과제 - 08

문제가 이해가 안되면 영어 원서를 참고하시오.

1. 교재 373페이지의 5번을 프로그램하여 아래에 붙이시오.

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| #include<iostream>  using namespace std;  class Vector2D  {  public:  Vector2D(int vx, int vy);  void input\_x();  void input\_y();  void show(Vector2D &v1, Vector2D &v2);  int resultVector(Vector2D& v);  friend const Vector2D operator \*(Vector2D& first, Vector2D& second);  private:  int x;  int y;  };  const Vector2D operator\*(Vector2D& first, Vector2D& second)  {  int resultX = first.x \* second.x;  int resultY = first.y \* second.y;  return Vector2D(resultX, resultY);  }  Vector2D::Vector2D(int vx, int vy):x(vx), y(vy)  {  }  void Vector2D::input\_x()  {  cin >> x;  }  void Vector2D::input\_y()  {  cin >> y;  }  void Vector2D::show(Vector2D& v1, Vector2D& v2)  {  cout << "( " << v1.x << "X \* " << v2.x << "X )";  cout << " + " << "( " << v1.y << "Y \* " << v2.y << "Y )" << endl;  }  int Vector2D::resultVector(Vector2D& v)  {  int resultVector = v.x + v.y;  return resultVector;  }  int main()  {  Vector2D vectorA(0,0), vectorB(0,0), vector(0,0);  vectorA.input\_x();  vectorA.input\_y();  vectorB.input\_x();  vectorB.input\_y();  vector.show(vectorA, vectorB);  vector = vectorA\* vectorB;    cout << "result: " << vector.resultVector(vector);  return 0;  } |

[출력 결과] (화면 캡쳐하여 복사)

