

МИНИСТЕРСТВО ОБРАЗОВАНИЯ И НАУКИ РОССИЙСКОЙ
ФЕДЕРАЦИИ МОСКОВСКИЙ АВИАЦИОННЫЙ ИНСТИТУТ
(НАЦИОНАЛЬНЫЙ ИССЛЕДОВАТЕЛЬСКИЙ УНИВЕРСИТЕТ)

ЛАБОРАТОРНАЯ РАБОТА №6 по курсу объектно-ориентированное программирование I семестр, 2021/22 уч. год

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Цель работы

Целью лабораторной работы является:

Знакомство с шаблонами классов;

Построение шаблонов динамических структур данных.

Задание

Необходимо спроектировать и запрограммировать на языке C++ **шаблон класса-контейнера** первого уровня, содержащий **одну фигуру (колонка фигура 1)**, согласно вариантам задания.

Классы должны удовлетворять следующим правилам:

- Требования к классам фигуры аналогичны требованиям из лабораторной работы №1;
- Требования к классу контейнера аналогичны требованиям из лабораторной работы №2;
- Шаблон класса-контейнера должен содержать объекты используя `std::shared_ptr<...>`.

Нельзя использовать:

- Стандартные контейнеры `std`.

Программа должна позволять:

- Вводить произвольное количество фигур и добавлять их в контейнер;
- Распечатывать содержимое контейнера;
- Удалять фигуры из контейнера.

Дневник отладки

Во время выполнения лабораторной работы были некие неисправности в работе шаблонов и компиляции программы, однако окончательный вариант полностью исправен.

Недочёты

Недочётов не было обнаружено.

Выводы

Лабораторная работа №6 позволила мне полностью осознать одну из

базовых и фундаментальных концепций языка C++ - работу с так называемыми шаблонами (templates).

Исходный код

figure.h

```
#ifndef FIGURE_H
#define FIGURE_H

#include "point.h"

class Figure {
public:
    virtual double Area() = 0;
    virtual void Print(std::ostream &os) = 0;
    virtual size_t VertexesNumber() = 0;
    virtual ~Figure() {};
};

#endif
```

Point.cpp

```
#include "point.h"

#include <cmath>

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

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

Point::Point(std::istream &is) {
    is >> x >> y;
}

double Point::X() {
    return x;
};
double Point::Y() {
    return 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;
}

bool operator==(Point &p1, Point& p2) {
    return (p1.x == p2.x && p1.y == p2.y);
}
```

Point.h

```
#ifndef POINT_H
#define POINT_H

#include <iostream>

class Point {
public:
    Point();
    Point(std::istream &is);
    Point(double x, double y);
};
```

```

friend bool operator == (Point& p1, Point& p2);
friend class Pentagon;
double X();
double Y();
friend std::istream& operator>>(std::istream& is, Point& p);
friend std::ostream& operator<<(std::ostream& os, Point& p);

private:
    double x;
    double y;
};

#endif

```

hlist_item.h

```

#ifndef HLISTITEM_H
#define HLISTITEM_H
#include <iostream>
#include "octagon.h"
#include <memory>

template <class T> class HListItem {
public:
    HListItem(const std::shared_ptr<Octagon> &octagon);
    template <class A> friend std::ostream& operator<<(std::ostream& os, HListItem<A> &obj);
    ~HListItem();
    std::shared_ptr<T> octagon;
    std::shared_ptr<HListItem<T>> next;
};
#include "hlist_item.inl"
#endif //HLISTITEM_H

```

hlist_item.inl

```

#include <iostream>
#include "hlist_item.h"

template <class T> HListItem<T>::HListItem(const std::shared_ptr<Octagon> &octagon) {
    this->octagon = octagon;
    this->next = nullptr;
}
template <class A> std::ostream& operator<<(std::ostream& os, HListItem<A> &obj) {
    os << "[" << obj.octagon << "]" << std::endl;
    return os;
}

```

```
template <class T> HListItem<T>::~HListItem() {
}
```

main.cpp

```
#include <iostream>
#include "tlinkedlist.h"

int main() {

    TLinkedList<Octagon> tlinkedlist;
    std::cout << tlinkedlist.Empty() << std::endl;
    tlinkedlist.InsertLast(std::shared_ptr<Octagon>(new
Octagon(Point(1,2),Point(2,3),Point(3,4),Point(5,6),Point(7,8),Point(9,10), Point(11,12),
Point(12,13))));
    tlinkedlist.InsertLast(std::shared_ptr<Octagon>(new
Octagon(Point(13,14),Point(14,15),Point(15,16),Point(16,17),Point(17,18),Point(18,19),Point(
19,20),Point(20,21))));
    tlinkedlist.InsertLast(std::shared_ptr<Octagon>(new
Octagon(Point(17,18),Point(18,19),Point(19,20),Point(20,21),Point(21,22),Point(23,24),
Point(25,26),Point(27,28))));
    tlinkedlist.InsertLast(std::shared_ptr<Octagon>(new
Octagon(Point(17,18),Point(18,19),Point(19,20),Point(20,21),Point(21,22),Point(23,24),
Point(25,26),Point(27,28))));
    std::cout << tlinkedlist;
    tlinkedlist.RemoveLast();
    std::cout << tlinkedlist.Length() << std::endl;
    tlinkedlist.RemoveFirst();
    tlinkedlist.InsertFirst(std::shared_ptr<Octagon>(new
Octagon(Point(2,3),Point(3,4),Point(4,5),Point(5,6),Point(6,7),Point(7,8),
Point(8,9),Point(9,10))));
    tlinkedlist.Insert(std::shared_ptr<Octagon>(new
Octagon(Point(1,1),Point(2,3),Point(3,4),Point(5,6),Point(7,8),Point(9,10),
Point(11,12),Point(13,18))),2);

    std::cout << tlinkedlist.Empty() << std::endl;
    std::cout << tlinkedlist.First() << std::endl;
    std::cout << tlinkedlist.Last() << std::endl;
    std::cout << tlinkedlist.GetItem(2) << std::endl;

    tlinkedlist.Remove(2);
    std::cout << tlinkedlist;
    tlinkedlist.Clear();
    return 0;
}
```

octagon.cpp

```
#include "octagon.h"
#include <cmath>
```

```
Octagon::Octagon(): point_a(0,0), point_b(0,0), point_c(0,0), point_d(0,0), point_e(0,0),
point_f(0,0), point_g(0,0), point_h(0,0){
}
```

```
Octagon::Octagon(std::istream& is) {
    std::cout << "Enter the octagon's vertexes:" << std::endl;
    is >> point_a;
    is >> point_b;
    is >> point_c;
    is >> point_d;
    is >> point_e;
    is >> point_f;
    is >> point_g;
    is >> point_h;
    // std::cout << "The octagon is created" << std::endl;
}
```

```
Octagon::Octagon(Point point_a1, Point point_b1, Point point_c1, Point point_d1, Point
point_e1, Point point_f1, Point point_g1, Point point_h1 ):
point_a(point_a1), point_b(point_b1), point_c(point_c1), point_d(point_d1), point_e(point_e1), po
int_f(point_f1), point_g(point_g1), point_h(point_h1) {
}
```

```
/*void Octagon::Print(std::ostream& os) {
    std::cout << "Octagon: ";
    std::cout << point_a << ", ";
    std::cout << point_b << ", ";
    std::cout << point_c << ", ";
    std::cout << point_d << ", ";
    std::cout << point_e << ", ";
    std::cout << point_f << ", ";
    std::cout << point_g << ", ";
    std::cout << point_h << std::endl;
}
*/
size_t Octagon::VertexesNumber() {
    size_t number = 8;
    return number;
}
```

```
Octagon& Octagon::operator = (const Octagon& other) {
    if (this == &other) return *this;
    point_a = other.point_a;
    point_b = other.point_b;
```

```

    point_c = other.point_c;
    point_d = other.point_d;
    point_e = other.point_e;
    point_f = other.point_f;
    point_g = other.point_g;
    point_h = other.point_h;
    return *this;
}

```

```

Octagon& Octagon::operator == (const Octagon& other) {
    if (this == &other){
        std::cout << "Octagons are equal" << std::endl;
    } else {
        std::cout << "Octagons are not equal" << std::endl;
    }
}

```

```

double Octagon::Area() {
    double q = abs(point_a.X() * point_b.Y() + point_b.X() * point_c.Y() + point_c.X() *
point_d.Y() + point_d.X() * point_e.Y() + point_e.X() * point_f.Y() + point_f.X() * point_g.Y() +
point_g.X() * point_h.Y() + point_h.X() * point_a.Y() - point_b.X() * point_a.Y() - point_c.X() *
point_b.Y() - point_d.X() * point_c.Y() - point_e.X() * point_d.Y() - point_f.X() * point_e.Y() -
point_g.X() * point_f.Y() - point_h.X() * point_g.Y() - point_a.X() * point_h.Y());
    double s = q / 2;
    return s;
}

```

```

Octagon::~~Octagon() {
}

```

```

std::ostream& operator<<(std::ostream& os, Octagon& p) {
    os << p.point_a << p.point_b << p.point_c << p.point_d << p.point_e <<
p.point_f << p.point_g << p.point_h;
    return os;
}

```

octagon.h

```

#ifndef OCTAGON_H
#define OCTAGON_H

#include "figure.h"

class Octagon : public Figure{
public:
    Octagon();
    Octagon(std::istream& is);

```



```

    Octagon(Point point_a, Point point_b, Point point_c, Point point_d, Point point_e, Point
point_f, Point point_g, Point point_h );
    size_t VertexesNumber();
    Octagon(Octagon &other);
    double Area();
    //void Print(std::ostream& os);
    virtual ~Octagon();
    Octagon& operator=(const Octagon& other);
    Octagon& operator==(const Octagon& other);
    friend std::ostream& operator<<(std::ostream& os, Octagon& p);

private:
    Point point_a, point_b, point_c, point_d, point_e, point_f, point_g, point_h, ;
};

#endif // OCTAGON_H

```

tlinkedlist.h

```

#ifndef HLIST_H
#define HLIST_H
#include <iostream>
#include "hlist_item.h"
#include "octagon.h"
#include <memory>

template <class T> class TLinkedList {
public:
    TLinkedList();
    int size_of_list;
    size_t Length();
    std::shared_ptr<Octagon>& First();
    std::shared_ptr<Octagon>& Last();
    std::shared_ptr<Octagon>& GetItem(size_t idx);
    bool Empty();
    TLinkedList(const std::shared_ptr<TLinkedList> &other);
    void InsertFirst(const std::shared_ptr<Octagon> &&octagon);
    void InsertLast(const std::shared_ptr<Octagon> &&octagon);
    void RemoveLast();
    void RemoveFirst();
    void Insert(const std::shared_ptr<Octagon> &&octagon, size_t position);
    void Remove(size_t position);
    void Clear();
    template <class A> friend std::ostream& operator<<(std::ostream& os, TLinkedList<A>&
list);
    ~TLinkedList();
private:
    std::shared_ptr<HListItem<T>> front;

```

```

    std::shared_ptr<HListItem<T>> back;
};
#include "tlinkedlist.inl"
#endif //HList_H

```

tlinkedlist.inl

```

#include <iostream>
#include "tlinkedlist.h"

template <class T> TLinkedList<T>::TLinkedList() {
    size_of_list = 0;
    std::shared_ptr<HListItem<T>> front;
    std::shared_ptr<HListItem<T>> back;
    std::cout << "Octagon List created" << std::endl;
}

template <class T> TLinkedList<T>::TLinkedList(const std::shared_ptr<TLinkedList> &other){
    front = other->front;
    back = other->back;
}

template <class T> size_t TLinkedList<T>::Length() {
    return size_of_list;
}

template <class T> bool TLinkedList<T>::Empty() {
    return size_of_list;
}

template <class T> std::shared_ptr<Octagon>& TLinkedList<T>::GetItem(size_t idx){
    int k = 0;
    std::shared_ptr<HListItem<T>> obj = front;
    while (k != idx){
        k++;
        obj = obj->next;
    }
    return obj->octagon;
}

template <class T> std::shared_ptr<Octagon>& TLinkedList<T>::First() {
    return front->octagon;
}

template <class T> std::shared_ptr<Octagon>& TLinkedList<T>::Last() {
    return back->octagon;
}

template <class T> void TLinkedList<T>::InsertLast(const std::shared_ptr<Octagon>
&&octagon) {
    std::shared_ptr<HListItem<T>> obj (new HListItem<T>(octagon));
    if(size_of_list == 0) {
        front = obj;
        back = obj;
        size_of_list++;
    }
    return;
}

```

```

    }
    back->next = obj;
    back = obj;
    obj->next = nullptr;
    size_of_list++;
}
template <class T> void TLinkedList<T>::RemoveLast() {
    if (size_of_list == 0) {
        std::cout << "Octagon does not pop_back, because the Octagon List is empty" << std::
endl;
    } else {
        if (front == back) {
            RemoveFirst();
            size_of_list--;
            return;
        }
        std::shared_ptr<HListItem<T>> prev_del = front;
        while (prev_del->next != back) {
            prev_del = prev_del->next;
        }
        prev_del->next = nullptr;
        back = prev_del;
        size_of_list--;
    }
}
template <class T> void TLinkedList<T>::InsertFirst(const std::shared_ptr<Octagon>
&&octagon) {
    std::shared_ptr<HListItem<T>> obj (new HListItem<T>(octagon));
    if(size_of_list == 0) {
        front = obj;
        back = obj;
    } else {
        obj->next = front;
        front = obj;
    }
    size_of_list++;
}
template <class T> void TLinkedList<T>::RemoveFirst() {
    if (size_of_list == 0) {
        std::cout << "Octagon does not pop_front, because the Octagon List is empty" << std::
endl;
    } else {
        std::shared_ptr<HListItem<T>> del = front;
        front = del->next;
        size_of_list--;
    }
}
template <class T> void TLinkedList<T>::Insert(const std::shared_ptr<Octagon>
&&octagon,size_t position) {

```

```

if (position < 0) {
    std::cout << "Position < zero" << std::endl;
} else if (position > size_of_list) {
    std::cout << " Position > size_of_list" << std::endl;
} else {
    std::shared_ptr<HListItem<T>> obj (new HListItem<T>(octagon));
    if (position == 0) {
        front = obj;
        back = obj;
    } else {
        int k = 0;
        std::shared_ptr<HListItem<T>> prev_insert = front;
        std::shared_ptr<HListItem<T>> next_insert;
        while(k+1 != position) {
            k++;
            prev_insert = prev_insert->next;
        }
        next_insert = prev_insert->next;
        prev_insert->next = obj;
        obj->next = next_insert;
    }
    size_of_list++;
}
}

template <class T> void TLinkedList<T>::Remove(size_t position) {
    if (position > size_of_list) {
        std::cout << "Position " << position << " > " << "size " << size_of_list << " Not correct
erase" << std::endl;
    } else if (position < 0) {
        std::cout << "Position < 0" << std::endl;
    } else {
        if (position == 0) {
            RemoveFirst();
        } else {
            int k = 0;
            std::shared_ptr<HListItem<T>> prev_erase = front;
            std::shared_ptr<HListItem<T>> next_erase;
            std::shared_ptr<HListItem<T>> del;
            while( k+1 != position) {
                k++;
                prev_erase = prev_erase->next;
            }
            next_erase = prev_erase->next;
            del = prev_erase->next;
            next_erase = del->next;
            prev_erase->next = next_erase;
        }
        size_of_list--;
    }
}

```

```

}
template <class T> void TLinkedList<T>::Clear() {
    std::shared_ptr<HListItem<T>> del = front;
    std::shared_ptr<HListItem<T>> prev_del;
    if(size_of_list !=0 ) {
        while(del->next != nullptr) {
            prev_del = del;
            del = del->next;
        }
        size_of_list = 0;
        // std::cout << "HListItem deleted" << std::endl;
    }
    size_of_list = 0;
    std::shared_ptr<HListItem<T>> front;
    std::shared_ptr<HListItem<T>> back;
}
template <class T> std::ostream& operator<<(std::ostream& os, TLinkedList<T>& ol) {
    if (ol.size_of_list == 0) {
        os << "The octagon list is empty, so there is nothing to output" << std::endl;
    } else {
        os << "Print Octagon List" << std::endl;
        std::shared_ptr<HListItem<T>> obj = ol.front;
        while(obj != nullptr) {
            if (obj->next != nullptr) {
                os << obj->octagon << " " << "," << " ";
                obj = obj->next;
            } else {
                os << obj->octagon;
                obj = obj->next;
            }
        }
        os << std::endl;
    }
    return os;
}
template <class T> TLinkedList<T>::~TLinkedList() {
    std::shared_ptr<HListItem<T>> del = front;
    std::shared_ptr<HListItem<T>> prev_del;
    if(size_of_list !=0 ) {
        while(del->next != nullptr) {
            prev_del = del;
            del = del->next;
        }
        size_of_list = 0;
        std::cout << "Octagon List deleted" << std::endl;
    }
}
}

```