

Lab 04 - Getting data from the UI

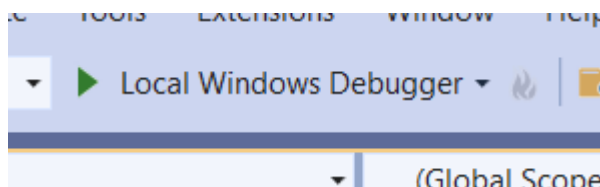
20127166 - Nguyễn Huy Hoàn

1. How to compile and run your project

- Open the source, double click to file FractionDisplay.sln

| Name | Date modified | type |
|---------------------|---------------------|------------------------|
| FractionDisplay | 10/23/2021 3:58 PM | File folder |
| Release | 10/23/2021 3:58 PM | File folder |
| FractionDisplay.sln | 10/22/2021 10:05 PM | Visual Studio Solution |

- At that file, click on Local Window Debugger



You can see the result on the

console

```
the size randomed is: 22
Fraction print:
1/15 1/4 1/35 4/9 1/43 11/10 15/14 3/5 1/45 1/46 1/10 3/4 9 1/35 12 2/11 14 1/29 1/33 1/40 2/11 3/5
Fraction print in percentage:
6.67% 50% 2.86% 44.4% 2.33% 110% 107% 60% 2.22% 2.17% 10% 75% 300% 2.86% 1.2e+03% 18.2% 700% 3.45% 3.03% 2.5% 18.2% 60%
Fraction print with Decimal 2:
0.07 0.5 0.03 0.4 0.02 1 1 0.6 0.02 0.02 0.1 0.8 3 0.03 1e+01 0.2 7 0.03 0.03 0.03 0.2 0.6
```

2. My Information

- Student ID: 20127166
- Name : Nguyễn Huy Hoàn

3. List of what I have done?

```
class Integer
{
public:
    long long gcd(long long a, long long b);
    static bool isValid(string s); // check the string can convert to a number
};

class RandomIntegerGenerator
{
public:
    RandomIntegerGenerator();
    long long next(long long left, long long right);
};

class Fraction{
```

```
private:
    long long _num;
    long long _den;
public:
    long long getNum();
    long long getDenom();
    void setNum(int val);
    void setDenom(int val);
    void LowestTerm();
    void Print();
};

class FractionToStringUIConverter {
public:
    static bool isValidFormat(string);
    string convert(Fraction& f);
    static tuple<bool, Fraction, int, string> convertBack(string s);
};
```

4. List of what I haven't done?

- nothing

5. Expected grade : 9.0