

Technical specifications

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Class specification

Here is the description of class method LongInt.

1 LongInt()

1.1 Summary

The role of the default constructor is to retrieve data users.

1.2 Function Parameters

No parameters.

1.3 Return Value

No return value.

2 LongInt(int)

2.1 Summary

The role of this constructor is to simply create an empty object.
(Useful for multiplication)

2.2 Function Parameters

No parameters.

2.3 Return Value

No return value.

3 void display()

3.1 Summary

The role of this function and allow a display of the result on stdout or into a file.

3.2 Function Parameters

No parameters.

3.3 Return Value

No return value.

4 void expand(int)

4.1 Summary

The role of this function is to reserve memory space additional.

4.2 Function Parameters

int: Represents the space needs.

4.3 Return Value

No return value.

5 inc()

5.1 Summary

The role of this function and allow incrementing a LongInt.

5.2 Function Parameters

No parameters.

5.3 Return Value

No return value.

6 dec()

6.1 Summary

The role of this function and allow decrementing a LongInt.

6.2 Function Parameters

No parameters.

6.3 Return Value

No return value.

7 void add(LongInt &)

7.1 Summary

The role of this function is to manage the number of sign to call the function that performs the addition "coreAdd" (specified farther down).

7.2 Function Parameters

LongInt&: Is the object pass by reference which contains the number by which are to be added to the figure that was invoked on the object.

One reference, unwanted because the parameter must not be modified and we must be able to access directly.

7.3 Return Value

No return value.

8 void sub(LongInt &)

8.1 Summary

The role of this function is to book a table in memory that contain the result of the subtraction and also to manage the sign. To call the function that performs the subtraction "coreSub" (specified farther down)

8.2 Function Parameters

LongInt&: Is the object pass by reference which contains the digit number which we want to additioner figure that was invoked on the local object.

One reference, unwanted because the parameter must not be modified and we must be able to access directly.

8.3 Return Value

No return value.

9 void mul(LongInt &)

9.1 Summary

The role of this function is to manage two numbers and the sign and the size of the array that will contain the result. calling CoreMul to perform multiplication, then sum the result for coreAdd.

9.2 Function Parameters

LongInt&: Is the object pass by reference which contains the digit number by which we want to multiply that figure was invoked on the object.

One reference, unwanted because the parameter must not be modified and we must be able to access directly.

9.3 Return Value

No return value.

10 void div(LongInt &)

10.1 Summary

The role of this function is to manage two numbers and the sign and the size of the array that will contain the result. calling CoreMul to perform multiplication, then sum the result for coreAdd.

10.2 Function Parameters

LongInt&: Is the object pass by reference which contains the digit number by which we want to multiply that figure was invoked on the object.

One reference, unwanted because the parameter must not be modified and we must be able to access directly.

10.3 Return Value

No return value.

Arithmetic operations

We introduce with a little vocabulary `a.add(b)` correspond to:

`local = a` and `distant = b`.

Modify is local but not remote.

11 void coreAdd(LongInt &)

11.1 Summary

Perform the addition of two big positive integers. divide the number that was invoked on the object. One reference, unwanted because the parameter must not be modified and we must be able to access directly.

11.2 Function Parameters

LongInt&: Perform the addition the number passed in parameter to the local number.

11.3 Return Value

No return value.

12 void coreSub(LongInt &)

12.1 Summary

The role of this function is to perform the subtraction of two digit. Subtract that was invoked on the object. One reference, unwanted because the parameter must not be modified and we must be able to access directly.

12.2 Function Parameters

LongInt&: Perform the subtraction the number passed in parameter to the local number.

12.3 Return Value

No return value.

13 void coreMul(LongInt &, char, int)

13.1 Summary

The role of this function and multiply the figure in question by a number of multiplier and store the result in a temporary array.

13.2 Function Parameters

LongInt&: Is the target object of a temporary operation.

char: Corresponds to a digit of the multiplier.

int: Represents the number of zero are added to the right correspond to the correct power of 10.

14 void coreDiv(LongInt & N, LongInt & Quotient)

14.1 Summary

Divide local by distant object N, N being at most ten times local. Local is set with the remainder, the actual result is set in Quotient

14.2 Function Parameters

LongInt& N : Is the object that represent the remote object with the remainder

LongInt& Quotient : Is the target object of the result.

14.3 Return Value

No return value.