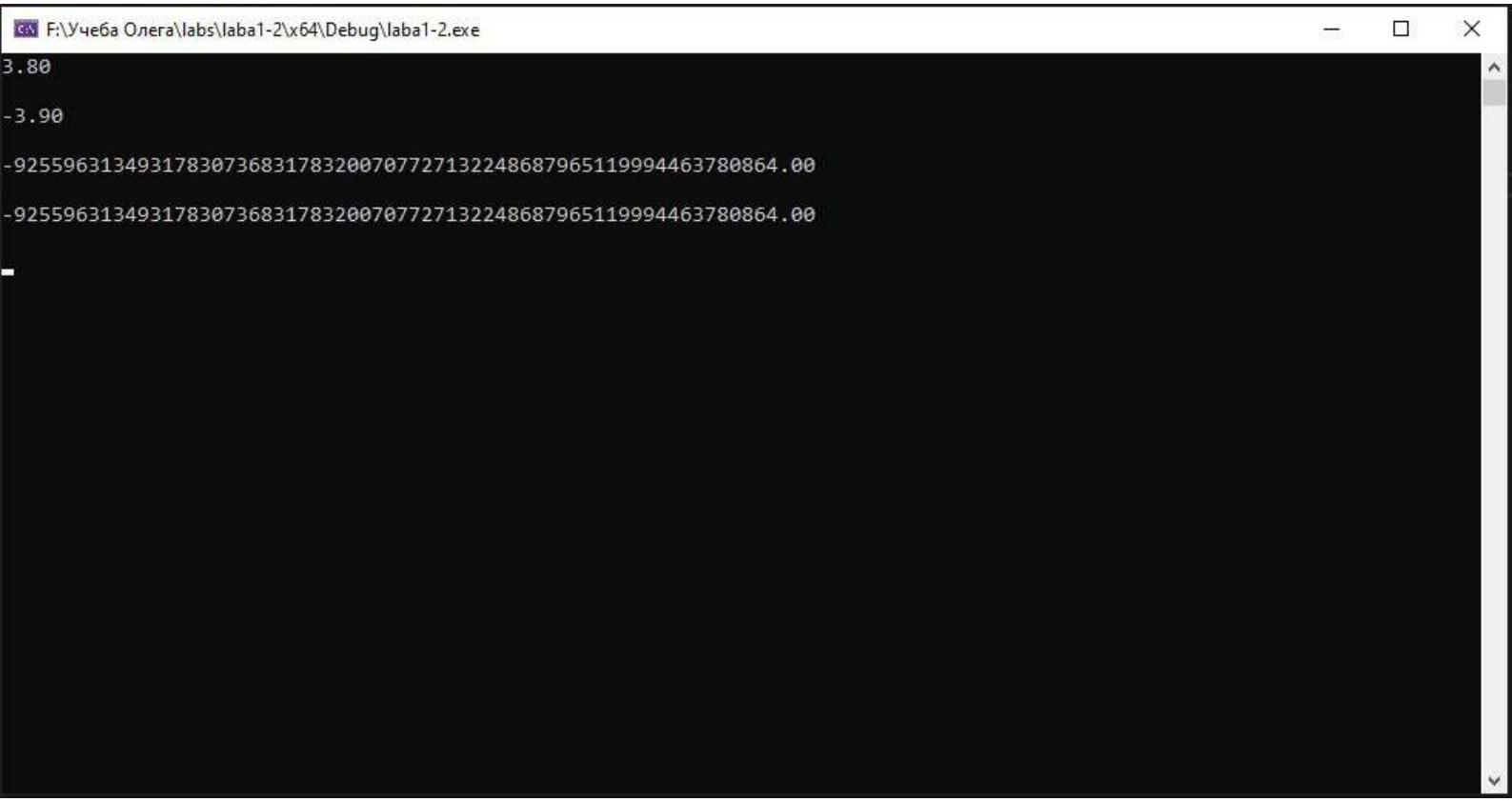
```cpp
#include <iostream>
#include <stdio.h>
#include<string>
#include <locale>
using namespace std;

class Float {
private:
    int a, b;
    double c;
public:
    Float() {
        a = b = c = 0;
    }
    Float(int a, int b) {
        if ((-9999 < a && a < 9999) && (-99 < b && b < 99)) {
            this->a = a;
            this->b = b * 10;
        }
        else {
            cout << "Значения не подходят" << endl;
            exit(1);
        }
        c = 0;
    }
    Float(double nc) {
        double i, f;
        f = modf(c, &i);
        if (f > 99) {
            this->c = round(nc);
        }
        else this->c = nc;
        a = b = 0;
    }
    Float& operator-(const Float& f) {
        string str1 = to_string(a) + "." + to_string(b);
        string str2 = to_string(f.a) + "." + to_string(f.b);
        double t1 = stod(str1);
        double t2 = stod(str2);

        double t = round((t1 + t2) * 100) / 100;
        Float v(t);
        return v;
    }
    Float& operator-(const Float& f) {
        string str1 = to_string(a) + "." + to_string(b);
        string str2 = to_string(f.a) + "." + to_string(f.b);
        double t1 = stod(str1);
        double t2 = stod(str2);
        double t = round((t1 - t2) * 100) / 100;
        Float v(t);
        return v;
    }
    friend ostream& operator << (ostream& os, const Float&);
    friend istream& operator >> (istream& in, Float&);
};
ostream& operator << (ostream& os, const Float& f) {
    string str = "";
    if (f.c == 0 && (f.a < 0 || f.b < 0)) {
        str += "-" + to_string(abs(f.a)) + "." + to_string(abs(f.b));
        os << str << endl;
    }
    else if (f.c == 0 && (f.a > 0 || f.b > 0)) {
        str += to_string(abs(f.a)) + "." + to_string(abs(f.b));
        os << str << endl;
    }
    else if (f.c != 0) {
```

91 % Проблемы не найдены Стр: 42 Симв: 14 Столб: 20 Табуляция CRLF


laba1-2.cpp
Что искать?
laba1-2
(Глобальная область)
string str2 = to_string(f.a) + "." + to_string(f.b);
double t1 = stod(str1);
double t2 = stod(str2);
double t = round((t1 + t2) * 100) / 100;
Float v(t);
return v;
}
Float& operator-(const Float& f) {
string str1 = to_string(a) + "." + to_string(b);
string str2 = to_string(f.a) + "." + to_string(f.b);
double t1 = stod(str1);
double t2 = stod(str2);
double t = round((t1 - t2) * 100) / 100;
Float v(t);
return v;
}
friend ostream& operator << (ostream& os, const Float&);
friend istream& operator >> (istream& in, Float&);
};
ostream& operator << (ostream& os, const Float& f) {
string str = "";
if (f.c == 0 && (f.a < 0 || f.b < 0)) {
str += "-" + to_string(abs(f.a)) + "." + to_string(abs(f.b));
os << str << endl;
}
else if (f.c == 0 && (f.a > 0 || f.b > 0)) {
str += to_string(abs(f.a)) + "." + to_string(abs(f.b));
os << str << endl;
}
else if (f.c != 0) {
os << fixed <<setprecision(2) << f.c << endl;
}
return os;
}
istream& operator >> (istream& in, Float& f) {
in >> f.c;
return in;
}
int main() {
Float a(3, 8);
cout << a << '\n'; // 3.80
Float b(-5, 9);
cout << b << '\n'; // -5.90
cout << a + b << '\n'; // -0.10
cout << a - b << '\n'; // 7.70
Float c;
cin >> b; // 11.999999
cout << b << '\n'; // 12.00
}
91 %
Проблемы не найдены
Стр: 42
Симв: 14
Столб: 20
Табуляция
CRLF


F:\Учеба Олега\labs\laba1-2\x64\Debug\laba1-2.exe
3.80
-3.90
-92559631349317830736831783200707727132248687965119994463780864.00
-92559631349317830736831783200707727132248687965119994463780864.00