CECS 130 Assignment 5

Assignment due on or before 9:00 p.m. Friday, July 14, 2017

In vector algebra we define a three dimensional vector v to be a on ordered triple v = (x, y, z)

where x, y and z are real numbers. We also define vector addition to be component wise this means that:

If v = (s, t, u)and w = (x, y, z)then v + w = (s+x, t+y, u+z).

- 1. Create a new vector class in C++ that has a constructor that initializes its instances to (0, 0, 0).
- 2. Add a set Components function that will mutate (modify) the vector instance and set its components to the three parameters x, y, z passes to the function respectively.
- 3. Add a display function that displays the vector as triple (x, y, z).
- 4. Overload the + symbol to become vector addition.
- 5. Write a function called length() that returns the length of the vector as give by the formula:

length(v) =
$$\sqrt{s^2 + t^2 + u^2}$$

meaning that the length is the square root of the sum of the components squared

- 6. Overload the rational == to yield true if v and w has the same length.
- 7. Write a main function that creates two instances and correctly add them display all three vectors and the length of the each vector.

My Complex class should serve as a good guideline.

A note about assignments and reports:

Your report must conform to the following rules:

- 1. All reports have to be submitted as a **PDF** report that contains:
 - 1.1. Title page with your name, assignment number and the day you are actually submitting this report (Not the assignment due date)
 - 1.2. A comprehensive set of snapshots showing the inputs submitted and outputs obtained in the case of a successful output or a failure.
- 2. A text file that contains all source code, please concatenate all source code in one text file.
- 3. Make sure that you include as a comment at the top of your file your name and section:

As an example:

Failure to do this will cost you points.

- 4. Please zip both the PDF document with the source code and submit one zip file.
- 5. Please do not submit your eclipse or bloodshed project or any IDE project that you may be using. I will be compiling and testing your source code from the text file in part 2 above to test running your applications and to verify that they run.
- 6. Remember that you must only access BlackBoard using section 130-01