## **EXERCISE 3: Class Concept**

The following is a class declaration for **Book**, friend function, non-member function prototype and main program. The class consists of 4 data members and 3 function members. Answer all questions in this section.

```
// Program 2.35a
          class Book
             // Declaration of 4 data members for class Book
             string bookName, bookAuthor, category;
             float bookPrice;
           public:
             //constructor
             Book() {bookName[]="xxx"; bookAuthor ="yyy";
Error: bookName is a C++ std::String.bookPrice = 0.0; category = "CS";}
It is neither an array nor C-string.
             // member function prototype declaration
             string checkAuthor()
                return bookAuthor;
            void giveDiscount(int);
                           Error: should not have; here
            void printDetail();  // print all info about the book
            { cout << bookName << bookAuthor << bookPrice << category;
            // friend function declaration
            friend Book readValue();
    = // end of class declaration
    non-member function declarations
    ===id CheckBookInfo(Book[]);
    main()
         Book myBook [8];
         int discount;
        for (int i = 0;i < 8;i++)
           myBook[i] = readValue();
         cout << "Enter percentage amount of discount : ";
         cin >> discount;
         // Code to call function giveDiscount () using the array
         for (int i = 0;i < 8;i++)
             myBook[i].giveDiscount(discount);
        ## Statement that call function CheckBookInfo(Book[])-question e
   end main()
```

a) The following function in Program 2.35b is an application function for readValue(). Describe what the function does and what value does the function returns.

```
// Program 2.35b
39
     Book readValue()
40
        Book aBook;
41
        string bookName, bookAuthor, category;
42
        float bookPrice;
43
        cout << "Please enter the book title " << ": ";
44
        getline(cin, aBook.bookName);
45
46
        cout << "Please enter the name of the author " << ": ";
47
        getline(cin, aBook.bookAuthor);
48
49
        cout << "Please enter the book category " << ": ";
        getline(cin, aBook.category);
51
52
        cout << "Please enter the price of the book " << ": ";</pre>
53
        cin >> aBook.bookPrice;
54
        cin.ignore();
55
56
       return aBook;
57
```

b) Explain the purpose of statement 37 and 38 in main () function.

```
for (int i = 0;i < 8;i++)
    myBook[i] = readValue();</pre>
```

- Write code for member function <code>giveDiscount(int)</code> that will set the new price for the book based on the percentage amount specified in the parameter. If the book was written by "Norbahiah", reduce the price based on the discount. No discount will be given to any book written by other authors. Give appropriate message if no discount is applied.

  Please see exercise3.cpp, lines 48-64.
- function CheckBookInfo(Book[]) receives array of Book. Write implementation for the function that will count how many book is categorized as CS (Computer Science) book and use function printDetail() to print the detail information of the books in that category cise3.cpp, lines 66-88.

e) Write a statement in main () that can call function CheckBookInfo (Book[])

It constructs an object of "Book" type (user-defined type)
called "aBook", takes various input values from the user via
stdin (with std::getline and std::cin), then sets the "Book"

Please see exercise3.cpp,
line 132.

called "aBook", takes various input values from the user via stdin (with std::getline and std::cin), then sets the "Book" object's private data members to those input values. It can access the private members because it is declared a friend function in the "Book" class.

"stdin" refers to the standard input, see https://en.wikipedia.org/wiki/Standard\_streams

```
It then returns the "Book" object, "aBook".
```

b)

To iterate through every element of the "myBook" array of "Book"-type objects (8 times),

with every iteration calling the readValue() function,

hence through it, constructing an object of "Book" type,

then accepting input values from the user via stdin, and assigning those values to the data members of the constructed object, then returning the value of the readValue() function and storing it in the current iteration of the "myBook" element in the "myBook" array.