

National University of Computer and Emerging Sciences, Lahore Campus



Course:	Object Oriented Programming	Course Code:	CS1004
Program:		Semester:	60
Due Date:		Total Marks:	60
Section:		Weight	
Evaluation:	ASSIGNMENT #3	Page(s):	2

Submission Path: [Google classroom](#)

Instructions:

- Do not add any extra variable(s) to the class
- Submit only one **RUNNING** file as YourRollNumber.cpp that contains class, its implementation and the driver Program. **Do not submit .rar or .zip files.**

QUESTION 1:

You are required to implement the following class in your assignment

Class **VectorType**

```
{
private:
//necessary variables of pointers type
    double *x;
    double *y;
    double *z;
```

```
public:
```

//Consider U and V are two objects/Vectors of type VectorType. You are required to implement the following operations

1. **[1]** Default and parameterized constructor
2. **[1]** Copy Constructor
3. **[1]** Destructor to de-allocate dynamic memories
4. **[1]** Overloaded assignment operator
5. **[2]** Function to find the dot product of two vectors
 - a. For this you will need to overload * operator
Dot product between U and V can be determine by the following mathematical formula
$$U * V = (U.x * V.x) + (U.y * V.y) + (U.z * U.y)$$
6. **[1]** Function to find length of a vector
 - a. Length V can be determined by the following mathematical formula.

$$LenV = \sqrt{x^2 + y^2 + z^2}$$

7. [3] Function to find angle between two vectors V and U
a. Angle can be determined by using the following formula

$$\theta = \cos^{-1}\left(\frac{U \cdot V}{\text{Len } U \cdot \text{Len } V}\right)$$

8. [2] Addition and subtraction overloaded operators for vectors
9. [4] Overload pre and post increment and decrement operators
(++ and --)
10. [4] Overloaded ==, !=, >> and << operator as
non-member function(**friend**).

};

QUESTION 2:

String

Implement a custom type for representing strings in C++. Allow following operations as well as

operators, considering dynamic memory allocation:

Operations:

- length: determine the length of string
- upper: convert the string to upper case
- lower: convert the string to lower case
- at: return character at a given index
- substring: extract a substring given start and end
- index: find starting index of a substring
- compare: compare two strings
- concat: concatenate/append the argument after current string. Cater cases for different data

types such as String, C-string, char, int, float

- prepend: concatenate/append the argument before current string. Cater cases for different data

types such as String, char, int, float

Operators:

- + : for concatenation and prepend operations taking into account different data types and order of arguments.

- = : for assignment
- ==, !=, < and > : for comparison operations
- [] : for access to character at a given index
- >> and << : for output and input a string

QUESTION 3:

Roman Number

Implement a class to represent a Roman Number based upon the Standard Form described on the Wikipedia page (https://en.wikipedia.org/wiki/Roman_numerals). Support following operations using corresponding operators:

- + : for adding two roman numbers
- - : for subtracting two roman numbers
- * : for multiplication of two roman numbers
- / : for division of two roman numbers
- ==, !=, < and > : for relational comparison of two roman numbers
- ++ and -- : for increment and decrement, both prefix and postfix versions