

Please hand in your source codes to our TronClass Assignment section.

Problem 01 (30%)

Please modify the following two classes to be template classes so that we can get the sample output using the designated main function.

```
class node {
public:
    int v;
    node *next;
    node(int x) \{ v = x; next = nullptr; \}
};
class queue {
    node *start;
    node *end;
public:
    queue();
    bool empty();
    // enqueue nonrepeated elements
    void safe push(int v);
    int front();
    void pop();
};
```

```
int main() {// do not modify main()
   queue<string> q;
    string s1, s2, s3, s4;
   cin >> s1 >> s2 >> s3 >> s4:
    q.safe push(s1);
    q.safe push(s2);
    q.safe push(s3);
   q.safe push(s4);
   q.pop();
    while (!q.empty()) {
        cout << q.front() << ' ';
        q.pop();
    return 0;
```

Sample Input & Output

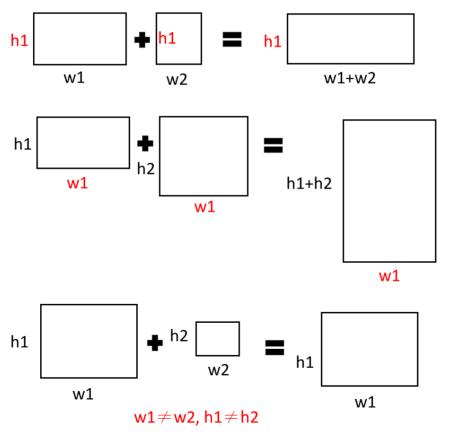
Sample input	A AA AA AAA	I AM JOHN STOCKTON.
Sample output	AA AAA	AM JOHN STOCKTON.

Problem 02 (30%)

Consider the following class rectangle. Please modify and complete the program according to the instructions in the comments so that the main function can successfully complete the addition overloading and printing. (See the illustrating examples)

```
class rectangle {
private:
    int width, height; // width and height of a rectangle
public:
    /* complete the rectangle constructor(s) */
    rectangle operator+(const rectangle& r) {
        /* Complete the operator overloading */
    rectangle operator=(const rectangle& r) {
        /* Complete the operator overloading */
    friend ostream& operator<<(ostream& os, const rectangle& r);</pre>
};
ostream& operator<<(ostream& os, const rectangle& r) {</pre>
    /* Complete the operator overloading so that the rectangle
       can be printed */
```

Problem 02 (contd.)



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Sample Input & Output

```
int main() { // DO NOT MODIFY
   int w1, h1, w2, h2;
   cin >> w1 >> h1 >> w2 >> h2;
   rectangle r1(w1,h1), r2(w2,h2), r;
   r = r1+r2;
   cout << r;
   return 0;
}</pre>
```

Sample input	2	2	2	3		3	2	2	2		
Sample output	* * * * *	* * * * *				*		*	*	*	

Problem 03: Poker Probability (40%)

- Refer to our lectures
 - https://josephcclin.github.io/courses/cpp/slides/CPP_lect_12_case_studies.pdf
- Add a function:

```
bool is_fullhouse(vector<card> &hand)

to the program https://www.onlinegdb.com/vdGeAd2QIg

to compute the number of full-houses.
```

• Sample output:

```
Flushes: 3 out of 1000
Straights: 6 out of 1000
Straight Flushes: 0 out of 1000
Fullhouses: 4 out of 1000
```

Note: Full House

From Wikipedia:

Full house [edit]

A **full house**, also known as a *full boat* or a *tight* or a *boat* (and originally called a **full hand**), is a hand that contains three cards of one rank and two cards of another rank, such as 3 bilde* 3 bilde* 6 bilde* (a "full house, threes over sixes" or "threes full of sixes" or "threes full"). [17][18] It ranks below four of a kind and above a flush. [5]



