Gebze Technical University Department of Computer Engineering CSE 241/501 Object Oriented Programming Fall 2015

Homework # 8 Due date Dec 20th 2015

In this homework, you will write classes for computer files in an hierarchy.

File is a class that has the following data members

- Name of the file
- owner of the file
- size of the file
- Last modification time of the file

The class File has also operations such as

- Setters and getters for the approriate data members
- Function **path** that returns the path of the file as string
- Function **1s** that prints the file on the screen similar to what "ls file" does. Function **1s** also takes parameters similar to Linux ls parameters -1, -R, -a.
- Function **cd** that returns a **File** reference if the operation is successful.
- Function **cp**, copies the given file to the current file and returns true if sucessful. Otherwise, it returns false.

The are other classes that derive from the **File** class. The class **Directory** is a special **File** that can hold a number of Files in it. It redefines overrides all necessary functions and adds new data members as needed.

The class **Executable** is a File that can be executed. It has members for storing the compiler that created the executable.

The class **TextFile** is a File that contains text. It has members for stroring the text type, Ascii, Unicode etc.

An example run can be such as follows:

```
Direcrory mydir("mydir", "owner", ....);
Executable myExec("myExec", ....);
mydir.cp(myExec);
mydir.ls("Rl");
would print
myExec -rwx akgul 917 7.12.2015
```

Test each of your classes and your functions with several examples and attach your test results. Use real directory structures from Linux environment.

Below are other rules

- You may use STL classes to keep your data
- You may add other data members and functions if needed.
- The class File is the base class. It should not use any information about the derived classes.
- Each class should have its header and implementation files.
- Use name spaces and separation of interface and implementation, and other good programming practices