

# Software Development Fundamentals (SDF) Project - (CS1023)

Jan-May 2024

## Problem Statement

Implementation of an entire infinite-precision arithmetic library in **C++** (version 17.0.0) using OOP concepts. Given two strings as input, you need to add support for addition, subtraction, multiplication and division, for both integer and floating point data types. The answer should be printed on the terminal screen.

## Library specification

Create a namespace in C++ called **InfiniteArithmetic** which consists of two classes **Integer** and **Float**.

### Integer class:

**Your class should support the following constructors/destructors:**

- Default constructor `Integer()` that initializes the instance with value 0.

- Constructor `Integer(string s)` that initializes the instance by the number whose string representation is given by 's'. Eg: `Integer("-34534536454")`;

- Copy constructor that creates an instance of `Integer`

- Destructor that explicitly frees the memory.

**Your class should support the following functions:**

- `parse(const string& s)` - a static function that returns an instance of `Integer` class.

- Overload the following integer arithmetic operators:** (+, -, \*, /)

## Float class:

**Your class should support the following constructors/destructors:**

Default constructor `Float()` that initializes the instance with value 0.f.

Constructor `Float(string s)` that initializes the instance by the number whose string representation is given by 's'. Eg: `Float("-345.32393298");`

Copy constructor that creates an instance of `Float`

Destructor that explicitly frees the memory.

**Your class should support the following functions:**

**parse (const string& s)** - a static function that returns an instance of `Float` class.

**Overload the following integer arithmetic operators:** (+, -, \*, /)

**Note:**

Using these classes, one should be able to compute any expression involving arbitrarily large *integers* and arbitrarily large *float* numbers with arbitrary precision. All the operations that you implement should preserve the complete information of the number and should not introduce any kind of round-off errors.

## Expected Binaries

libmy\_inf\_arith.a  
my\_inf\_arith

## Makefile instructions

It should have at least these targets.

make all: To build my\_inf\_arith executable.

make libmy\_inf\_arith: To build the static library (libmy\_inf\_arith.a).

make clean: To clean the temporaries/executables.

## Two Modes

### As an Executable:

The my\_inf\_arith executable should accept 4 command line arguments in the given order.

<int/float>

<add/sub/mul/div>

First operand

Second operand

## As a Library:

The libmy\_inf\_arith.a library which can be linked to any executable/library.

## Evaluation Criteria (Total 100 marks)

Stage	Domain	Operations	Points
1	Integers	+, -	45
2	Integers	*, /	20
3	Floating point	+, -	20
4	Floating point	*, /	15

## Submission guidelines

Here are some general guidelines that you should follow: (All of these factors will have weights in the grading of this project)

### Git:

Use git commands to upload the assignment in GitHub classroom  
Assign git tags for each stage of the project.

### Code:

The code should be properly organized: what goes into each classes, functions, blocks etc

The code should have appropriate separation between the source files and headers, etc.

All the code should be properly documented. This includes  
proper variable names, proper indentation, ...  
documentation (at local level, function level, class level).

**Report:** Submit a report.pdf written in LaTeX describing your approach. It should clearly write the names and IDs of the team. It should outline at least the following:

The design section, which describes the design decisions that you made.

It should also include the class diagrams in UML format.

A README section that explains to the users how to use your library.

A snapshot of the git commits.

Any limitations of your library.  
Verification approach  
Any key learnings from the overall project.  
...

## Public Test Cases :

**Input:** ./my\_inf\_arith int add 23650078224912949497310933240250  
42939783262467113798386384401498

**Output:** 66589861487380063295697317641748

**Input:** ./my\_inf\_arith int sub 3116511674006599806495512758577  
57745242300346381144446453884008

**Output:** -54628730626339781337950941125431

**Input:** ./my\_inf\_arith int mul 14344163160445929942680697312322  
23017167694823904478474013730519

**Output:** 330162008905899217578310782382075660760972861550182008086155118

**Input:** ./my\_inf\_arith int div 8792726365283060579833950521677211  
493835253617089647454998358

**Output:**

17804979

**Input:** ./my\_inf\_arith float div 8792726365283060579833950521677211.0  
493835253617089647454998358

**Output:**

17804979.09146998930296115952008787853368052180603671167924683984130815398609  
2362737855068303554024486248084164734360677209716426077098087105970442196627  
540469031041948493652479229112208111436434654956

**Input:** ./my\_inf\_arith float add 84486723.420039 70974199.843732

**Output:** 155460923.263771

**Input:** ./my\_exe float sub 840196454.51725 712586963.70283

**Output:** 127609490.81442

**Input:** ./my\_exe float mul 6400251.9377695 2326541.6827934

**Output:** 14890452913599.9717457253213

**Input:** ./my\_inf\_arith float div 244727.15202 75964.3891

**Output:**

3.221603634537752111008551505615938666187470202403036240569201128479818183649  
4226476969061810042253074 (1000-digit precision)

**Input :** ./my\_inf\_arith int div 25 123

**Output :** 0

**Input :** ./my\_inf\_arith float div 3227 555

**Output :** 5.8144144... (repeating till 1000 digits)

**Input :** ./my\_inf\_arith float div 5.5 2

**Output :** 2.75

**Input :** ./my\_inf\_arith int div 2 0

**Output :** Division by zero error