
Infinite Precision Library Documentation

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Contents

1	Integer Library	3
1.1	Introduction	3
1.2	API Reference	3
1.2.1	Constructors	3
1.2.2	Destructor	3
1.2.3	parse	3
1.2.4	Assign	4
1.2.5	Print	4
1.2.6	Input	4
1.2.7	Add	4
1.2.8	Add2	4
1.2.9	Subtract	4
1.2.10	Multiply	4
1.2.11	MultiplyByDigit	4
1.2.12	Divide	4
1.2.13	Mod	4
1.2.14	Compare	4
1.2.15	Complement	4
1.2.16	Negate	4
1.2.17	isZero	4
1.2.18	MatchDigits	4
1.2.19	VerifyString	4
1.2.20	PopZero	4
1.3	Examples	4
2	Float Library	5
2.1	Introduction	5
2.2	API Reference	5
2.2.1	Constructors	5
2.2.2	Destructor	5
2.2.3	parse	5
2.2.4	Assign	5
2.2.5	Print	5
2.2.6	Input	5
2.2.7	Add	5
2.2.8	Subtract	5
2.2.9	Multiply	5
2.2.10	MultiplyByDigit	5
2.2.11	Divide	5
2.2.12	SetPrecision	5
2.2.13	Compare	5
2.2.14	Complement	5
2.2.15	Negate	5
2.2.16	isZero	5
2.2.17	MatchDigits	5
2.2.18	ResizeEnds	5
2.2.19	VerifyString	5
2.2.20	PopZero	5
2.3	Examples	6

1 Integer Library

1.1 Introduction

In this section, describe the purpose and functionalities of your Integer library. Explain how it provides infinite precision arithmetic for integers.

1.2 API Reference

Here, list and explain the functions and methods provided by the Integer library. Use clear and concise explanations.

1.2.1 Constructors

Integer()

This constructor creates a vector initializes it to {0} and initializes `isNegative` to `false`.

```
1 #include "Integer.h"
2 #include "Float.h"
3
4 int main()
5 {
6     LOG(InfiniteArithmetic::Integer());
7     // Output = 0
8 }
```

Integer(std::string num)

This constructor sets the member variables to appropriate values based on the string. It calls the `VerifyString` function internally to check if the string provided is valid or not.

```
1
2     LOG(InfiniteArithmetic::Integer("212"));
3     // Output = 212
4
```

Integer(const Integer &obj)

It is a copy constructor that replicates the values of the object given.

```
1
2     namespace InfiniteArithmetic = IA;
3     LOG(IA::Integer(IA::Integer("110")));
4     // Output = 110
```

1.2.2 Destructor

~Integer()

The destructor deletes the vector and the boolean variable `isNegative` explicitly.

1.2.3 parse

The parse function returns an instance of the `Integer` class.

- 1.2.4 Assign
- 1.2.5 Print
- 1.2.6 Input
- 1.2.7 Add
- 1.2.8 Add2
- 1.2.9 Subtract
- 1.2.10 Multiply
- 1.2.11 MultiplyByDigit
- 1.2.12 Divide
- 1.2.13 Mod
- 1.2.14 Compare
- 1.2.15 Complement
- 1.2.16 Negate
- 1.2.17 isZero
- 1.2.18 MatchDigits
- 1.2.19 VerifyString
- 1.2.20 PopZero

1.3 Examples

Provide code examples demonstrating the usage of the Integer library functions.

```
>>> a = Integer(10)
>>> b = Integer(5)
>>> c = a.add(b)
>>> print(c.toString()) # Output: 15

>>> d = a.divide(b)
>>> print(d.toString()) # Output: 2
```

2 Float Library

2.1 Introduction

Describe the purpose and functionalities of your Float library here. Explain how it provides infinite precision arithmetic for floating-point numbers.

2.2 API Reference

Document the functions and methods provided by the Float library, similar to the Integer library section.

2.2.1 Constructors

2.2.2 Destructor

2.2.3 parse

2.2.4 Assign

2.2.5 Print

2.2.6 Input

2.2.7 Add

2.2.8 Subtract

2.2.9 Multiply

2.2.10 MultiplyByDigit

2.2.11 Divide

2.2.12 SetPrecision

2.2.13 Compare

2.2.14 Complement

2.2.15 Negate

2.2.16 isZero

2.2.17 MatchDigits

2.2.18 ResizeEnds

2.2.19 VerifyString

2.2.20 PopZero

- **add(a, b)**: Adds two floats 'a' and 'b' and returns the result as a Float object.
- **subtract(a, b)**: Subtracts float 'b' from 'a' and returns the result as a Float object.
- **multiply(a, b)**: Multiplies two floats 'a' and 'b' and returns the result as a Float object.
- **divide(a, b)**: Divides float 'a' by 'b' and returns the result as a Float object. (Handle division by zero case)
- **abs(a)**: Returns the absolute value of float 'a' as a Float object.
- **toString()**: Converts the Float object to a string representation.

2.3 Examples

Include code examples demonstrating the usage of the Float library functions.

```
>>> a = Float(3.14)
>>> b = Float(2.72)
>>> c = a.add(b)
>>> print(c.toString()) # Output: 5.86

>>> d = a.divide(b)
>>> print(d.toString()) # Output: 1.15... (show limited precision)
```