

hw#3

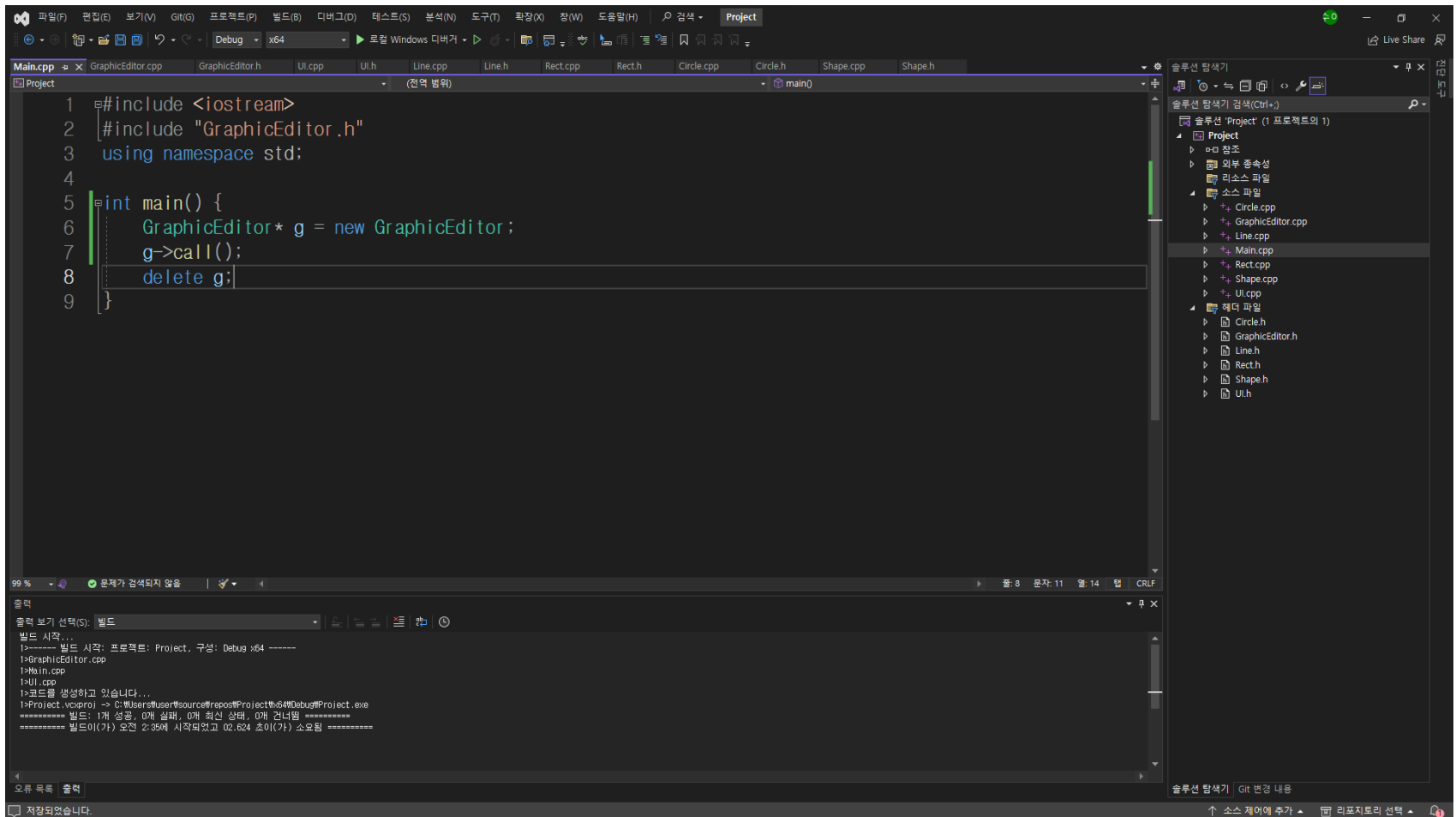
과제 #3 P532 16번 문제

16조 이수영, 원준서

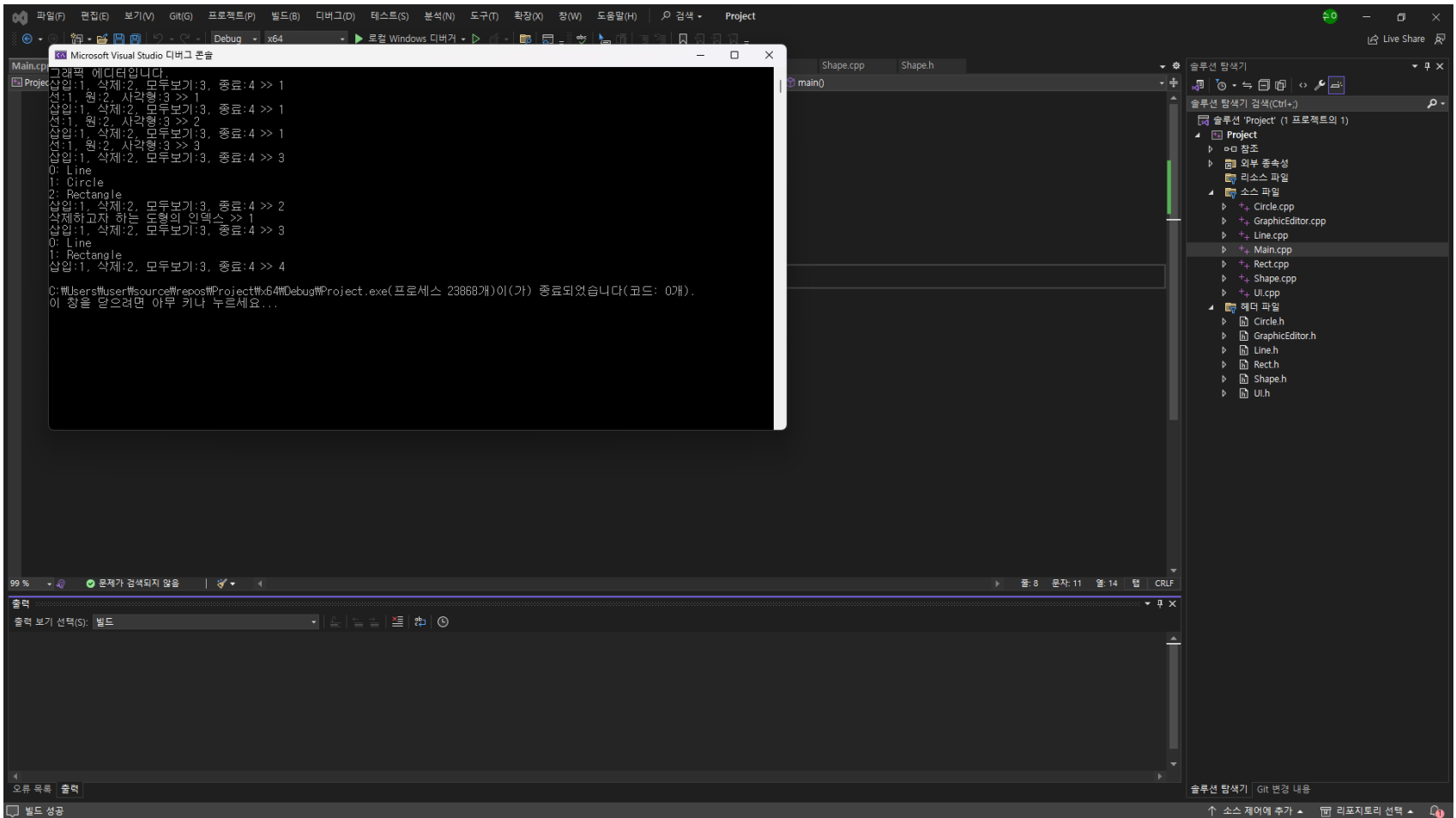
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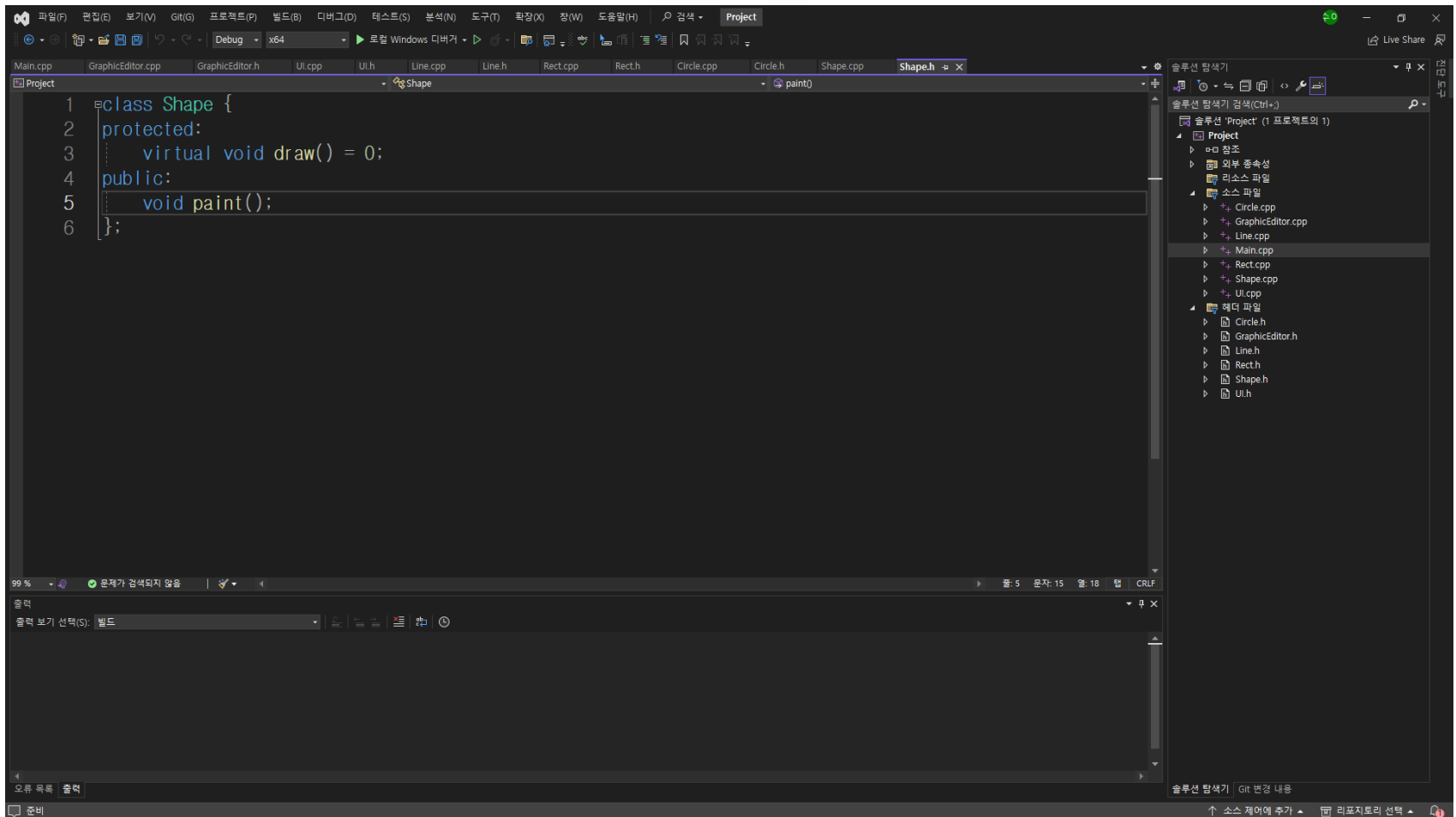
Main.cpp(1)코드



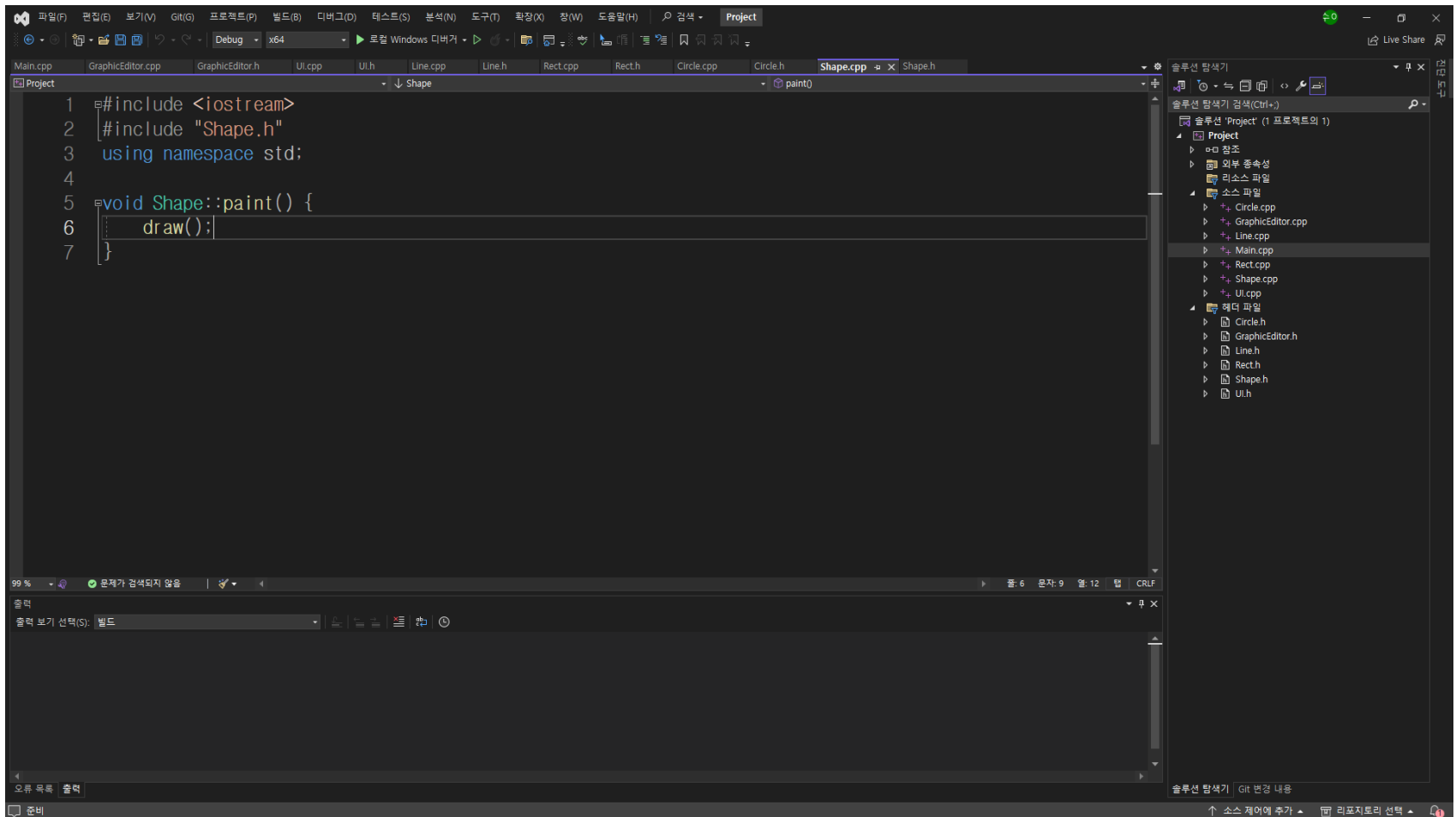
Main.cpp(2) 실행 결과



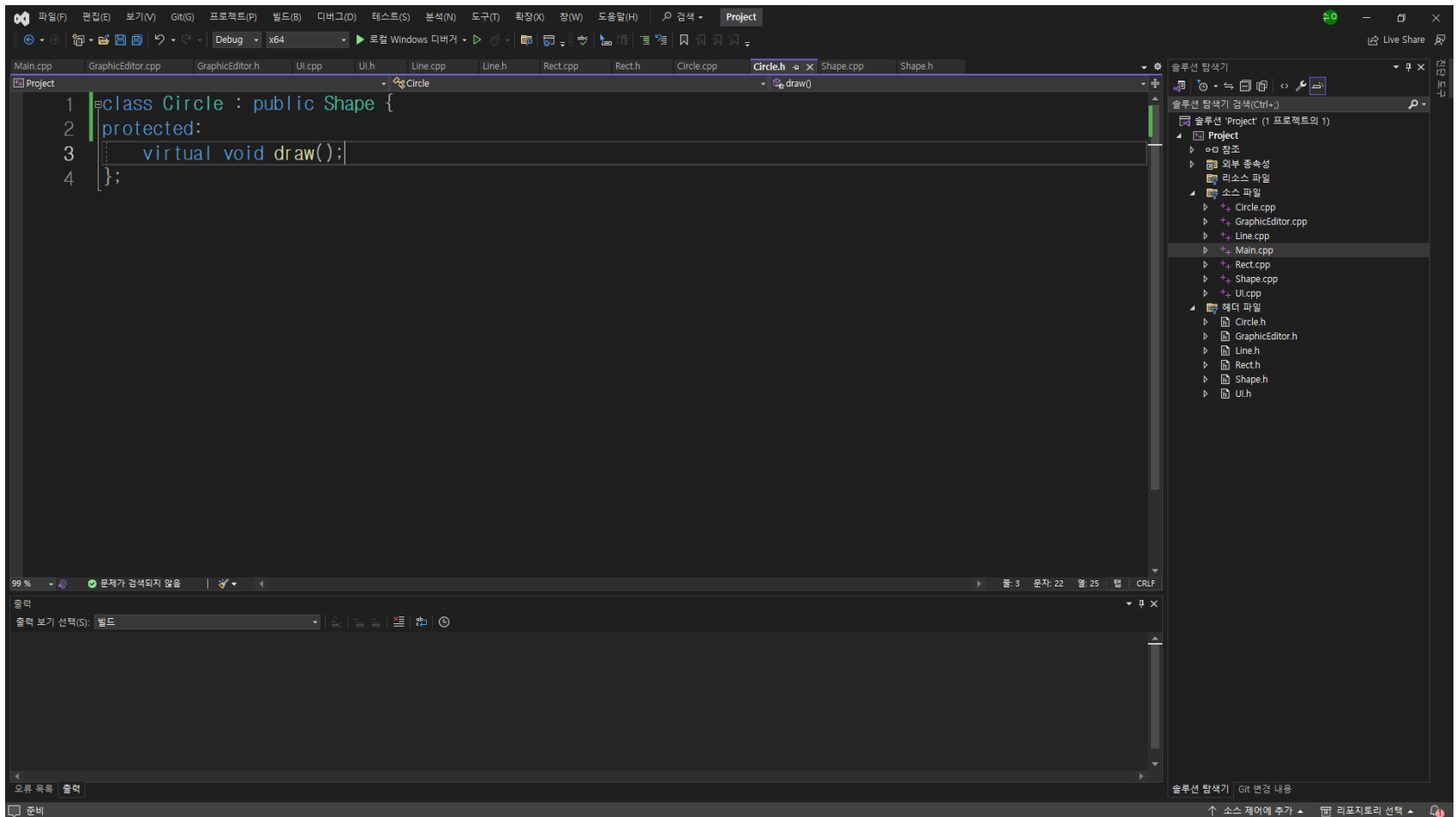
Shape.h



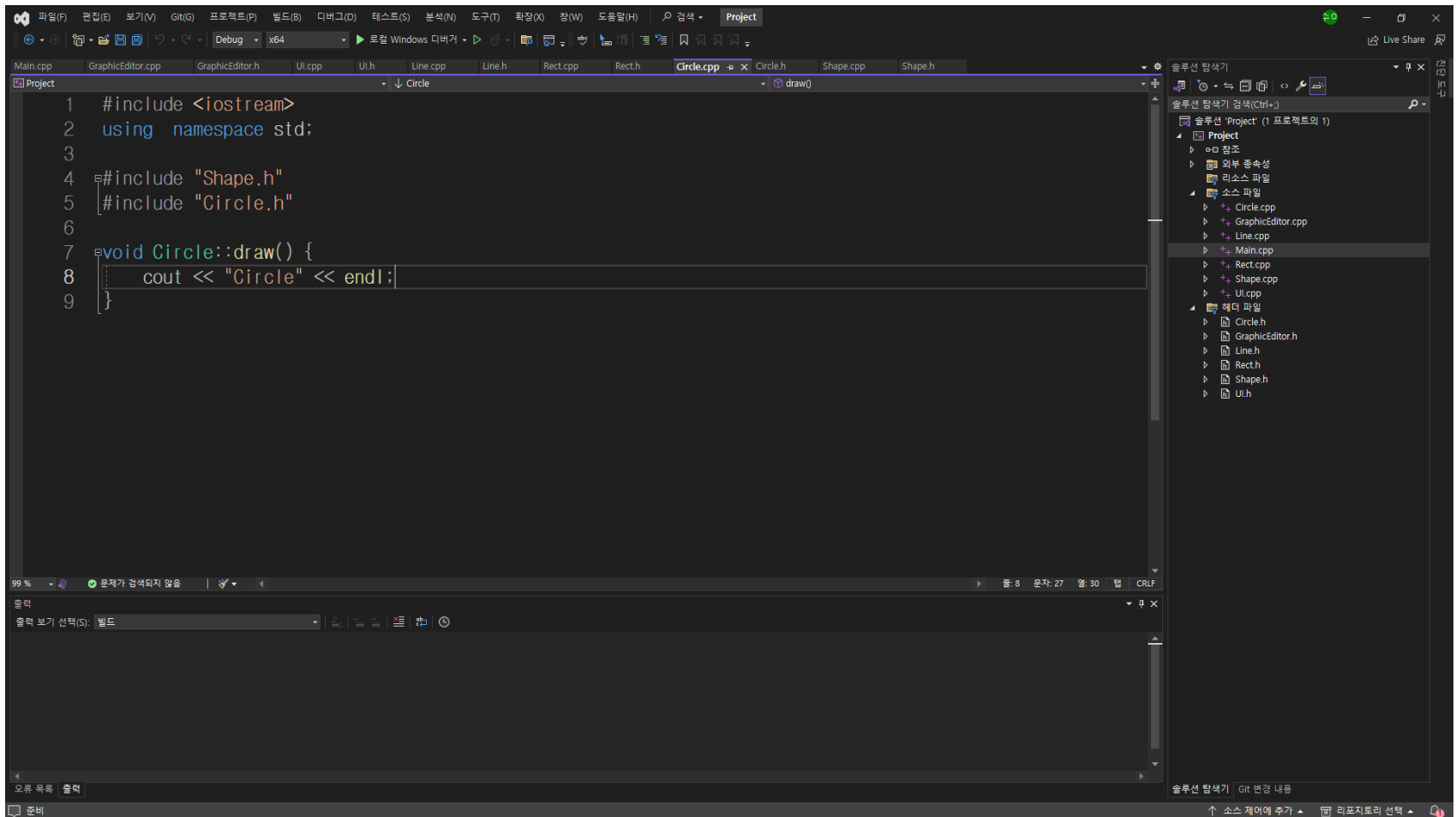
Shape.cpp



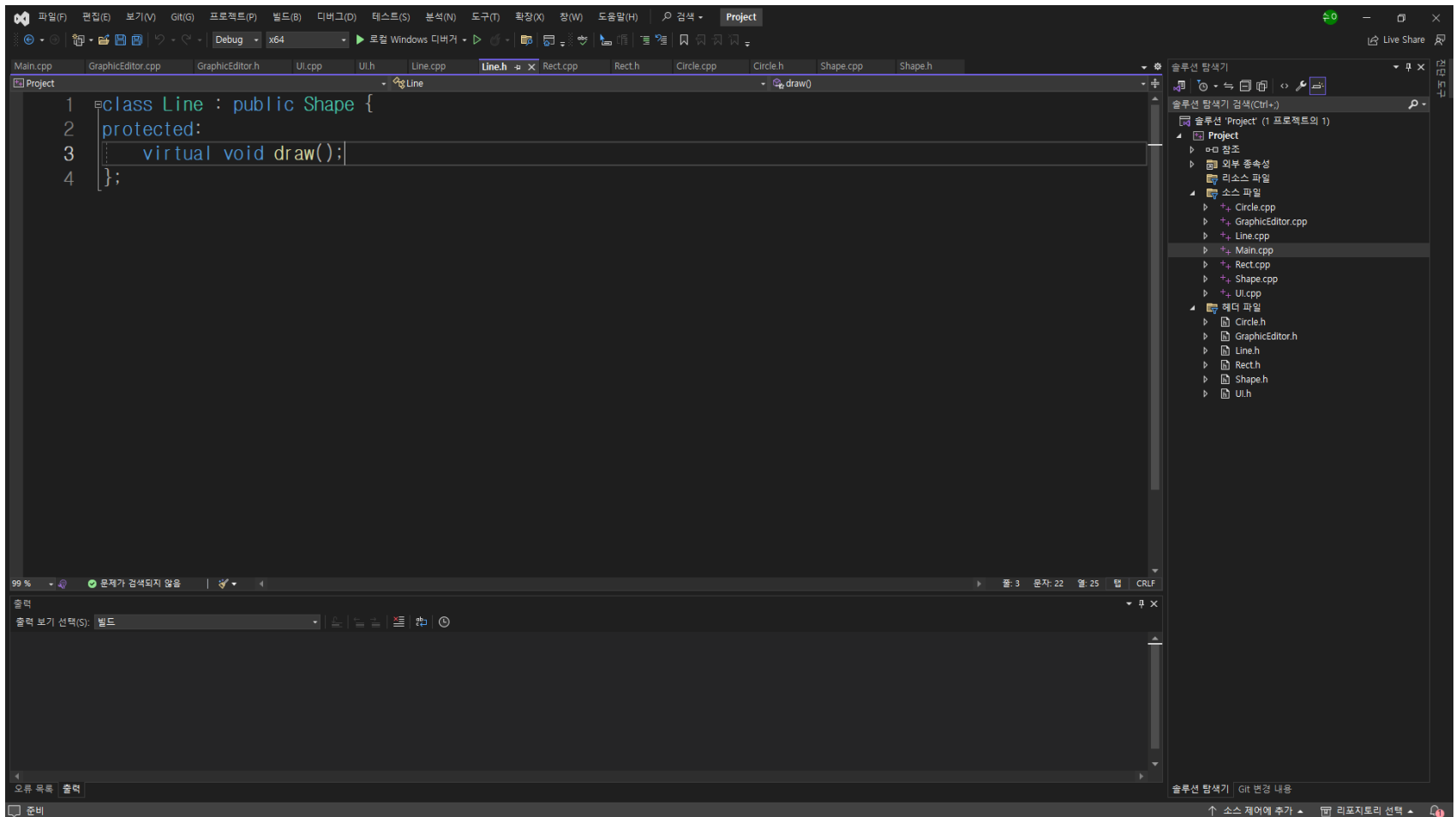
Circle.h



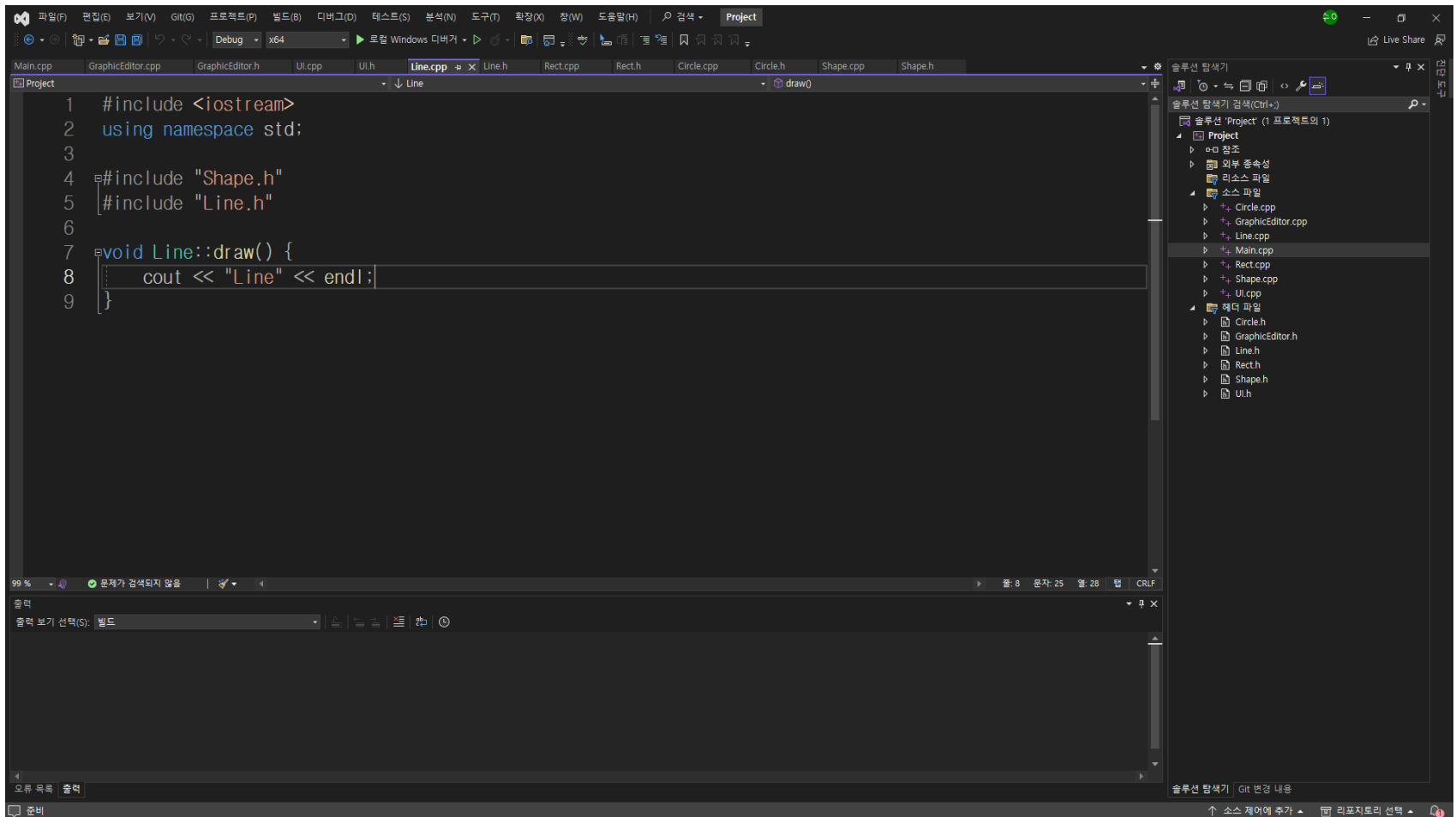
Circle.cpp



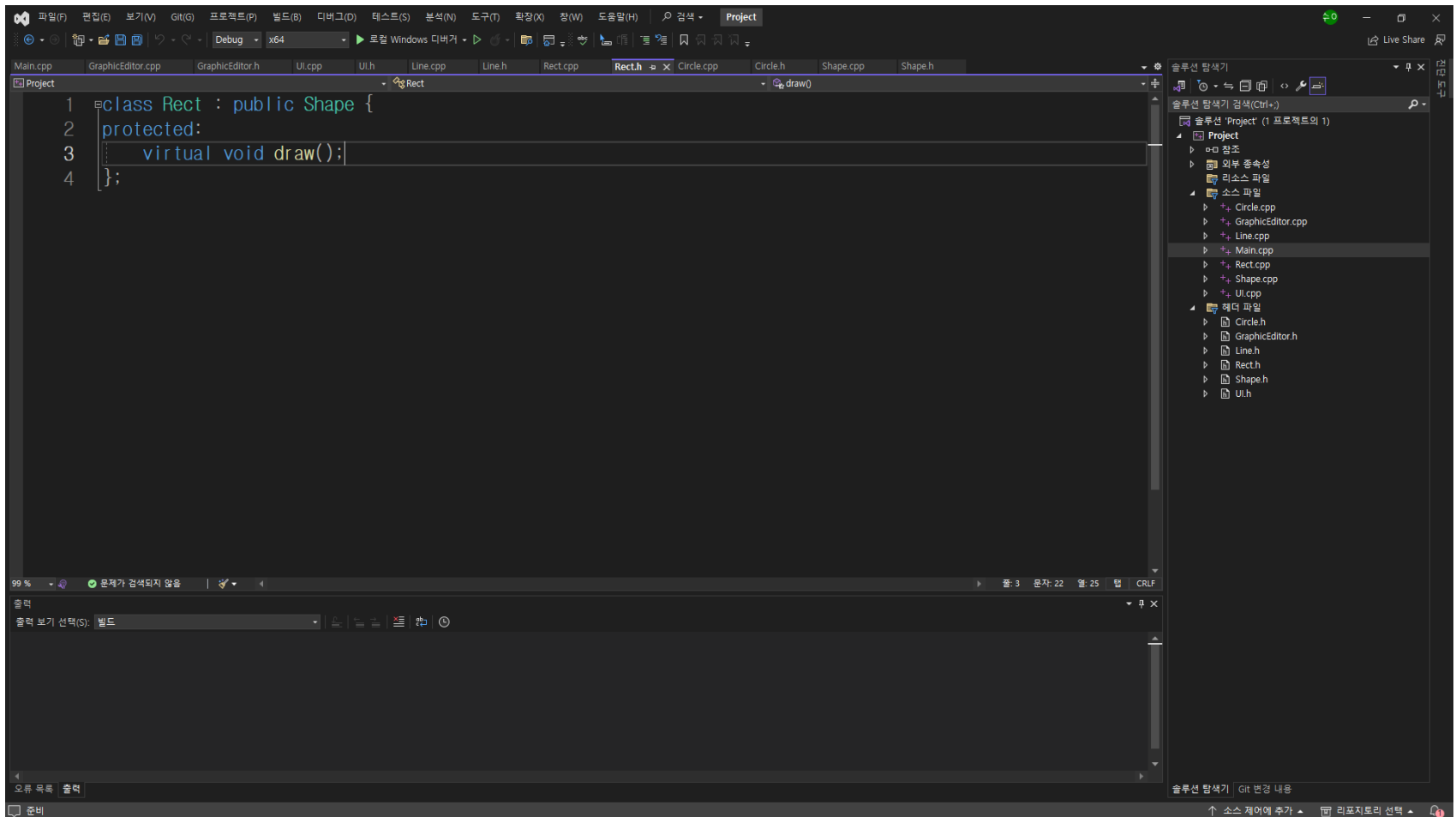
Line.h



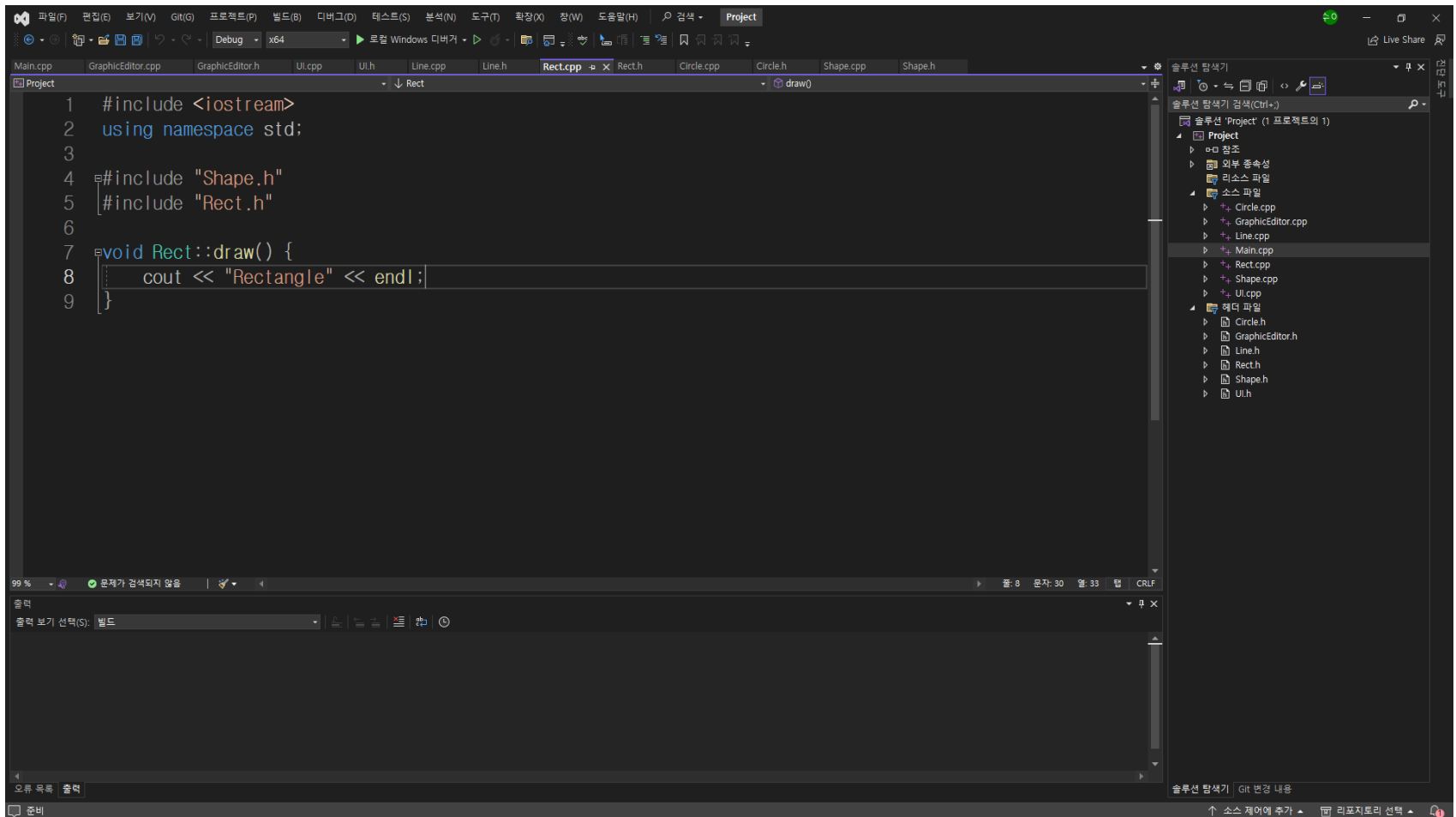
Line.cpp



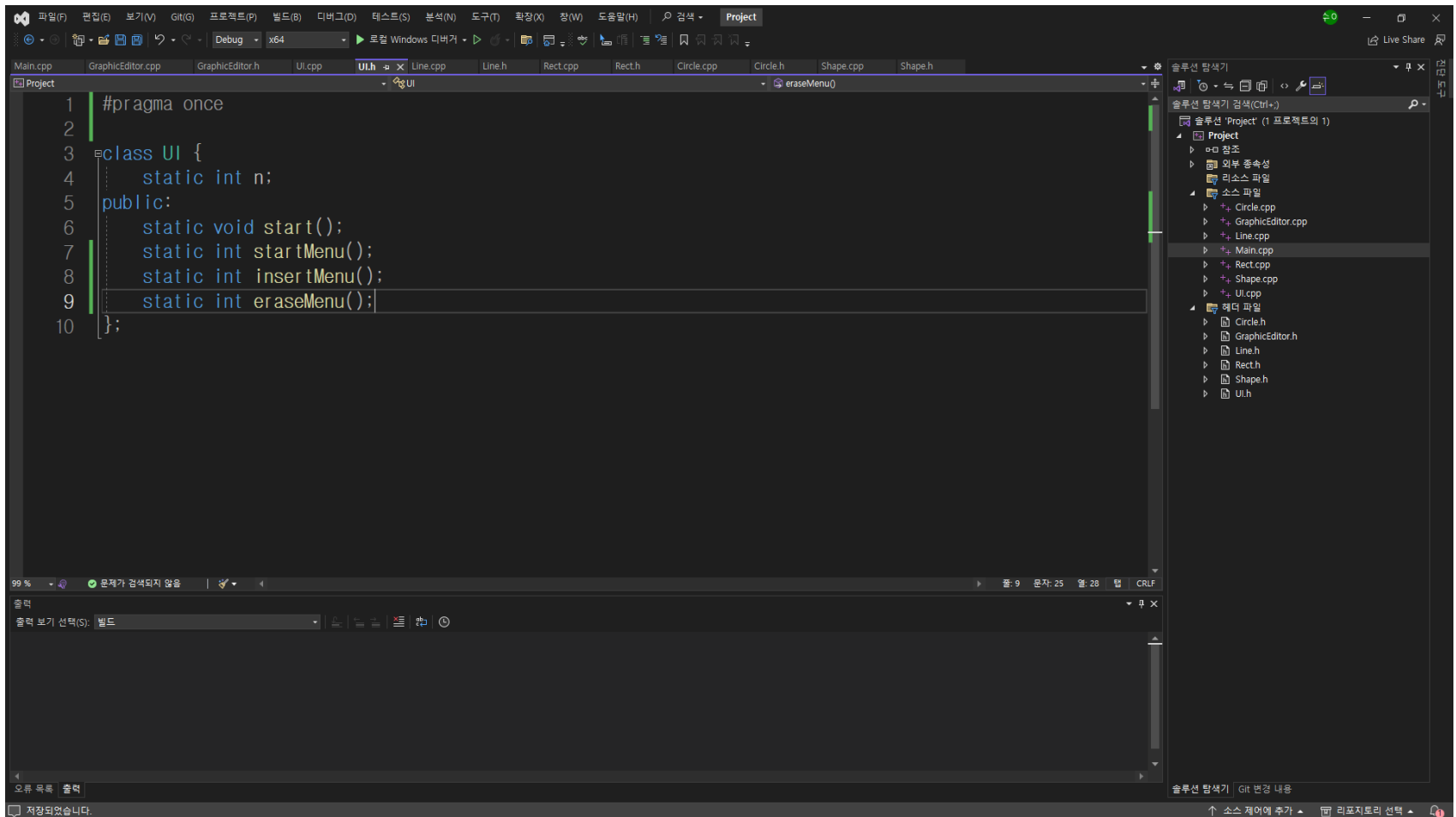
Rect.h



Rect.cpp



UI.h



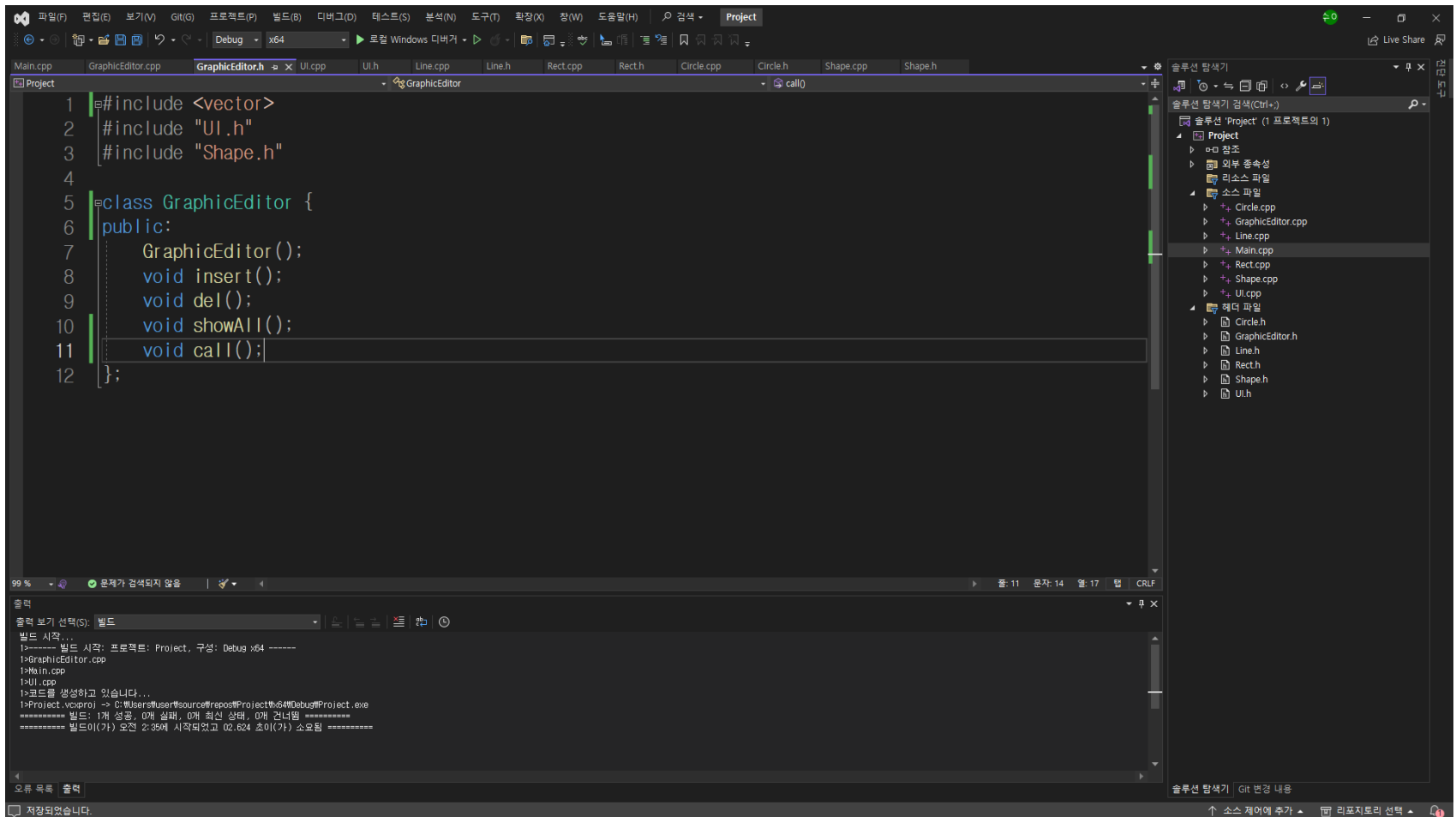
UI.cpp

The screenshot displays a C++ IDE with the following components:

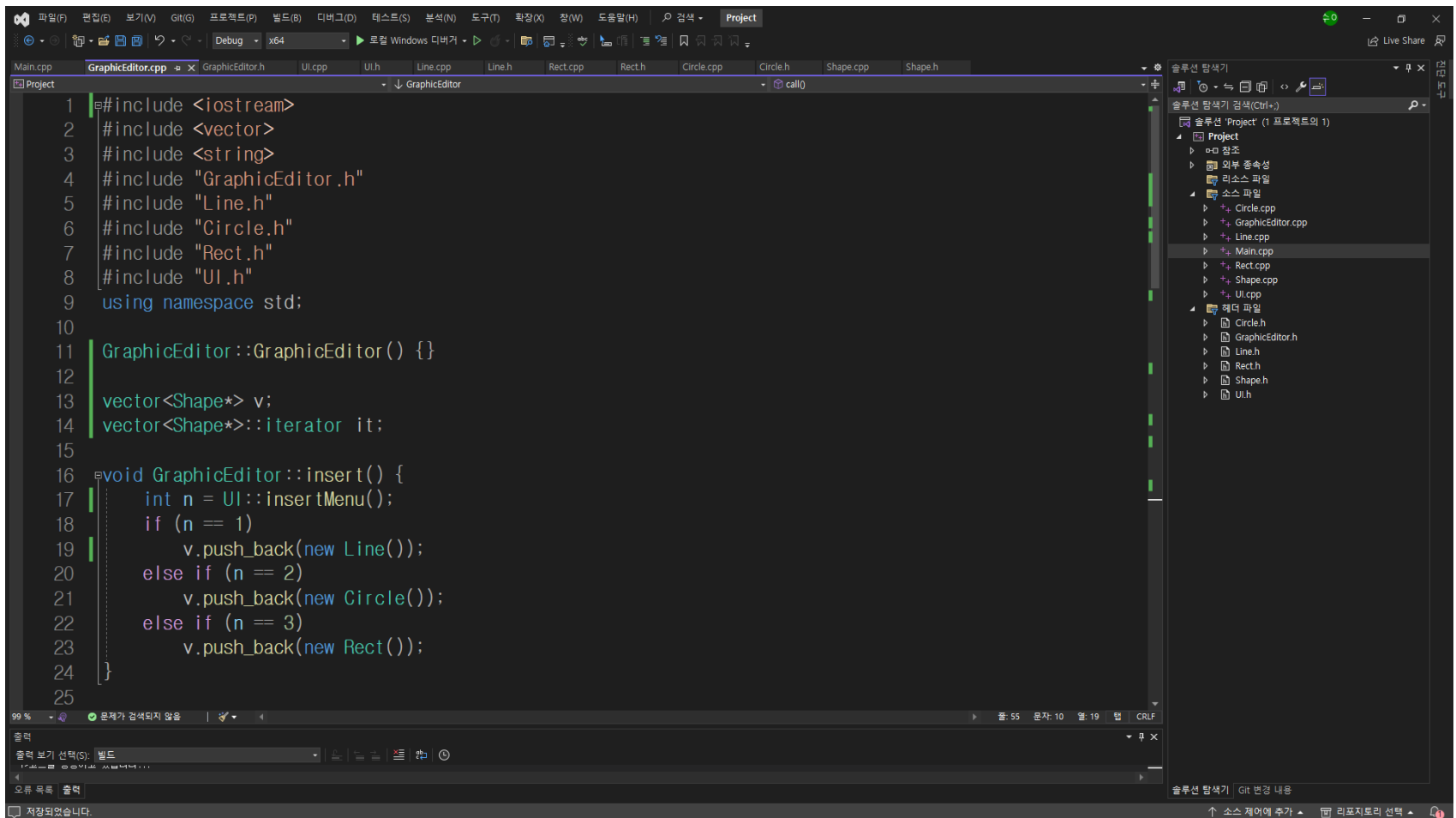
- Top Menu Bar:** Includes File (파일(F)), Edit (편집(E)), View (보기(V)), Git(G), Project(P), Build(B), Debug(D), Text(S), Run(N), Tools(T), Macro(X), Window(W), Help(H), Search, and Project.
- Toolbar:** Contains icons for file operations, debugging, and running.
- Project Explorer:** Shows the project structure for 'Project' (1 project):
 - Source Files (소스 파일): Circle.cpp, GraphicEditor.cpp, Line.cpp, Main.cpp, Rect.cpp, Shape.cpp, UI.cpp.
 - Header Files (헤더 파일): Circle.h, GraphicEditor.h, Line.h, Rect.h, Shape.h, UI.h.
- Code Editor:** Displays the content of `UI.cpp`:

```
1 #include <iostream>
2 #include "UI.h"
3 using namespace std;
4
5 int UI::n = 0;
6
7 void UI::start() {
8     cout << "그래픽 에디터입니다." << endl;
9 }
10 int UI::startMenu() {
11     cout << "삽입:1, 삭제:2, 모두보기:3, 종료:4 >> ";
12     cin >> n;
13     return n;
14 }
15
16 int UI::insertMenu() {
17     cout << "선:1, 원:2, 사각형:3 >> ";
18     cin >> n;
19     return n;
20 }
21
22 int UI::eraseMenu() {
23     cout << "삭제하고자 하는 도형의 인덱스 >> ";
24     cin >> n;
25     return n;
26 }
```
- Status Bar:** Shows 99% completion, a warning icon, and the message '문제가 검색되지 않음' (No problem found).
- Bottom Panel:** Includes a '출력' (Output) window and a '소스 제어에 추가' (Add to Source Control) button.

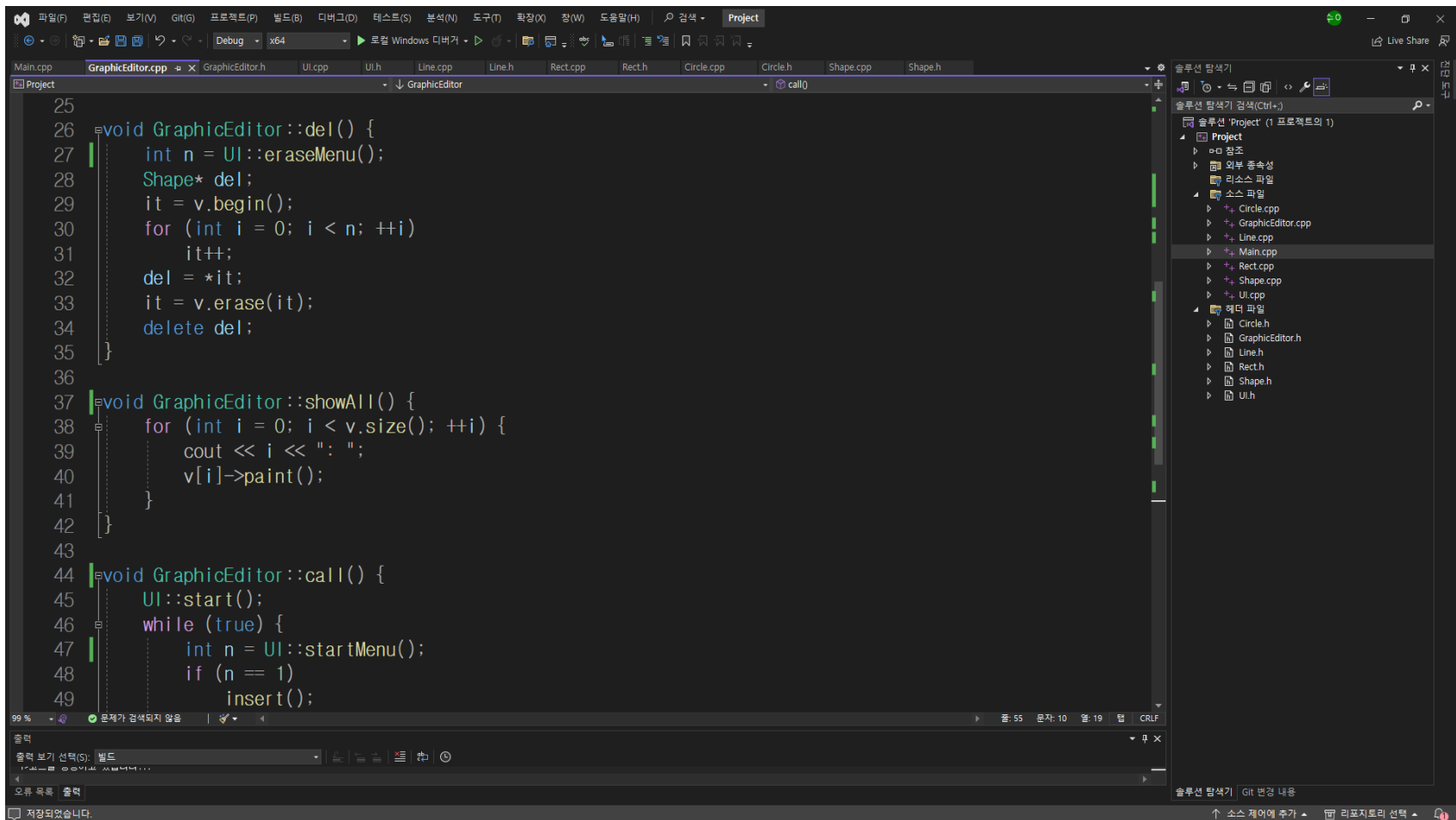
GraphicEditor.h



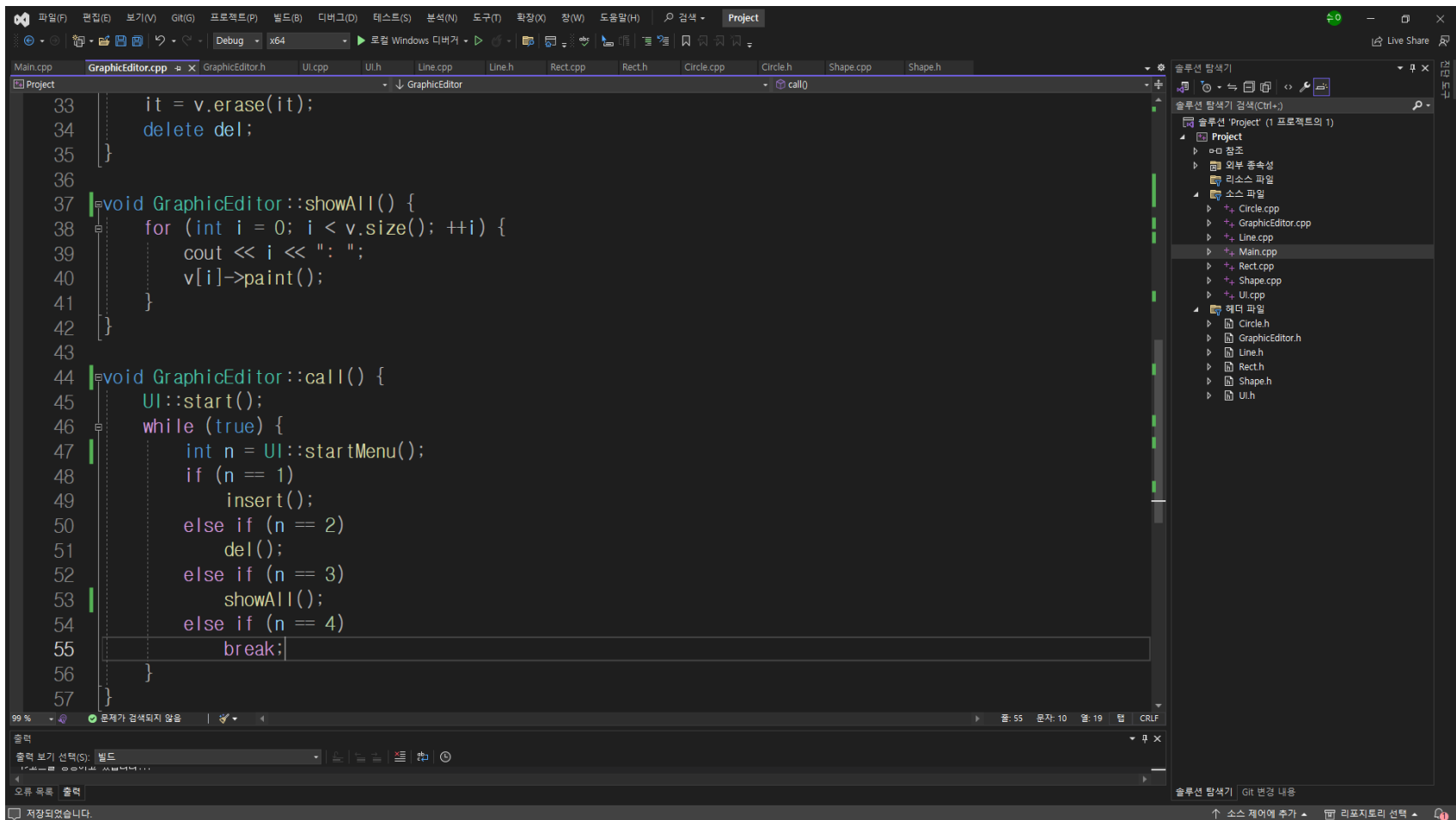
GraphicEditor.cpp(1/3)



GraphicEditor.cpp(2/3)



GraphicEditor.cpp(3/3)



```
33     it = v.erase(it);
34     delete del;
35 }
36
37 void GraphicEditor::showAll() {
38     for (int i = 0; i < v.size(); ++i) {
39         cout << i << ": ";
40         v[i]->paint();
41     }
42 }
43
44 void GraphicEditor::call() {
45     UI::start();
46     while (true) {
47         int n = UI::startMenu();
48         if (n == 1)
49             insert();
50         else if (n == 2)
51             del();
52         else if (n == 3)
53             showAll();
54         else if (n == 4)
55             break;
56     }
57 }
```

Project Explorer (Right Sidebar):

- Project (1 프로젝트의 1)
- 소스 파일
 - Circle.cpp
 - GraphicEditor.cpp
 - Line.cpp
 - Main.cpp
 - Rect.cpp
 - Shape.cpp
 - UI.cpp
- 헤더 파일
 - Circle.h
 - GraphicEditor.h
 - Line.h
 - Rect.h
 - Shape.h
 - UI.h