Swinburne University Of Technology

Faculty of Science, Engineering and Technology

ASSIGNMENT COVER SHEET

Subject Code: COS30008
Subject Title: Data Structures and Patterns
Assignment number and title: 1, Solution Design in C++
Due date: March 18, 2014, 10:30 am
Lecturer: Dr. Markus Lumpe

Your name:_____ **Your student id:**_____

Check Tutorial	Fri 10:30	Fri 12:30	Fri 14:30

Marker's comments:

Problem	Marks	Obtained
1	8+22+14+15 = 59	
Total	59	

Extension certification:

This assignment has been given an extension and is now due on _____

Signature of Convener:_____

Problem Set 1: Solution Design in C++

The goal of this problem set is to build a C++ console application, called `Polynomials`, that allows users to specify the degree and coefficients of simple polynomials, multiply two polynomials, and output a human-readable representation.

A polynomial with a single variable *x* can be written in the form

$$a_n x^n + a_{n-1} x^{n-1} + \cdots + a_2 x^2 + a_1 x^1 + a_0$$

where a_0,..., a_n are numbers, and x is the variable of the polynomial. A polynomial can be expressed more concisely by using summation notation, which allows for a straightforward mapping to a standard for-loop in C++:

$$\sum_{i=0}^{n} a_i x^i$$

That is, a polynomial can be written as the sum of a finite number of terms $a_i x^i$. Each term consists of the product of a number a_i, called the coefficient, and a variable x raised to integer powers – x^i. The exponent i in x^i is called the degree of the term $a_i x^i$. The degree of a polynomial is the largest degree of any one term with a non-zero coefficient. For example

- $5x^0$ is a constant polynomial with degree 0,
- $2x^2 + 5x^1 + 3x^0$ is a polynomial of degree 2, that is, a quadratic function.

For the purpose of this problem set, we limit the maximum degree of user-specified polynomials to 10.

In addition to representing polynomials, we also wish to support polynomial multiplication. Given two polynomials

$$\sum_{i=0}^{n} a_i x^i \quad \text{and} \quad \sum_{j=0}^{m} b_j x^j$$

the product is defined as

$$\sum_{i=0}^{n} a_i x^i * \sum_{j=0}^{m} b_j x^j = \sum_{i=0}^{n} \sum_{j=0}^{m} a_i b_j x^{i+j}$$

In order words, the product of two polynomials can be realized as a nested for-loop that aggregates the respective i^{th} and j^{th} polynomial terms. The maximum degree of the resulting polynomial is i+j. Since we allow 10 as the maximum user-specified degree for polynomials, our implementation must support polynomials up to degree 20 = 10 + 10.

To facilitate the implementation, we shall use fixed-size arrays of double values to represent polynomials. All elements in the array have to be initialized to 0.0. For all non-zero coefficients a_i the array contains at index i the value a_i. As a result, the array arranges a given polynomial from right to left, that is, in increasing degree order.

The application should consist of two parts: a class `Polynomial` that implements the desired functionality and a `main` function that declares, reads, multiplies polynomials, and outputs the results to the Console. The specification of class `Polynomial` is shown below:

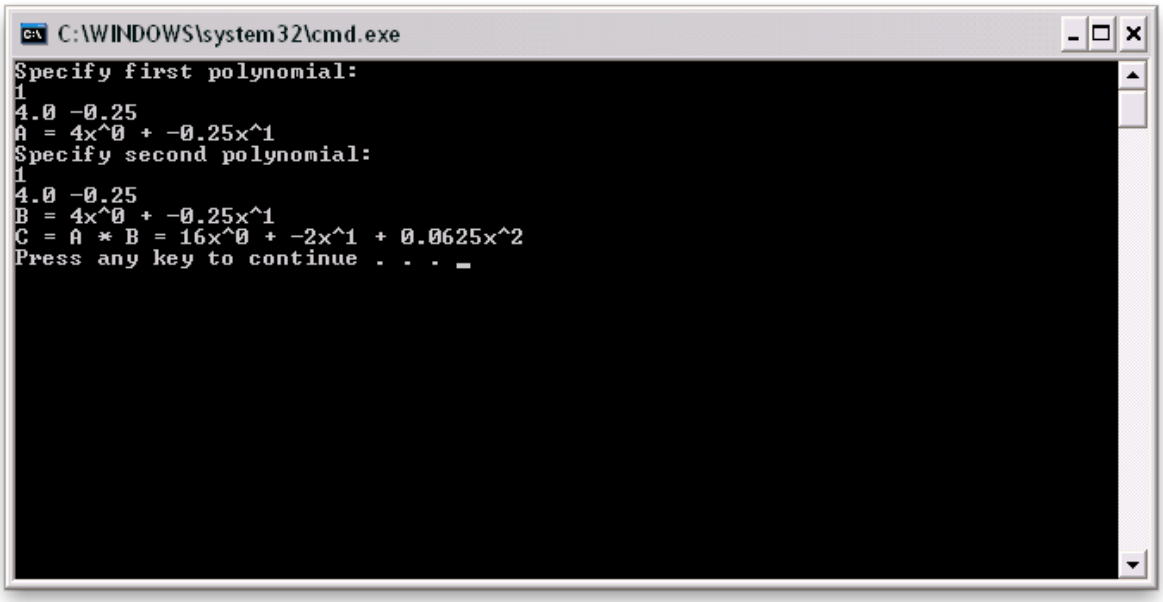
```
#pragma once

#include <iostream>

#define MAX_DEGREE 20+1 // max degree = 10 + 10 + 1, 0 to 20

class Polynomial
{
private:
  int fDegree;                // the maximum degree of the polynomial
  double fCoeffs[MAX_DEGREE]; // the coefficients (0..10, 0..20)

public:

  // the default constructor (initializes all member variables)
  Polynomial();

  // binary operator * to multiple to polynomials
  // arguments are read-only, signified by const
  // the operator * returns a fresh polynomial with degree i+j
  Polynomial operator*( const Polynomial& aRight ) const;

  // input operator for polynomials
  friend std::istream& operator>>( std::istream& aIStream,
                                   Polynomial& aObject );

  // output operator for polynomials
  friend std::ostream& operator<<( std::ostream& aOStream,
                                   const Polynomial& aObject );
};
```

To implement the class `Polynomial` follow the process outlined in the lecture notes. First implement the constructor. Then implement `operator>>` and `operator<<`. Finally, define the multiplication of polynomials.

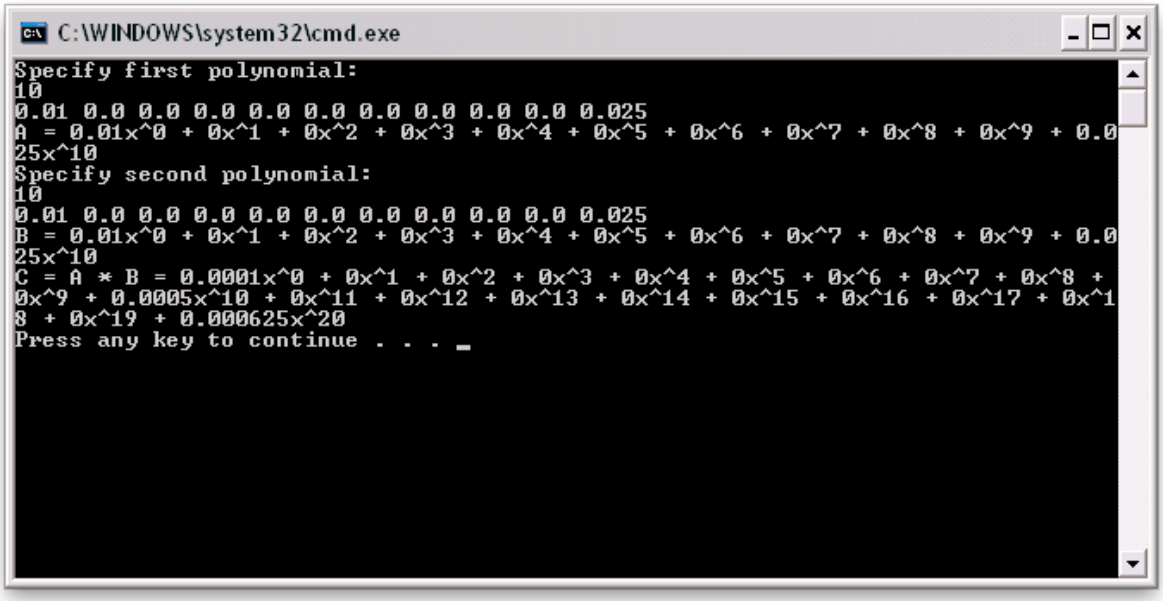
Use as main program the following code:

```
#include <iostream>

#include "Polynomial.h"

using namespace std;

int main()
{
  Polynomial A;
  cout << "Specify first polynomial:" << endl;
  cin >> A;
  cout << "A = " << A << endl;

  Polynomial B;
  cout << "Specify second polynomial:" << endl;
  cin >> B;
  cout << "B = " << B << endl;

  Polynomial C = A * B;
  cout << "C = A * B = " << A * B << endl;

  return 0;
}
```

Naturally, you can comment-out parts that you have not yet implemented. Once you implementation is complete, test your code as shown below (e.g., `-0.25x + 4.0`):



Your solution must support polynomials up to the 10th degree. For example, the polynomial $0.025x^{10} + 0.01$ must produce a result as show below:



You need to input:

```
10
0.01 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.025
```

The result of the multiplication is a polynomial of the 20th degree: $0.000625x^{20} + 0.0001$.

The solution requires 60-100 lines of low density C++ code.

Submission deadline: Tuesday, March 18, 2014, 10:30 a.m.

Submission procedure: on paper, code of class `Polynomial`.