GAME2001 Fall 2015

Lab Exercises Week 2

1 Templates

1.1 Function Templates

Create a function template with signature T mid(T val1, T val2, T val3) that takes three values of type T and returns as a result the value midVal which is one the values val1, or val2 or val3 that satisfies the condition:
minimum(val1,val2,val3) <= midVal < max(val1,val2,val3).

1.2 Class Templates

Create a class template called Rectangle that has two private variables width, height of type T (a parameter), a constructor, getters GetWidth and GetHeight that return respective values of type T, and two overloaded comparasion operators <,>. Two rectangles are compared based on their surface area, that is rectangle with width 5 and height 4 is grater than the rectangle with with 2 and height 8.

The main() program must create three objects of type Rectangle<double> and return the middle sized rectangle using the function mid from the previous exercise.

2 Big-O Complexity

2.1

Determine the complexity of the following implementations of the algorithms for adding, multiplying and transposing $n \times n$ matrices:

```
\begin{array}{l} \text{for } (i = 0; \ i < n; \ i++) \\ \text{for } (j = 0; \ j < n; \ j++) \\ \text{a[i][j]} = \text{b[i][j]} + \text{c[i][j]}; \\ \\ \text{for } (i = 0; \ i < n; \ i++) \\ \text{for } (j = 0; \ j < n; \ j++) \\ \text{for } (k = \text{a[i][j]} = 0; \ k < n; \ k++) \end{array}
```

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2.2

Determine the computational complexity of the following two loops: