EECE.3220 Spring 2019: Exam 2 Class Definitions and ADT Descriptions

```
Class definitions for Section 1
public:
  Qscore(int p, int m);
                                    // Constructor
  void display(int i, ostream &out); // Print question #i to out
                                    // Fraction of points earned
  double fraction();
                                    // Access data member max
  int getMax();
private:
  int pts;  // Points earned
int max;  // Max score on question
};
class Tscore { // Class to represent a test score
public:
  Tscore(int qls, int qlm, int q2s,
                                        // Constructor
          int q2m, int q3s, int q3m);
  void display(ostream &out);
                                        // Print data to out
private:
  Qscore Q1, Q2, Q3; // Scores for 3 questions
};
Selected function definitions:
Qscore::Qscore(int p, int m) : pts(p), max(m) {}
double Qscore::fraction() {
  return (double)pts / max; // (double) converts pts to double
                              // so result doesn't truncate
int Qscore::getMax() {
  return max;
```

Test cases:

Code snippet	Output from display() function
Tscore T1(5, 10, 20, 30, 30, 40); T1.display(cout);	Q1: 5/10 (50%) Q2: 20/30 (66.6667%) Q3: 30/40 (75%) TOTAL: 55/80 (68.75%)
Tscore T2(25, 30, 19, 20, 46, 50); T2.display(cout);	Q1: 25/30 (83.3333%) Q2: 19/20 (95%) Q3: 46/50 (92%) TOTAL: 90/100 (90%)

Class definition for Section 3

The Stack class definition below is the array-based stack we developed in class. Function definitions aren't shown because I assume you understand what each stack function does.

```
class Stack {
public:
  Stack(unsigned maxSize = 1024);  // Constructor
  ~Stack();
                                    // Destructor
                                    // Returns true if stack empty
  bool empty() const;
  void push(const double &val);
                                  // Push val to top of stack
  void pop();
                                    // Remove top of stack
  double top();
                                    // Read contents of top of stack
private:
  double *list;
                   // The actual data stored on the stack
                    // Index for top of stack
  int tos;
  unsigned cap; // Capacity (max size) of stack
};
```