

Krystal Maughan CSIS 137
Exercise 3
Feet and Inches

Client FeetandInchesTester (Main)

```
#include <"FeetAndInches.h">
```

ask client to enter feet and inches
display feet and inches correctly

FeetAndInches

```
friend ostream &operator<<( ostream &, const FeetAndInches &);  
friend istream &operator>>( istream &, FeetAndInches & );  
  
public:  
  
+ ~FeetAndInches(); // destructor  
+ FeetAndInches(int, int); // if both feet and inches are zero  
+ void FeetAndInchesToDecimal(int totalfeet); // sets feet and inches to decimal (total  
inches)  
  
    // accessors ->  
+ int getTotalInches(void) const; // get total inches  
+ void setTotalInches(int totalInches);  
+ int getTotalFeet(void) const; //get total Feet  
+ void setTotalFeet(int totalfeet); //set total feet  
+ int getFeet(void) const; // get feet  
+ void setFeet(int feet); // set feet  
+ int getInches(void) const; // get inches  
+ void setInches(int inches); // set inches  
  
// overloaded operator functions  
+ FeetAndInches()  
    {  
        FeetAndInches operator+(FeetAndInches &totalinches); // operator  
        {  
            FeetAndInches temp;  
            if (!temp.inches == 0) && (!temp.feet == 0))  
            {  
                temp.inches = inches + temp.inches;  
                if (temp.inches % 12 == 0)  
                {  
                    temp.feet = feet + (temp.inches / 12);  
                }  
            }  
        }  
    }  
} // operator overload  
  
+ FeetAndInches operator + (FeetAndInches &test); // addition  
+ FeetAndInches operator - (FeetAndInches &test); //subtraction  
+ FeetAndInches operator!=(FeetAndInches &test); // not equal  
+ FeetAndInches operator==(FeetAndInches &test); // equal  
+ FeetAndInches operator <<(FeetAndInches &test); // << overloaded  
+ FeetAndInches operator >>(FeetAndInches &test); // >> overloaded  
+ FeetAndInches operator >(FeetAndInches &test); // > overloaded  
+ FeetAndInches operator <(FeetAndInches &test); // < overloaded  
+ FeetAndInches operator >=(FeetAndInches &test); // >= overloaded  
+ FeetAndInches operator <=(FeetAndInches &test); // <= overloaded  
  
private:  
  
- int feet  
- int inches  
- int toalinches  
- int totalfeet
```