COP4020 Programming Languages C++

Edelis Molina

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1 Read Me

All the source code is listed in the document and it is driven by the 'main.cpp' file. Some exercises have a header and implementation files pair. These files have the same name, but the header file has a '.h' extension and the implementation file has a '.cpp' extension.

2 main.cpp

```
#include <iostream>
#include "student.h"
#include "batsman.h"
#include "test.h"
#include "flight.h"
#include "book.h"
#include "report.h"
#include "rectangle.h"
#include "complex.h"
#include "distance.h"
#include "time.h"
using namespace std;
int main()
{
   cout << endl
       Student myStudent;
   myStudent.takeData(35, "Lindsay", 3, 4, 5);
   myStudent.showData();
   cout << endl
       Batsman myBatsman;
   myBatsman.readData(1234, "Otani", 6, 4, 3);
   myBatsman.displayData();
   cout << endl
       << "====== Exercise 3 ======= " << endl;
   Test myTest;
   myTest.SCHEDULE();
   myTest.DISPTEST();
   cout << endl</pre>
```

```
Flight myFlight;
myFlight.FEEDINFO();
myFlight.SHOWINFO();
cout << endl
     Book myBook;
myBook.INPUT(13, "Love in the time of cholera", 12.5);
myBook.PURCHASE();
cout << endl
     << "====== Exercise 6 ======= " << endl;
Report rep;
float mark[5] = \{5.0, 4.2, 3.3, 3.1, 4.5\};
rep.READINFO(5465, "Edel", mark);
rep.DISPLAYINFO();
cout << endl
     Rectangle r1, r2;
r1.setlength(5);
r1.setwidth(2.5);
r2.setlength(5);
r2.setwidth(18.9);
cout << endl;</pre>
cout << "First Rectangle: " << endl;</pre>
r1.show();
cout << "Area: " << r1.area() << " Perimeter: " << r1.perimeter() << endl;</pre>
cout << "Second Rectangle: " << endl;</pre>
r2.show();
cout << "Area: " << r2.area() << " Perimeter: " << r2.perimeter() << endl;</pre>
cout << endl;</pre>
string result = (r1.sameArea(r2) == 1) ? "the same" : "different";
cout << "The area of the rectangles is " << result << endl;</pre>
cout << endl;</pre>
cout << "Exercise 7 Second Part" << endl;</pre>
cout << "First Rectangle: " << endl;</pre>
r1.setlength(15);
r1.setwidth(6.3);
r1.show();
cout << "Area: " << r1.area() << " Perimeter: " << r1.perimeter() << endl;</pre>
```

```
cout << "Second Rectangle: " << endl;</pre>
r2.show();
cout << "Area: " << r2.area() << " Perimeter: " << r2.perimeter() << endl;</pre>
cout << endl;</pre>
result = (r1.sameArea(r2) == 1) ? "the same" : "different";
cout << "The area of the new rectangles is " << result << endl;</pre>
cout << endl
     Complex c1, c2, c3;
c1.set(4, 2);
c2.set(5, 1);
c3 = c1.sum(c2);
cout << "Complex number 1:" << endl;</pre>
c1.disp();
cout << "Complex number 2:" << endl;</pre>
c2.disp();
cout << "Complex number 3 = Complex 1 + Complex 2:" << endl;</pre>
c3.disp();
cout << endl
     << "====== Exercise 9 ======= " << endl;
Distance d1, d2, d3;
d1.set(5, 4);
d2.set(9, 20);
d3 = d1.add(d2);
cout << "Distance 1:" << endl;</pre>
d1.disp();
cout << "Distance 2:" << endl;</pre>
d2.disp();
cout << "Distance 3 = Distance 1 + Distance 2:" << endl;</pre>
d3.disp();
cout << endl</pre>
     << "====== Exercise 10 ======= " << endl;
Time t1, t2, t3;
t1.settime(10, 50);
t2.settime(15, 40);
t3 = t1.sum(t2);
cout << "Time 1:" << endl;</pre>
t1.showtime();
cout << "Time 2:" << endl;</pre>
```

```
cout << "Time 3 = Time 1 + Time 2:" << endl;</pre>
    t3.showtime();
    return 0;
}
    Exercise 1
3
3.1 student.h
class Student
private:
    int admno;
    char sname[20];
    float eng, math, science;
    float total;
    float ctotal();
public:
    void takeData(int admno, const char sname[], float eng, float math, float science);
    void showData();
};
3.2
    student.cpp
#include "student.h"
#include <iostream>
using namespace std;
void Student::takeData(int admno, const char sname[], float eng, float math, float science)
    this->admno = admno;
    strcpy(this->sname, sname);
    this->eng = eng;
    this->math = math;
    this->science = science;
    this->total = ctotal();
}
void Student::showData()
    cout << "Student admno : " << admno << endl;</pre>
    cout << "Student name</pre>
                             : " << sname << endl;
```

t2.showtime();

```
cout << "Student eng : " << eng << endl;</pre>
    cout << "Student math : " << math << endl;</pre>
    cout << "Student science: " << science << endl;</pre>
    cout << "Student total : " << total << endl;</pre>
}
float Student::ctotal()
    return eng + math + science;
}
    Exercise 2
4.1 batsman.h
class Batsman
```

```
private:
   int bcode;
   char bname[20];
   int innings, notout, runs;
   double batavg;
    double calcavg();
public:
   void readData(int bcode, const char bname[], int innings, int notout, int runs);
   void displayData();
};
```

4.2 batsman.cpp

```
#include "batsman.h"
#include <iostream>
using namespace std;
void Batsman::readData(int bcode, const char bname[], int innings, int notout, int runs)
{
   this->bcode = bcode;
   strcpy(this->bname, bname);
   this->innings = innings;
    this->notout = notout;
    this->runs = runs;
   this->batavg = calcavg();
}
```

```
void Batsman::displayData()
{
    cout << "Batsman bcode : " << bcode << endl;
    cout << "Batsman name : " << bname << endl;
    cout << "Batsman innings: " << innings << endl;
    cout << "Batsman notout : " << notout << endl;
    cout << "Batsman runs : " << runs << endl;
    cout << "Batsman batavg : " << batavg << endl;
}
double Batsman::calcavg()
{
    return (runs / (double)(innings - notout));
}</pre>
```

#include <string>

5.1 test.h

class Test

```
private:
    int testCode;
    std::string description;
    int noCandidate;
    int centerReqd;
    double CALCNTR();
public:
    void SCHEDULE();
    void DISPTEST();
};
5.2
     test.cpp
#include "test.h"
#include <iostream>
using namespace std;
void Test::SCHEDULE()
    cout << "Enter Test Code: ";</pre>
```

```
cin >> this->testCode;
    cout << "Enter Test Description: ";</pre>
    cin >> this->description;
    cout << "Enter Test No. Candidate:</pre>
    cin >> this->noCandidate;
    centerReqd = CALCNTR();
}
void Test::DISPTEST()
    cout << "Test Code:</pre>
                                      " << testCode << endl;
    cout << "Test Description: " << description << endl;</pre>
    cout << "Test No. Candidate: " << noCandidate << endl;</pre>
    cout << "Test Center Required: " << centerReqd << endl;</pre>
}
double Test::CALCNTR()
    return (noCandidate / (100 + 1));
}
```

6.1 flight.h

```
#include <string>
class Flight
{
private:
    int flightNo;
    std::string destination;
    float distance, fuel;
    float CALCFUEL();

public:
    void FEEDINFO();
    void SHOWINFO();
};
```

6.2 flight.cpp

#include "flight.h"
#include <iostream>
using namespace std;

```
void Flight::FEEDINFO()
    cout << "Enter Flight Number: ";</pre>
    cin >> this->flightNo;
    cout << "Enter Flight Destination: ";</pre>
    cin >> this->destination;
    cout << "Enter Flight Distance:</pre>
    cin >> this->distance;
    fuel = CALCFUEL();
}
void Flight::SHOWINFO()
    cout << "Flight Number: " << flightNo << endl;</pre>
    cout << "Flight Destination: " << destination << endl;</pre>
    cout << "Flight Distance: " << distance << endl;</pre>
    cout << "Flight Fuel: " << fuel << endl;</pre>
}
float Flight::CALCFUEL()
    if (distance <= 100)
    {
        return 500;
    else if (distance <= 200)
        return 1100;
    }
    else
    {
        return 2200;
}
```

7.1 book.h

```
#include <string>
class Book
{
private:
```

```
int bookNo;
    std::string bookTitle;
    float price;
    float TOTAL_COST(int N);
public:
    void INPUT(int bNo, std::string title, float price);
    void PURCHASE();
};
7.2
      book.cpp
#include "book.h"
#include <iostream>
#include <string.h>
using namespace std;
void Book::INPUT(int bNo, std::string title, float price)
{
    this->bookNo = bNo;
    this->bookTitle = title;
    this->price = price;
}
void Book::PURCHASE()
    int NoCopies;
    float totalCost;
    cout << "Enter the number of copies of " << bookTitle << " to be purchased ";</pre>
    cin >> NoCopies;
    totalCost = Book::TOTAL_COST(NoCopies);
    cout << "Total cost of " << NoCopies << " copies of " << bookTitle << " " << totalCost </pre>
}
float Book::TOTAL_COST(int N)
{
    return N * price;
```

```
8.1 report.h
```

```
class Report
private:
    int adno;
    char name[20];
    float marks[5];
    float average;
    float GETAVG();
public:
    void READINFO(int adno, const char name[], float marks[]);
    void DISPLAYINFO();
};
8.2
     report.cpp
#include <iostream>
#include "report.h"
using namespace std;
void Report::READINFO(int adno, const char name[], float marks[])
{
    this->adno = adno;
    strcpy(this->name, name);
    for (int i = 0; i < 5; i++)
    {
        this->marks[i] = marks[i];
    }
    average = GETAVG();
}
void Report::DISPLAYINFO()
{
    cout << "Admision No.: " << adno << endl;</pre>
    cout << "Name: " << name << endl;</pre>
    for (int i = 0; i < 5; i++)
        cout << "Mark " << i + 1 << " = " << marks[i + 1] << endl;</pre>
    }
    cout << "Average: " << average << endl;</pre>
}
```

```
float Report::GETAVG()
{
    int total = 0;
    for (int i = 0; i < 5; i++)
    {
        total += marks[i];
    }
    return total / 5;
}</pre>
```

9.1 rectangle.h

```
#include <iostream>
using namespace std;
class Rectangle
private:
    float length, width;
public:
    void setlength(float lenght)
        this->length = lenght;
    }
    void setwidth(float width)
        this->width = width;
    }
    float perimeter()
        return 2 * (length + width);
    }
    float area()
        return length * width;
    }
    void show()
        cout << "Length: " << length << endl;</pre>
```

```
cout << "Width: " << width << endl;
}
int sameArea(Rectangle r)
{
    if (area() == r.area())
    {
        return 1;
    }
    return 0;
};</pre>
```

10.1 complex.h

```
#include <iostream>
using namespace std;
class Complex
{
private:
    float real;
    float imaginary;
public:
    void set(float r, float img)
        real = r;
        imaginary = img;
    }
    void disp()
    {
        cout << real << " + i" << imaginary << endl;</pre>
    }
    Complex sum(Complex c)
        Complex temp;
        temp.real = real + c.real;
        temp.imaginary = imaginary + c.imaginary;
        return temp;
```

```
};
```

11.1 distance.h

```
#include <iostream>
using namespace std;
class Distance
private:
    int feet;
    float inches;
public:
    void set(int f, float in)
    {
        feet = f;
        inches = in;
    }
    void disp()
    {
        cout << feet << " ft " << inches << " inches " << endl;</pre>
    }
    Distance add(Distance d)
        Distance temp;
        temp.feet = feet + d.feet;
        temp.inches = inches + d.inches;
        // convert inches to feet if greater than 12
        while (temp.inches >= 12.0)
            temp.inches = temp.inches - 12.0;
            ++temp.feet;
        }
        return temp;
    }
};
```

12.1 time.h

```
#include <iostream>
using namespace std;
class Time
private:
    int hours, minutes;
public:
    void settime(int h, int min)
    {
        hours = h;
        minutes = min;
    void showtime()
        cout << hours << " hours and " << minutes << " minutes" << endl;</pre>
    }
    Time sum(Time t)
        Time temp;
        temp.hours = hours + t.hours;
        temp.minutes = minutes + t.minutes;
        \ensuremath{//} convert min to hours format if greater than 60
        while (temp.minutes > 60.0)
             temp.minutes = temp.minutes - 60.0;
            temp.hours++;
        // convert hours to 12 hours format if greater than 12
        while (temp.hours > 12.0)
        {
            temp.hours = temp.hours - 12.0;
        }
        return temp;
    }
};
```