

창의적 소프트웨어 프로그래밍 Lab 14

Handed out : Thu, Nov 10, 2022

Due : Mon, Nov 14, 2022, 23:59 (NO SCORE for late submissions!)

Submit your file on LMS.

There will be NO CLASS tomorrow!!! (2022. 11. 11)

1. Write a program that works as follows:
 - A. Define class Shape that has a constructor taking width and height as parameters (double type).
 - B. Define class Triangle and class Rectangle which inherit from class Shape. Each subclass also has a constructor taking width and height as parameters (double type).
 - C. All classes have a member function, double getArea().
 - i. Shape::getArea() is a pure virtual function.
 - D. Take inputs from the user and create objects of proper type according to the input by new operator, and then put those objects into std::vector<Shape*> arr.
 - E. When the user enters 0, call the getArea() of each element of arr to print out calculated area. Each element of arr must be deallocated after use.
 - F. Do not use the type casting operator throughout the code.
 - G. This program should take user input repeatedly
 - H. **Input:**
 - i. 'r' [width] [height] – Create a rectangle.
 - ii. 't' [width] [height] – Create a triangle.
 - iii. 0 – Print the results and quit the program.
 - I. **Output:** Areas of the shapes.

J. Files to submit:

- i. main.cpp – main() must be in this file.
- ii. shape.h – Class definitions
- iii. shape.cpp – Class member function definitions (implementations)
- iv. A CMakeLists.txt to generate the executable

```
$ ./shapes
r 10 5
t 2 4
t 10 5
r 4 3
0
50
4
25
12
$
```

2. The following program prints out 2. Modify the program using one of the C ++ type casting operators only once so that it prints out 2.5 (actual division result).

A. Do not use C's casting operator or C++'s reinterpret_cast.

```
#include <iostream>
using namespace std;
int main()
{
    int a = 10;
    int b = 4;
    cout << a / b << endl;
    return 0;
}
```

B.

C. **Input:** None

D. **Output:** The division result.

E. Files to submit:

- i. A C++ source file.

```
$ ./division
2.5
$
```

3. Write a program that works as follows using the following code:

```
class B
{
public:
    virtual ~B() {}
};
class C : public B
{
public:
    void test_C() { std::cout << "C::test_C()" << std::endl; }
};
class D : public B
{
public:
    void test_D() { std::cout << "D::test_D()" << std::endl; }
};
```

- A.
- B. Take arbitrary number of "B", "C", and "D" strings, and then creates one object of class B, C, or D for each string, and put those object into `std::vector<B*> arr`.
- C. When the user enters 0, the for statement traverses each element of `arr`,
 - i. Call `C::test_C()` if the element is a C type object
 - ii. Call `D::test_D()` if the element is a D type object (using `dynamic_cast`)
 - iii. Do nothing for the B type object
- D. Note that this problem is intended to practice how to use `dynamic_cast`, so remember that using `dynamic_cast` in this way is not desirable.
- E. Each element of `arr` must be deallocated after use.
- F. This program should take user input repeatedly
- G. **Input:** B or C or D or 0
- H. **Output:** The result described in the problem.
- I. Files to submit:
 - i. A C++ source file.

```
$ ./dynamic_cast
```

```
B
```

```
C
```

```
D
```

```
B
```

```
C
```

```
0
```

```
C::test_C()
```

```
D::test_D()
```

```
C::test_C()
```

```
$
```